POWER SET

RANGED WEAPONS

- ❏ Covering Fire
- ❏ Dance of Death
- ❏ Double Tap
- ❏ Fast Hands
- ❏ Headshot
- ❏ Kill Zone
- ❏ Orchestra of Overkill
- ❏ Point-Blank Parry
- ❏ Return Fire
- ❏ Slow-Motion Shoot Dodge
- ❏ Snap Shooting
- ❏ Sniping
- ❏ Stopping Power
- ❏ Suppressive Fire
- ❏ Weapons Blazing

MARVEL

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Role-Playing Game

POWER

COVERING FIRE

Action: Reaction.

Trigger: An ally within the character's line of sight begins its turn.

Duration: Instant.

Range: Line of Sight.

Effect: The character makes an Agility attack against a target's Vigilance defense.

If the attack is a success, apply Health Damage Reduction normally. The target takes any damage to their Focus. If it's a Fantastic success, the damage is doubled, and if the target takes any Focus damage, they are stunned for one round.
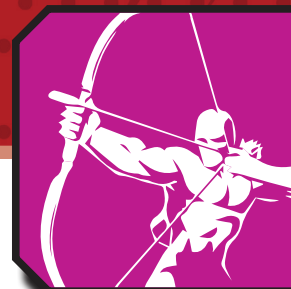
10 FOCUS

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3 RANK

DANCE OF DEATH

Action: Standard.

Duration: Instant.

Range: 5 spaces and Line of Sight.

Effect: The character makes an Agility check and compares that against the Agility defense of every enemy within 5 spaces and in their line of sight.

Each success does half the regular damage. On a Fantastic success, each enemy takes full damage instead and is bleeding.
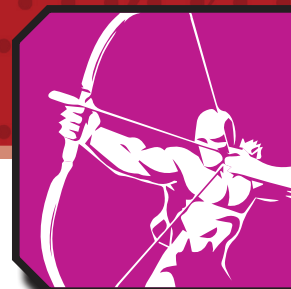
10 FOCUS

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1 RANK

DOUBLE TAP

Action: Standard.
Duration: Instant.
Range: 2 spaces.
Effect: The character makes a ranged attack against an enemy within 2 spaces.

If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and is bleeding.

0 FOCUS

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3 RANK

0 FOCUS

FAST HANDS

Action: Passive.
Duration: Permanent.
Range: Self.
Effect: The character gains one additional reaction per round. This reaction can be used only to trigger a Ranged Weapons power.
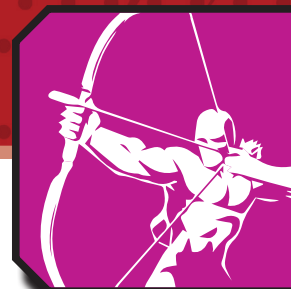
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3 RANK

HEADSHOT

FOCUS **15**

Action: Standard.

Duration: Instant.

Range: As per weapon used.

Effect: The character makes a ranged attack with **trouble** on an enemy within the weapon's range.

If the attack is a success, the enemy takes double normal damage. On a Fantastic success, the enemy takes triple damage. Either way, if the enemy suffers any actual damage, they are also stunned for one round.

MARVEL

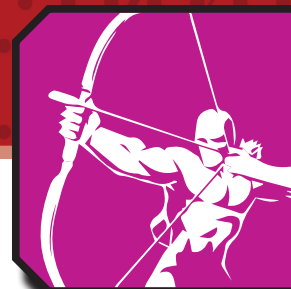## Multiverse
Role-Playing Game

4 RANK

FOCUS 15

KILL ZONE

Action: Reaction.

Trigger: An enemy in the character's line of sight starts to move.

Duration: Instant.

Range: As per weapon used.

Effect: The character makes a ranged attack on the enemy.

If the attack is a success, the enemy takes normal damage. On a Fantastic success, the enemy takes double damage. Either way, the character regains their reaction. Each target can be affected by this attack by this character only once per round.
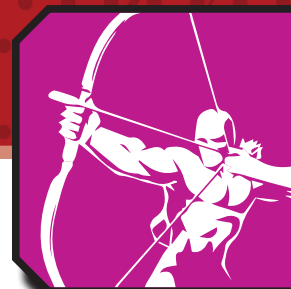
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POWER

ORCHESTRA OF OVERKILL

Action: Standard.

Duration: Instant.

Range: 10 spaces and Line of Sight.

Effect: The character makes an Agility check and compares that against the Agility defense of every enemy within 10 spaces and in their line of sight.

Each success does half regular damage. On a Fantastic success, each enemy takes full damage instead and is bleeding.

15 FOCUS

MARVEL

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2 RANK

5 FOCUS

POINT-BLANK PARRY

Action: Reaction.

Trigger: An enemy within 2 spaces misses an attack against the character.

Duration: Instant.

Range: As per weapon used.

Effect: The character makes a ranged attack against the enemy who missed them.

If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and is bleeding.
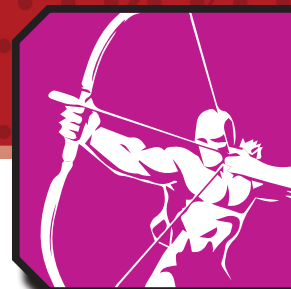
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POWER

RETURN FIRE

Action: Reaction.
Trigger: An enemy declares an attack against the character.
Duration: Instant.
Range: As per weapon used.
Effect: The character makes an Agility attack against a target's Vigilance defense.

If the attack is a success, apply Health Damage Reduction normally. Any damage taken is then applied to the target's Focus instead. If it's a Fantastic success, the damage is doubled and, if the target takes any Focus damage, they are stunned for 1 round.
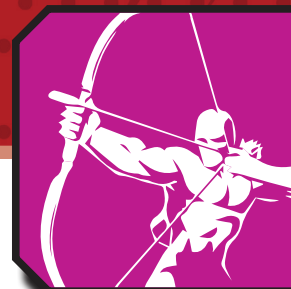
5 FOCUS

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1 RANK

10 FOCUS

SLOW-MOTION SHOOT-DODGE

Action: Standard.

Trigger: The character is attacked.

Duration: Instant + 1 round.

Range: As per weapon used.

Effect: The character splits their attack to make two ranged attacks against separate targets (or they can focus a single attack on a single target).

Make a single Agility check and compare it to the targets' Agility defenses.

On a success, an affected target takes half regular damage. On a Fantastic success, an affected target takes

full damage, and the character can make a bonus attack with this power against any available target, with the same effect.

When the character moves, is moved, or starts their next turn, they instantly fall prone. Until that happens, all attacks against their Agility defense have **trouble**.

1 RANK

SNAP SHOOTING

Action: Standard.
Duration: Instant.
Range: As per weapon used.
Effect: The character splits their attack to make two ranged attacks against separate targets (or they can focus a single attack on a single target). Make a single Agility check and compare it to the targets' Agility defenses.

On a success, an affected target takes half regular damage. On a Fantastic success, an affected target takes full damage and is bleeding.

0 FOCUS

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2 RANK

SNIPING

Action: Both Standard and Movement (character cannot move this turn).

Duration: Instant.

Range: As per weapon used (at least 20 spaces away).

Effect: The character makes a ranged attack against an enemy at least 20 spaces away. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes triple damage instead.
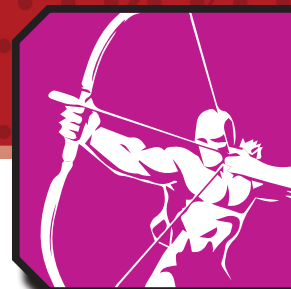
5 FOCUS

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POWER

STOPPING POWER

Action: Standard.

Duration: Instant.

Range: As per weapon used

Effect: The character makes a ranged attack on an enemy.

If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage, and the character can make another regular ranged attack on the same target.
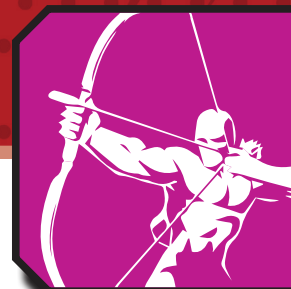
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SUPPRESSIVE FIRE

Action: Standard.

Duration: Instant.

Range: As per weapon used.

Effect: The character makes an Agility attack against a target's Vigilance defense.

If the attack is a success, apply Health Damage Reduction normally. Any damage taken is then applied to the target's Focus instead. If it's a Fantastic success, the damage is doubled, and if the target takes any Focus damage, they are stunned for one round.
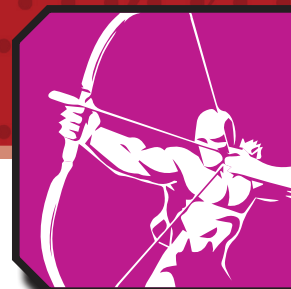
1 RANK

0 FOCUS

MARVEL

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RANK 1

WEAPONS BLAZING

Action: Standard.

Duration: Instant.

Range: As per the weapon used.

Effect: The character splits their attack to make two ranged attacks against separate targets (or they can focus a single attack on a single target). Make a single Agility check and compare it to the targets' Agility defenses.

On a success, the affected target takes half regular damage. On a Fantastic success, the affected target takes full damage, and the character can make a bonus attack with this power against any available target, with the same effect.

FOCUS 0

MARVEL

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