

POWER SET



RESIZE

- ☐ Grow 1
- ☐ Grow 2
- ☐ Grow 3
- ☐ Grow 4
- ☐ Growing Attack
- ☐ Macrodimensional Travel
- ☐ Microdimensional Travel
- ☐ Resize Object
- ☐ Shrink 1
- ☐ Shrink 2
- ☐ Shrink 3
- ☐ Shrink 4
- ☐ Shrinking Dodge

MARVEL

Multiverse
Role-Playing Game

POWER SETS



RESIZE

The Resize Table (below) shows which powers it takes to achieve various sizes. It also shows the modifier to the character's Melee and Agility defenses, the damage multiplier the character adds to their Melee attacks, and the effect their size has on many other things.

Apply a character's size multiplier to their reach, the number of spaces they occupy, their speed and their throwing ranges.

<i>Power</i>	<i>Size</i>	<i>Height</i>	<i>Defense Modifier</i>	<i>Damage Multiplier</i>	<i>Size Multiplier</i>
Shrink 4	<i>Microscopic</i>	<i>¼ inch</i>	+5	-	0
Shrink 3	<i>Miniature</i>	<i>1 inch</i>	+4	-	0
Shrink 2	<i>Tiny</i>	<i>4 inches</i>	+3	-	0
Shrink 1	<i>little</i>	<i>1.5 feet</i>	+2	-	¼
Grow 1	<i>Huge</i>	<i>24 feet</i>	-2	+2	5
Grow 2	<i>Gigantic</i>	<i>100 feet</i>	-3	+4	20
Grow 3	<i>Titanic</i>	<i>400 feet</i>	-4	+6	80
Grow 4	<i>Gargantuan</i>	<i>1,600 feet</i>	-5	+8	320

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1
RANK

POWER



GROW 1

Action: Standard/Reaction.

Trigger: The character is attacked.

Duration: Permanent.

Range: Self.

Effect: The character can grow up to huge size. They can return to their normal size at will.



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1
RANK

POWER



GROW 2

Action: Standard/Reaction.

Trigger: The character is attacked.

Duration: Permanent.

Range: Self.

Effect: The character can grow up to gigantic size. They can return to their normal size at will.



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Multiverse
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1
RANK

POWER



GROW 3

Action: Standard/Reaction.

Trigger: The character is attacked.

Duration: Permanent.

Range: Self.

Effect: The character can grow up to titanic size. They can return to their normal size at will.



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Multiverse
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1
RANK

POWER



GROW 4

Action: Standard/Reaction.

Trigger: The character is attacked.

Duration: Permanent.

Range: Self.

Effect: The character can grow up to gargantuan size. They can return to their normal size at will.



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2 RANK

POWER



GROWING ATTACK

Action: Reaction.

Trigger: The character grows.

Duration: Instant.

Range: Reach.

Effect: The character makes a close attack with an **edge**.

If the attack succeeds, they do regular damage for the size they are growing to. On a Fantastic success, they do double damage and stun the target.

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4 RANK

POWER



MACRO-DIMENSIONAL TRAVEL

Action: Standard.

Duration: Instant.

Range: Self.

Effect: The character can grow enough to travel into the Macroverse, the Over-space or other dimensions of enlarged space. They can return to their normal size at will.

Note that this is something that most characters would rarely want to do, as it removes them entirely from their regular universe and places them in a dimension in which the rules of time and

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space work differently. An hour in the Macroverse, for example, is roughly equivalent to a month in a regular universe. A trip to the Overspace is too overwhelming for most minds to handle.

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RANK

POWER



MICRODIMENSIONAL TRAVEL

Action: Standard.

Duration: Instant.

Range: Self.

Effect: The character can shrink enough to travel into subatomic realms. They can return to their normal size at will.

Note that this is something that most characters would rarely want to do, as it removes them entirely from their regular universe and places them in a dimension in which the rules of time and space work differently. The Underspace, for example, might make a fine place to hide, but there's little else of interest there.

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3**RANK**

POWER



RESIZE OBJECT

Action: Standard

Duration: Permanent.

Range: Reach.

Effect: The character can make an object within reach grow or shrink. The character can resize the object as much as their own Grow or Shrink power would allow them to.

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3

RANK

POWER



RESIZE OTHER

Action: Standard/Reaction.

Trigger: The target is grabbed.

Duration: Permanent.

Range: Reach.

Effect: The character can resize any person (and their clothing) they are touching. The character can resize the object as much as their own Grow or Shrink power would allow them to. If the target does not wish to be resized, the character must grab them first.

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1
RANK

POWER



SHRINK 1

Action: Standard/Reaction.

Trigger: The character is attacked.

Duration: Permanent.

Range: Self.

Effect: The character can shrink down to little size. They can return to their normal size at will.



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1
RANK

POWER



SHRINK 2

Action: Standard/Reaction.

Trigger: The character is attacked.

Duration: Permanent.

Range: Self.

Effect: The character can shrink down to tiny size. They can return to their normal size at will.



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2 RANK

POWER



SHRINK 3

Action: Standard/Reaction.

Trigger: The character is attacked.

Duration: Permanent.

Range: Self.

Effect: The character can shrink down to miniature size. They can return to their normal size at will.



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3

RANK

POWER



SHRINK 4

Action: Standard/Reaction.

Trigger: The character is attacked.

Duration: Permanent.

Range: Self.

Effect: The character can shrink down to microscopic size. They can return to their normal size at will.



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2 RANK

POWER



SHRINKING DODGE

Action: Reaction.

Trigger: The character is attacked.

Duration: Instant.

Range: Self.

Effect: The attacker has **trouble** on the attack.

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