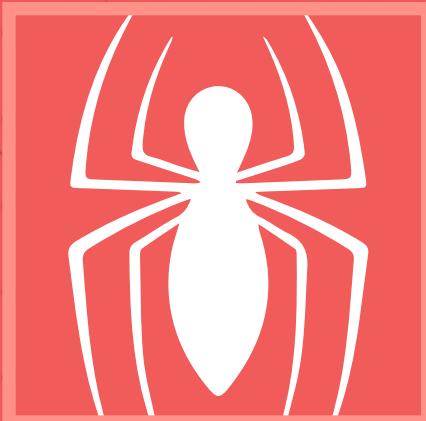# POWER SET

SPIDER POWERS

- ☐ Jump 1
- ☐ Jump 2
- ☐ Jump 3
- ☐ Spider-Dodge
- ☐ Spider-Pheremones
- ☐ Spider-Sense
- ☐ Spider-Strike
- ☐ Venom Blast
- ☐ Wallcrawling
- ☐ Webcasting
- ☐ Webgliding
- ☐ Webgrabbing
- ☐ Webslinging
- ☐ Webtrapping

MARVEL
Multiverse
Role-Playing Game

POWER

JUMP 1

Action: Passive.

Duration: Permanent.

Range: Self.

Effect: The character gains the Jump movement mode with a Jump Speed equal to their Run Speed. They can jump this distance in any direction, vertically as well as horizontally.

MARVEL

Multiverse
Role-Playing Game

3 RANK

JUMP 2

Action: Passive.
Duration: Permanent.
Range: Self.
Effect: The character's Jump Speed is equal to their rank times their Run Speed. Outside of combat, they can move three times as fast.

5 FOCUS

MARVEL

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Role-Playing Game

4 RANK

5 FOCUS

JUMP 3

Action: Passive.
Duration: Permanent.
Range: Self.
Effect: Outside of combat, the character can jump up to 50 times their Jump Speed.

MARVEL

Multiverse
Role-Playing Game

1 RANK

SPIDER-DODGE

Action: Reaction.

Trigger: Someone makes an Agility attack against the character.

Duration: Instant.

Range: Self.

Effect: The attacker has **trouble** on the attack. If the attack misses, the character can leap in any direction at their Jump Speed.
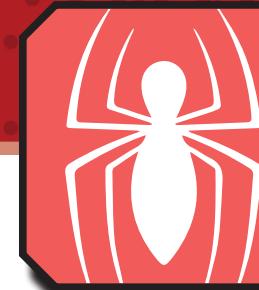
0 FOCUS

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SPIDER PHEROMONES

Action: Standard.

Duration: Concentration.

Range: Self.

Effect: The character has an **edge** on Ego (intimidation) checks against people who are not attracted to their gender. They also have an **edge** on Ego (persuasion) checks against people who are attracted to their gender.

MARVEL

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Role-Playing Game

1 RANK

SPIDER-SENSE

Action: Passive.
Duration: Permanent.
Range: Self.
Effect: The character has an **edge** on initiative checks and on Vigilance checks to perceive danger. Enemies have **trouble** on Agility checks against the character's Vigilance defense. The character also gains a permanent +2 bonus to their Agility defense.
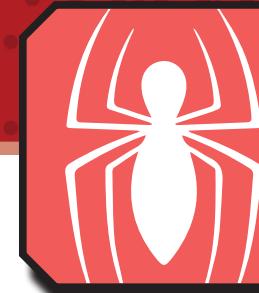
0 FOCUS

MARVEL

Multiverse
Role-Playing Game

1 RANK

SPIDER-STRIKE

Action: Standard.

Duration: Instant.

Range: Reach.

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

On a success, the affected target takes half regular damage. On a Fantastic success, the affected target takes full damage and is paralyzed by webbing.
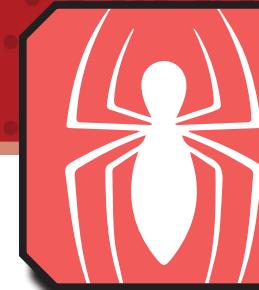
0 FOCUS

Breaking free from webbing requires a Melee check (target number 20).

After the attacks, the character may run, jump or climb at half speed for free.

1 RANK

VENOM BLAST

Action: Standard.

Duration: Instant.

Range: 5 spaces.

Effect: The character makes a ranged attack. If the attack is a success, it does regular damage. On a Fantastic success, the attack does double damage, and if the target suffers any actual damage, they are also stunned for one round.

0 FOCUS

MARVEL

Multiverse
Role-Playing Game

POWER

WALLCRAWLING

Action: Passive.

Duration: Permanent.

Range: Self.

Effect: The character can climb at a speed equal to their regular speed. Under normal conditions, they never lose their grip, no matter the angle of the surface.

MARVEL

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1 RANK

WEBCASTING

Action: Standard.
Duration: Instant.
Range: 10 spaces.
Effect: The character makes a ranged attack on an enemy.

If the attack is a success, the web paralyzes the enemy. On a Fantastic success, the enemy is also pinned. Breaking free from webbing requires a Melee check (target number 20).

0 FOCUS

MARVEL

Multiverse
Role-Playing Game

2 RANK

WEBGLIDING

Action: Passive.

Duration: Permanent.

Range: Self.

Effect: The character gains the Glide movement mode, with a speed equal to double their Run Speed.

0 FOCUS

MARVEL

Multiverse
Role-Playing Game

2 RANK

WEBGRABBING

Action: Standard.

Duration: Instant.

Range: 10 spaces.

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

If the attack is a success, the character grabs the target with a web. On a Fantastic success, the target can also be pinned. Breaking free from webbing requires a Melee check (target number 20).

5 FOCUS

MARVEL

Multiverse
Role-Playing Game

2 RANK

WEBSLINGING

Action: Passive.

Duration: Permanent.

Range: Varies.

Effect: The character gains the swingline movement mode, with a Speed equal to triple their Run Speed. The reach of their swingline is equal to their Swingline Speed.

0 FOCUS

MARVEL

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Role-Playing Game

3 RANK

WEBTRAPPING

Action: Standard.
Duration: 15 minutes x rank.
Range: 10 spaces.
Effect: The character fills up to 5 spaces with sticky webs, and the affected spaces are considered difficult terrain.

Any creature that begins their turn in an affected space or moves into an affected space, must make an Agility check (target number 20) or be paralyzed by the webbing.

Breaking free from webbing requires a Melee check (target number 20).

10 FOCUS

MARVEL

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