

POWER SET



SUPER SPEED

- ☐ Blazing-Fast Fists
- ☐ Blur
- ☐ Catch Bullets
- ☐ Lightning Actions
- ☐ Molecular Destabilization
- ☐ Run On Water
- ☐ Speed Blast
- ☐ Speed Run 1
- ☐ Speed Run 2
- ☐ Speed Swim

MARVEL

Multiverse
Role-Playing Game

2

RANK

POWER



BLAZING-FAST FISTS

Action: Passive.

Duration: Permanent.

Range: Self.

Effect: The character has an **edge** on all Melee attacks.



FOCUS

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2 RANK

POWER



BLUR

Action: Standard/Reaction.

Trigger: The character is attacked.

Duration: 1 round.

Range: Self.

Effect: Any attacks against the character have **trouble**.

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3 RANK

POWER



CATCH BULLETS

Action: Reaction.

Trigger: A ranged attack using physical projectiles (arrows, bullets and so on) is made against the character—or a character within their character's reach.

Duration: Instant.

Range: Self.

Effect: The character makes an Agility check, using the attacker's attack result as the target number.

If the character's check succeeds, the attack is nullified. On a Fantastic success, the character gets their reaction back.

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RANK

POWER



LIGHTNING ACTIONS

Action: Passive.

Duration: Permanent.

Range: Self.

Effect: The character has one extra standard action and one extra reaction each turn. Additionally, they can turn their Marvel die to a Fantastic success when making an initiative check.



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RANK

POWER



MOLECULAR DESTABILIZATION

Action: Standard.

Duration: Instant.

Range: Reach.

Effect: The character makes a close attack against an object their size or smaller.

If the attack is a success, the object explodes. All targets within 2 spaces of the object other than the character- take regular damage. On a Fantastic success, double the damage and ignore any Health Damage Reduction.

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3

RANK

POWER



RUN ON WATER

Action: Passive.

Duration: Permanent.

Range: Self.

Effect: The character can run so that their feet skip across the surface of water. As long as they keep running (even in place), they do not sink.



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2 RANK

POWER



SPEED BLAST

Action: Standard.

Duration: Instant.

Range: 10 spaces.

Effect: The character makes a ranged attack. If it succeeds, the target is stunned for one round. On a Fantastic success, the character is knocked prone too.

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2
RANK

POWER



SPEED RUN 1

Action: Passive.

Duration: Permanent.

Range: Self.

Effect: Multiply the character's regular Run Speed by their rank to get their new Run Speed. Outside of combat, they can move three times as fast.



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RANK

POWER



SPEED RUN 2

Action: Passive.

Duration: Permanent.

Range: Self.

Effect: Outside of combat, the character can move up to 50 times as fast as their increased Run Speed.



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2
RANK

POWER



SPEED SWIM

Action: Passive.

Duration: Permanent.

Range: Self.

Effect: Multiply the character's regular Swim Speed by their rank to get their new Swim Speed. Outside of combat, they can move three times as fast.



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