

POWER SET



SUPER SPEED

- Blazing-Fast Fists
- Blur
- Catch Bullets
- Lightening 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.

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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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4
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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4
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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3
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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