PLASTICITY

- ❑ Body Sheet
- ❑ Body Sphere
- ❑ Bounce Back
- ❑ Coiling Crush
- ❑ Extended Reach 1
- ❑ Extended Reach 2
- ❑ Flexible Bones 1
- ❑ Flexible Bones 2
- ❑ Flexible Fingers
- ❑ Reverse Punch
- ❑ Rubberneck
- ❑ Slip Free
- ❑ Stilt Steps

POWER SET

MARVEL MULTIVERSE
Role Playing Game

POWER SET

PLASTICITY

BODY SHEET

R

The character can flatten themselves like a sheet.

Power Set: Plasticity

Prerequisites: Flexible Bones 2, Extended Reach 2, Rank 4

Action: Standard or reaction

Trigger: The character falls or is the target of an attack.

Duration: Concentration

Effect: The character gains Health Damage Reduction 3, but they cannot make attacks. They gain a Glide Speed equal to double their Run Speed.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

BODY SHEET

BODY SPHERE

R

The character can form their body into a protective sphere.

Power Set: Plasticity

Prerequisites: Body Sheet, Rank 4

Action: Standard or reaction

Trigger: The character or an ally is the target of an attack.

Duration: Concentration

Effect: The character forms their body into a sphere, protecting up to one ally per rank, squeezed into the same space. Those inside the sphere gain Health Damage Reduction 3 against outside attacks, but they cannot move on their own until the character releases them.

Alternatively, if the attacker is within the character's reach, the character can make an Agility check against the target's Agility defense. On a success, the character envelops the attacker, grabbing them. On a Fantastic success, the character closes the sphere enough to pin the attacker too.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

BODY SPHERE

BOUNCE BACK

The character bounces back from even the hardest falls.

R

Power Set: Plasticity

Prerequisites: Flexible Bones 1, Slip Free, Rank 2

Action: Reaction

Trigger: The character takes damage from a fall or is knocked prone.

Duration: Instant

Effect: The fall doesn't damage the character. If they are **prone**, they stand up. If they'd like, they can also jump a number of spaces, up to their Run Speed.

POWER

MARVEL MULTIVERSE
Role Playing Game

BOUNCE BACK

COILING CRUSH

R

The character wraps around a target and crushes it.

Power Set: Plasticity

Prerequisites: Extended Reach 1, Reverse Punch, Rank 3

Action: Reaction

Trigger: The character grabs an enemy.

Duration: Concentration

Effect: The character makes a Melee attack. On a success, the enemy is **paralyzed**. On a Fantastic success, the enemy also takes regular damage. During the character's subsequent turns, they can spend their movement action to make a Melee check against the enemy's Resilience. If this succeeds, they inflict regular Health damage. On a Fantastic success, they do double damage instead.

During the **paralyzed** enemy's turn, they can make a Melee check against the character's Melee defense to break free.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

COILING CRUSH

EXTENDED REACH 1

The character's reach grows.

Power Set: Plasticity

Prerequisites: None

Duration: Permanent

Effect: The character's reach quadruples.

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Role Playing Game

POWER

EXTENDED REACH 1

EXTENDED REACH 2

The character can reach a looong way.

Power Set: Plasticity

Prerequisites: Extended Reach 1, Rank 2

Duration: Permanent

Effect: The character's reach is 10 times normal.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

EXTENDED REACH 2

FLEXIBLE BONES 1

*The character's skeleton
is rubbery.*

Power Set: Plasticity

Prerequisites: None

Duration: Permanent

Effect: The character gains Health Damage Reduction 1. They also have an **edge** on Agility checks for contortion and escape.

MARVEL MULTIVERSE
Role Playing Game

POWER

FLEXIBLE BONES 1

FLEXIBLE BONES 2

The character's skeleton is flexible and pliable.

Power Set: Plasticity

Prerequisites: Flexible Bones 1, Rank 2

Duration: Permanent

Effect: The character gains Health Damage Reduction 2. They also have a **double edge** on Agility checks for contortion and escape.

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Role Playing Game

POWER

FLEXIBLE BONES 2

FLEXIBLE FINGERS

The character can turn their fingers and hands into whatever tool they need.

Power Set: Plasticity

Prerequisites: None

Duration: Permanent

Effect: With a standard action, the character can automatically pick any lock that requires a physical key. They can also shape their hands to form almost any other kind of simple tool.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

FLEXIBLE FINGERS

REVERSE PUNCH

The character can reach past an enemy and punch them from behind.

Power Set: Plasticity

Prerequisites: Flexible Bones 1, Rank 2

Action: Standard

Duration: Instant

Effect: The character makes a close attack with an **edge** on an enemy. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and is **stunned** for one round.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

REVERSE PUNCH

RUBBERNECK

The character can lengthen and twist their neck.

Power Set: Plasticity

Prerequisites: Flexible Bones 1, Extended Reach 1

Duration: Permanent

Effect: The character can move their head away from their body, up to their reach, to establish a **line of sight** to a target.

MARVEL MULTIVERSE
Role Playing Game

POWER

RUBBERNECK

SLIP FREE

The character is impossible to restrain.

R

Power Set: Plasticity

Prerequisites: None

Action: Reaction

Trigger: The character is **grabbed** or **pinned**.

Duration: Instant

Effect: The character is not **grabbed** or **pinned**.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

SLIP FREE

STILT STEPS

The character can stretch their legs like extendable stilts.

Power Set: Plasticity

Prerequisites: Extended Reach 1, Rank 2

Action: Movement

Duration: Concentration

Effect: The character's Run Speed doubles, as does their Climb Speed.

MARVEL MULTIVERSE
Role Playing Game

POWER

STILT STEPS