



## RANGED WEAPONS

- ☐ Covering Fire
- ☐ Dance of Death
- ☐ Double Tap
- ☐ Fast Hands
- ☐ Headshot
- ☐ Kill Zone
- ☐ Orchestra of Overkill
- ☐ Point-Blank Parry
- ☐ Return Fire
- ☐ Slow-Motion Shoot Dodge
- ☐ Snap Shooting
- ☐ Sniping
- ☐ Stopping Power
- ☐ Suppressive Fire
- ☐ Weapons Blazing

## POWER SET



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER SET**

**RANGED WEAPONS**





## COVERING FIRE

FOCUS  
10



*The character covers an ally's attack.*

**Power Set:** Ranged Weapons

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**Prerequisites:** Return Fire, Rank 3

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**Action:** Reaction

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**Trigger:** An ally within the character's **line of sight** begins its turn.

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**Duration:** Instant

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**Effect:** The character makes an Agility attack against a target's Vigilance defense. If the attack is a success, apply Health Damage Reduction normally. The target takes any damage to their Focus. If it's a Fantastic success, the damage is doubled, and if the target takes any Focus damage, they are **stunned** for one round.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**COVERING FIRE**





## DANCE OF DEATH

FOCUS  
**10**

*The character spins about, shooting at every enemy around them.*

**Power Set:** Ranged Weapons

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**Prerequisites:** Slow-Motion Shoot-Dodge, Rank 3

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**Action:** Standard

---

**Duration:** Instant

---

**Effect:** The character makes an Agility check and compares that against the Agility defense of every enemy within 5 spaces and in their **line of sight**. Each success does half the regular damage. On a Fantastic success, each enemy takes full damage instead and is **bleeding**.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**DANCE OF DEATH**





## DOUBLE TAP

*To be twice as sure.*

**Power Set:** Ranged Weapons

---

**Prerequisites:** None

---

**Action:** Standard

---

**Duration:** Instant

---

**Effect:** The character makes a ranged attack against an enemy within 2 spaces. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and is **bleeding**.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**DOUBLE TAP**





## FAST HANDS

*The character can shoot faster than the eye can blink.*

**Power Set:** Ranged Weapons

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**Prerequisites:** Point-Blank Parry, Rank 3

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**Duration:** Permanent

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**Effect:** The character gains one additional reaction per round. This reaction can be used only to trigger a Ranged Weapons power.

**POWER**



# **MARVEL MULTIVERSE**

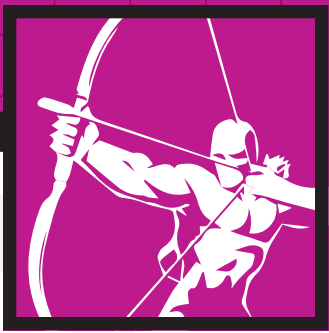
## **Role Playing Game**



**POWER**

**FAST HANDS**





## HEADSHOT

FOCUS  
**15**

*Ouch!*

**Power Set:** Ranged Weapons

---

**Prerequisites:** Stopping Power, Rank 3

---

**Action:** Standard

---

**Duration:** Instant

---

**Effect:** The character makes a ranged attack with trouble on an enemy within the weapon's range. If the attack is a success, the enemy takes double normal damage. On a Fantastic success, the enemy takes triple damage. Either way, if the enemy suffers any actual damage, they are also **stunned** for one round.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**HEADSHOT**





## KILL ZONE

FOCUS  
**15**



*The character shoots at every target that moves through their kill zone.*

**Power Set:** Ranged Weapons

---

**Prerequisites:** Covering Fire, Headshot, Rank 4

---

**Action:** Reaction

---

**Trigger:** An enemy in the character's line of sight starts to move.

---

**Duration:** Instant

---

**Effect:** The character makes a ranged attack on the enemy. If the attack is a success, the enemy takes normal damage. On a Fantastic success, the enemy takes double damage. Either way, the character regains their reaction. Each target can be affected by this attack by this character only once per round.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**KILL ZONE**





# ORCHESTRA OF OVERKILL

FOCUS  
**15**

*The character conducts a symphony of shooting.*

**Power Set:** Ranged Weapons

---

**Prerequisites:** Dance of Death, Fast Hands, Rank 4

---

**Action:** Standard

---

**Duration:** Instant

---

**Effect:** The character makes an Agility check and compares that against the Agility defense of every enemy within 10 spaces and in their **line of sight**. Each success does half regular damage. On a Fantastic success, each enemy takes full damage instead and is **bleeding**.

**POWER**



# **MARVEL MULTIVERSE**

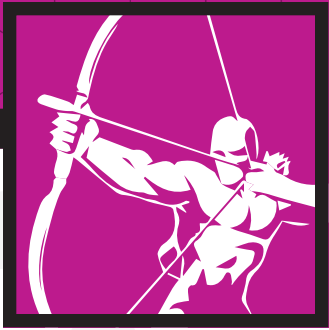
## **Role Playing Game**



**POWER**

**ORCHESTRA OF OVERKILL**





## POINT-BLANK PARRY

FOCUS  
5



*When the enemy steps in,  
the character lets loose.*

**Power Set:** Ranged Weapons

---

**Prerequisites:** Rank 2

---

**Action:** Reaction

---

**Trigger:** An enemy within 2 spaces misses an attack against the character.

---

**Duration:** Instant

---

**Effect:** The character makes a ranged attack against the enemy who missed them. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and is **bleeding**.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**POINT-BLANK PARRY**





## RETURN FIRE

FOCUS  
5

*The character responds to an assault with a hail of shots.*



**Power Set:** Ranged Weapons

---

**Prerequisites:** Suppressive Fire, Rank 2

---

**Action:** Reaction

---

**Trigger:** An enemy declares an attack against the character.

---

**Duration:** Instant

---

**Effect:** The character makes an Agility attack against a target's Vigilance defense. If the attack is a success, apply Health Damage Reduction normally. Any damage taken is then applied to the target's Focus instead. If it's a Fantastic success, the damage is doubled and, if the target takes any Focus damage, they are **stunned** for 1 round.

**POWER**



# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**RETURN FIRE**





## SLOW-MOTION SHOOT-DODGE

FOCUS  
10

*The character dives sideways, weapons blazing, hanging in midair for a split second.*

**Power Set:** Ranged Weapons

**Prerequisites:** Slow-Motion Dodge, Weapons Blazing, Rank 3

**Action:** Standard

**Duration:** Instant + 1 round

**Effect:** The character splits their attack to make two ranged attacks against separate targets (or they can focus a single attack on a single target). Make a single Agility check and compare it to the targets' Agility defenses. On a success, an affected target takes half regular damage. On a Fantastic success, an affected target takes full damage, and the character can make a bonus attack with this power against any available target, with the same effect.

When the character moves, is moved, or starts their next turn, they instantly fall prone. Until that happens, all attacks against their Agility defense have **trouble**.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**SLOW-MOTION SHOOT-DODGE**





# SNAP SHOOTING

*The character shoots from the hip with deadly speed.*

**Power Set:** Ranged Weapons

---

**Prerequisites:** None

---

**Action:** Standard

---

**Duration:** Instant

---

**Effect:** The character splits their attack to make two ranged attacks against separate targets (or they can focus a single attack on a single target). Make a single Agility check and compare it to the targets' Agility defenses. On a success, an affected target takes half regular damage. On a Fantastic success, an affected target takes full damage and is **bleeding**.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**SNAP SHOOTING**





## SNIPING

FOCUS  
5

*The character takes aim and shoots with deadly accuracy.*

**Power Set:** Ranged Weapons

---

**Prerequisites:** Rank 2

---

**Action:** Both standard and movement (character cannot move this turn)

---

**Duration:** Instant

---

**Effect:** The character makes a ranged attack against an enemy at least 20 spaces away. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes triple damage instead.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**SNIPING**





## STOPPING POWER

FOCUS  
5

*The character keeps shooting at the target.*

**Power Set:** Ranged Weapons

---

**Prerequisites:** Double Tap, Rank 2

---

**Action:** Standard

---

**Duration:** Instant

---

**Effect:** The character makes a ranged attack on an enemy. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage, and the character can make another regular ranged attack on the same target.

**POWER**



# **MARVEL MULTIVERSE**

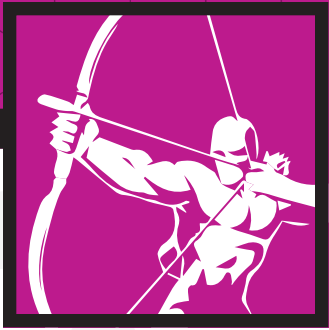
## **Role Playing Game**



**POWER**

**STOPPING POWER**





## SUPPRESSIVE FIRE

*The character forces their foes to keep their heads down.*

**Power Set:** Ranged Weapons

---

**Prerequisites:** None

---

**Action:** Standard

---

**Duration:** Instant

---

**Effect:** The character makes an Agility attack against a target's Vigilance defense. If the attack is a success, apply Health Damage Reduction normally. Any damage taken is then applied to the target's Focus instead. If it's a Fantastic success, the damage is doubled, and if the target takes any Focus damage, they are **stunned** for one round.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**SUPPRESSIVE FIRE**





## WEAPONS BLAZING

*The character blazes away at two foes at once.*

**Power Set:** Ranged Weapons

---

**Prerequisites:** Snap Shooting

---

**Action:** Standard

---

**Duration:** Instant

---

**Effect:** The character splits their attack to make two ranged attacks against separate targets (or they can focus a single attack on a single target). Make a single Agility check and compare it to the targets' Agility defenses. On a success, the affected target takes half regular damage. On a Fantastic success, the affected target takes full damage, and the character can make a bonus attack with this power against any available target, with the same effect.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**WEAPONS BLAZING**