

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

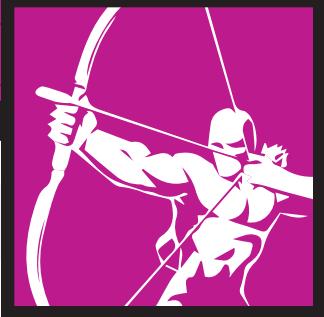
MARVEL MULTIVERSE

Role Playing Game



POWER SET

RANGED WEAPONS



COVERING FIRE

FOCUS
10

The character covers an ally's attack.



Power Set: Ranged Weapons

Prerequisites: Return Fire, Rank 3

Action: Reaction

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

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. 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

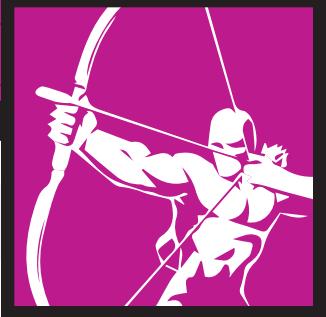
MARVEL MULTIVERSE

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

Prerequisites: Slow-Motion Shoot-Dodge, Rank 3

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

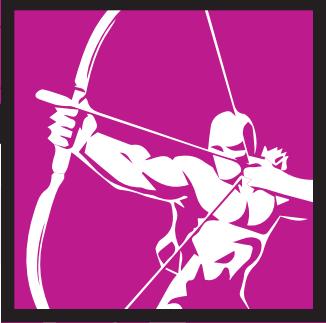
MARVEL MULTIVERSE

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

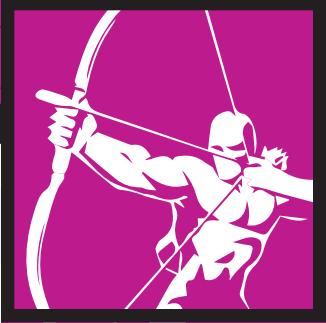
MARVEL MULTIVERSE

Role Playing Game



POWER

DOUBLE TAP



FAST HANDS

The character can shoot faster than the eye can blink.

Power Set: Ranged Weapons

Prerequisites: Point-Blank Parry, Rank 3

Duration: Permanent

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

POWER

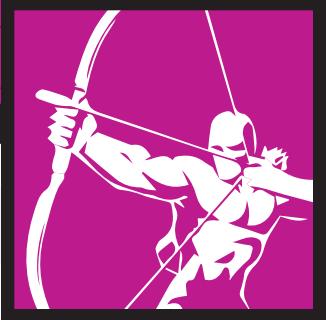
MARVEL MULTIVERSE

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

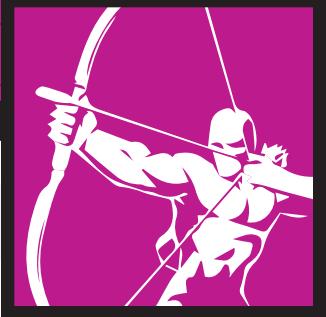
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Role Playing Game



POWER

HEADSHOT



KILL ZONE

FOCUS
15

R

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

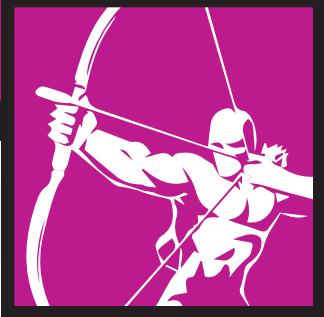
MARVEL MULTIVERSE

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

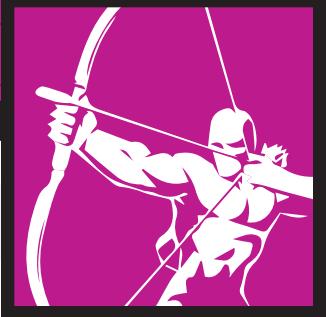
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Role Playing Game



POWER

ORCHESTRA OF OVERKILL



POINT-BLANK PARRY

FOCUS
5

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

R

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

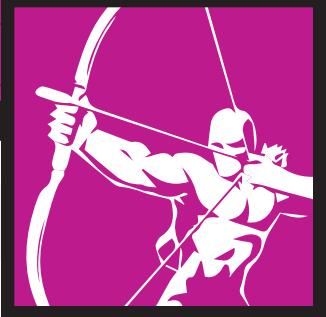
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Role Playing Game



POWER

POINT-BLANK PARRY



RETURN FIRE

FOCUS
5

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

R

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

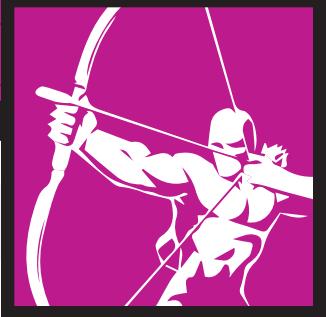
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Role Playing Game



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

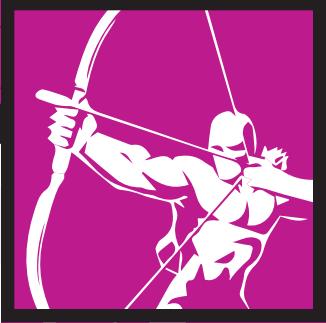
MARVEL MULTIVERSE

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

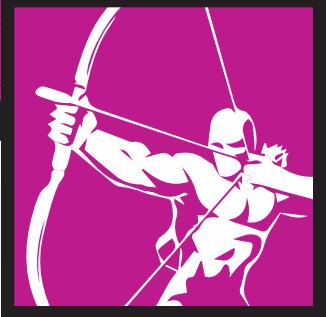
MARVEL MULTIVERSE

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

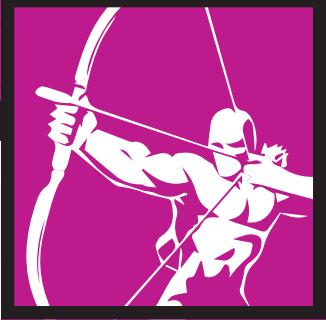
MARVEL MULTIVERSE

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

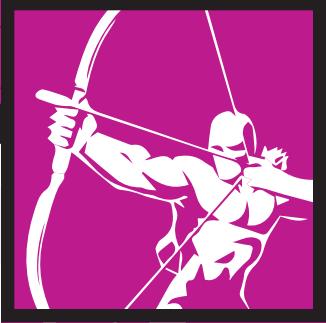
MARVEL MULTIVERSE

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

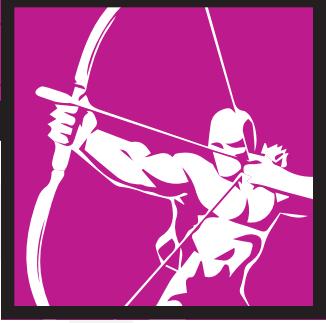
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Role Playing Game



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