



# SPIDER POWERS

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# POWER SET



# MARVEL MULTIVERSE

## Role Playing Game



**POWER SET**

**SPIDER POWERS**





## JUMP 1

*The character can leap about like a frog.*

**Power Set:** Spider-Powers, Super-Strength

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**Prerequisites:** Rank 2

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**Duration:** Permanent

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**Effect:** The character gains the Jump movement mode with a Jump Speed equal to their Run Speed. They can jump this distance in any direction, vertically as well as horizontally.



# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**JUMP 1**





## JUMP 2

*The character can leap around with dazzling speed.*

**Power Set:** Spider-Powers, Super-Strength

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**Prerequisites:** Jump 1, Rank 3

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**Duration:** Permanent

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**Effect:** The character's Jump Speed is equal to their rank times their Run Speed. Outside of combat, they can move three times as fast.

**POWER**



# MARVEL MULTIVERSE

## Role Playing Game



# POWER

# JUMP 2





## JUMP 3

*The character can leap into the sky with a single bound.*

**Power Set:** Spider-Powers, Super-Strength

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**Prerequisites:** Jump 2, Rank 4

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**Duration:** Permanent

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**Effect:** The character's Jump Speed is equal to their rank times their Run Speed. Outside of combat, the character can jump up to 50 times their Jump Speed.

**POWER**



# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**JUMP 3**





*The character's webbing  
can cut!*

**Power Set:** Spider-Powers

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**Prerequisites:** Webcasting

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**Action:** Standard

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**Duration:** Instant

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**Range:** 10 spaces

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**Effect:** The character makes an Agility attack on an enemy. If the attack is a success, the webbing does Health damage. On a Fantastic success, the attack also causes **bleeding**.

All webbing lasts for one hour from the moment it's produced.



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**RAZORWEBS**





## REPULSE

FOCUS  
5



*The character can force things away.*

**Power Set:** Spider-Powers

**Prerequisites:** Stick Around, Rank 3

**Action:** Standard, movement or reaction

**Trigger:** Someone attacks the character

**Duration:** Instant

**Range:** 1 space

**Effect:** The character can force something touching them—or nearly touching them—away in the same way that the Stick Around power allows them to stick things together. A character attempting to avoid being repelled must make a non-combat Melee vs. TN 16 action check. If they succeed, they can act normally. In terms of the size of something being repelled and how far it can be repelled, this works just like if the character was throwing it.

If used to cause something to hover, the maximum altitude this lifts the target is 1 space. If used to increase a jump, this adds 1 space to the character's Jump Speed for each rank.

# POWER



# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**REPULSE**





## SPIDER-DODGE

*The character dodges attacks with a spiderlike scuttle.*



**Power Set:** Spider-Powers

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**Prerequisites:** None

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**Action:** Reaction

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**Trigger:** Someone makes an Agility attack against the character.

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**Duration:** Instant

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**Effect:** The attacker has **trouble** on the attack. If the attack misses, the character can leap in any direction at their Jump Speed.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**SPIDER-DODGE**





## SPIDER PHEROMONES

*The character exudes pheromones that affect those nearby.*

**Power Set:** Spider-Powers

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**Prerequisites:** None

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**Action:** Standard

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**Duration:** Concentration

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**Range:** 5 spaces

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**Effect:** The character has an **edge** on Ego (intimidation) checks against people who are not attracted to their gender. They also have an **edge** on Ego (persuasion) checks against people who are attracted to their gender.

**POWER**



# **MARVEL MULTIVERSE**

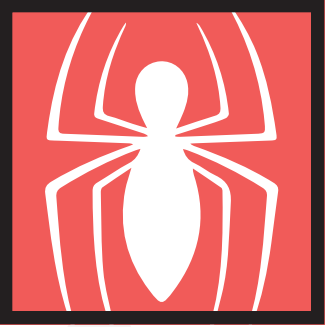
## **Role Playing Game**



**POWER**

**SPIDER PHEROMONES**





## SPIDER-SENSE

*The character has a sense of danger that tingles when threats are near.*

**Power Set:** Spider-Powers

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**Prerequisites:** None

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**Duration:** Permanent

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**Effect:** The character has an **edge** on initiative checks and on Vigilance checks to perceive danger. Enemies have **trouble** on Agility checks against the character's Vigilance defense. The character also gains a permanent +2 bonus to their Agility defense.

**POWER**



# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**SPIDER-SENSE**





## SPIDER-STRIKE

*The character strikes in a blur of punches, kicks and webbing.*

**Power Set:** Spider-Powers

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**Prerequisites:** None

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**Action:** Standard

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**Duration:** Instant

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**Effect:** The character splits their attack to make two close attacks against separate targets within reach (or they can focus a single attack on a single target). Make a single Melee check and compare it to the targets' Melee defenses. On a success, the affected target takes half regular damage. On a Fantastic success, the affected target takes full damage and is paralyzed by webbing. Breaking free from webbing requires a Melee check (target number 16).

A character can use additional actions—either standard actions or reactions—to reinforce their webbing. Each time they do so, the TN to destroy it increases by +2, to a maximum of 22. If a target is already webbed, the TN to web it again is 10.

After the attacks, the character may run, jump or climb at half speed for free. Webbing lasts 1 hour.

# POWER



# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**SPIDER-STRIKE**





## STICK AROUND

FOCUS  
**10**



*The character can make things stick together.*

**Power Set:** Spider-Powers

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**Prerequisites:** Wallcrawling, Rank 2

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**Action:** Standard or reaction

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**Trigger:** Someone attempts to move—or to move another character—within the power's range.

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**Duration:** Concentration

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**Range:** 1 space per rank

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**Effect:** The character can cause two things to be stuck to each other, in the same way that the Wallcrawling power allows a character to stick to surfaces. Breaking this connection requires a non-combat Melee vs. TN 16 action check, although the character can intentionally end it at any time.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**STICK AROUND**





## VENOM BASH

*The character charges up their fist for a bioelectric punch.*

**Power Set:** Spider-Powers

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**Prerequisites:** None

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**Action:** Standard

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**Duration:** Instant

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**Effect:** The character makes a bare-handed Melee attack. If the attack is a success, it does Health damage. On a Fantastic success, it does double damage, and if the target takes at least 1 point of Health damage, they are also **stunned** for one round.

**POWER**



# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**VENOM BASH**





## VENOM BLAST

*The character unleashes  
a bioelectric shock.*

**Power Set:** Spider-Powers

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**Prerequisites:** None

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**Action:** Standard

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**Duration:** Instant

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**Range:** 5 spaces

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**Effect:** The character makes a ranged attack. If the attack is a success, it does regular damage. On a Fantastic success, the attack does double damage, and if the target suffers any actual damage, they are also **stunned** for one round.

**POWER**



# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**VENOM BLAST**





## VENOM BURST

FOCUS  
**10**

*The character lets loose a massive bioelectric charge.*

**Power Set:** Spider-Powers

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**Prerequisites:** Venom Bash, Rank 3

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**Action:** Standard

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**Duration:** Instant

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**Effect:** The character pounds the ground, arcing bioelectricity all around. Make a single Melee check and compare it to the Melee defense scores of any foes within 5 spaces of the character. On a success, affected targets are knocked prone. On a Fantastic success, they also take half Health damage.

**POWER**



# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**VENOM BURST**





## VENOM SWORD

FOCUS  
5+



*The character can create a sword of bioelectricity.*

**Power Set:** Spider-Powers

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**Prerequisites:** Venom Blast, Rank 2

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**Action:** Standard or reaction

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**Trigger:** The character or an ally within reach is attacked.

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**Duration:** Concentration

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**Cost:** 5 focus per round

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**Effect:** The character can create a sword from their own bioelectricity and wield it in combat. It can be used against any target within reach, and it adds +2 to the character's Melee damage multiplier for attacks made with it. On a Fantastic success, the attack does double damage, and if the target suffers any actual damage, they are also **stunned** for one round. This does not stack with other such bonuses.

**POWER**



# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**VENOM SWORD**





# WALLCRAWLING

*The character can climb like a spider.*

**Power Set:** Spider-Powers

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**Prerequisites:** None

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**Duration:** Permanent

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**Effect:** The character can climb at a speed equal to their regular speed. Under normal conditions, they never lose their grip, no matter the angle of the surface.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**WALLCRAWLING**





## WEBCASTING

*The character can snare  
a target in a web.*

**Power Set:** Spider-Powers

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**Prerequisites:** None

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**Action:** Standard

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**Duration:** Instant

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**Range:** 10 spaces

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**Effect:** The character makes a ranged attack on an enemy. If the attack is a success, the web paralyzes the enemy. On a Fantastic success, the enemy is also pinned. Breaking free from webbing requires a Melee check (target number 16).

A character can use additional actions—either standard actions or reactions—to reinforce their webbing. Each time they do so, the TN to destroy it increases by +2, to a maximum of 22. If a target is already webbed, the TN to web it again is 10.

All webbing lasts for one hour from the moment it's produced.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**WEBCASTING**





# WEBGLIDING

*The character can glide through the air on their webbing.*

**Power Set:** Spider-Powers

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**Prerequisites:** Webcasting, Rank 2

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**Duration:** Permanent

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**Effect:** The character gains the **Glide** movement mode, with a speed equal to double their Run Speed.

All webbing lasts for one hour from the moment it's produced.

**POWER**



# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**WEBGLIDING**





## WEBGRABBING

FOCUS  
5

*The character snares a foe in a web.*

**Power Set:** Spider-Powers

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**Prerequisites:** Webcasting, Rank 2

---

**Action:** Standard

---

**Duration:** Instant

---

**Range:** 10 spaces

---

**Effect:** The character makes a ranged attack on an enemy. If the attack is a success, the target is **grabbed** with a web. On a Fantastic success, the target can also be **pinned**. Breaking free from webbing requires a Melee check (target number 16).

A character can use additional actions—either standard actions or reactions—to reinforce their webbing. Each time they do so, the TN to destroy it increases by +2, to a maximum of 22. If a target is already webbed, the TN to web it again is 10. All webbing lasts for one hour once produced.

**POWER**



# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**WEBGRABBING**





## WEBSLINGING

*The character can swing through the city on their webs.*

**Power Set:** Spider-Powers

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**Prerequisites:** Webcasting, Rank 2

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**Duration:** Permanent

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**Effect:** The character gains the **swingline** movement mode, with a Speed equal to triple their Run Speed. The reach of their **swingline** is equal to their Swingline Speed.

All webbing lasts for one hour once produced.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**WEBSLINGING**





## WEBTRAPPING

FOCUS  
10

*The character creates a giant web to trap those within it.*

**Power Set:** Spider-Powers

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**Prerequisites:** Webgrabbing, Rank 3

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**Action:** Standard

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**Duration:** One hour after it's production

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**Effect:** The character fills up to 5 spaces with sticky webs, and the affected spaces are considered difficult terrain. Any creature that starts its turn in or moves into an affected space must make an Agility check (target number 16) or be paralyzed by the webbing. Breaking free from webbing requires a Melee check (target number 16).

A character can use additional actions—either standard actions or reactions—to reinforce their webbing. Each time they do so, the TN to destroy it increases by +2, to a maximum of 22. If a target is already webbed, the TN to web it again is 10.

All webbing lasts for one hour once produced.

**POWER**



# MARVEL MULTIVERSE

## Role Playing Game



**POWER**

**WEBTRAPPING**