SPIDER POWERS

- ❏ Jump 1
- ❏ Jump 2
- ❏ Jump 3
- ❏ Razorwebs
- ❏ Repulse
- ❏ Spider-Dodge
- ❏ Spider-Pheremones
- ❏ Spider-Sense
- ❏ Spider-Strike
- ❏ Stick Around
- ❏ Venom Bash
- ❏ Venom Blast
- ❏ Venom Burst
- ❏ Venom Sword
- ❏ Wallcrawling
- ❏ Webcasting
- ❏ Webgliding
- ❏ Webgrabbing
- ❏ Webslinging
- ❏ Webtrapping

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

Prerequisites: Rank 2

Duration: Permanent

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

Prerequisites: Jump 1, Rank 3

Duration: Permanent

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

Prerequisites: Jump 2, Rank 4

Duration: Permanent

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.
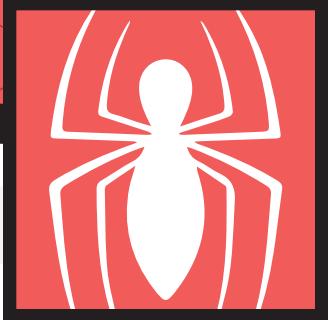
POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

JUMP 3

RAZORWEBS

The character's webbing can cut!

Power Set: Spider-Powers

Prerequisites: Webcasting

Action: Standard

Duration: Instant

Range: 10 spaces

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**.

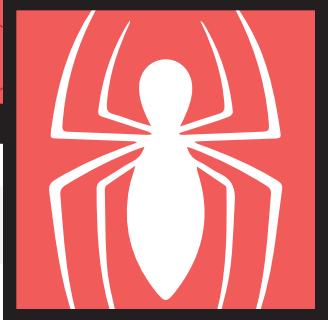All webbing lasts for one hour from the moment it's produced.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

RAZORWEBS

REPULSE

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.
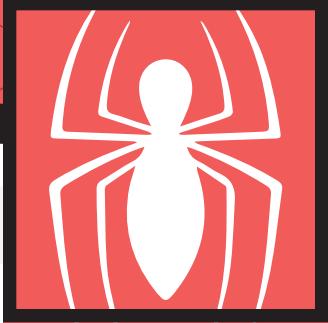
POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

REPULSE

SPIDER-DODGE

The character dodges attacks with a spiderlike scuttle.

R

Power Set: Spider-Powers

Prerequisites: None

Action: Reaction

Trigger: Someone makes an Agility attack against the character.

Duration: Instant

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

MARVEL MULTIVERSE
Role Playing Game

POWER

SPIDER-DODGE

SPIDER PHEROMONES

The character exudes pheromones that affect those nearby.

Power Set: Spider-Powers

Prerequisites: None

Action: Standard

Duration: Concentration

Range: 5 spaces

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.
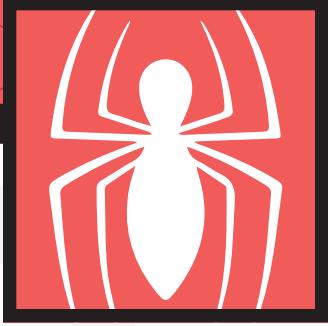
MARVEL MULTIVERSE
Role Playing Game

POWER

SPIDER PHEROMONES

SPIDER-SENSE

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

Power Set: Spider-Powers

Prerequisites: None

Duration: Permanent

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.
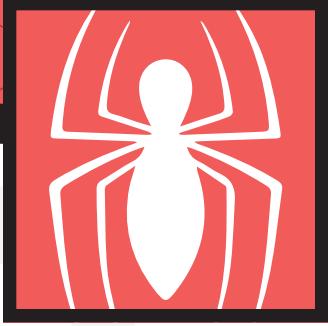
MARVEL MULTIVERSE
Role Playing Game

POWER

SPIDER-SENSE

SPIDER-STRIKE

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

Power Set: Spider-Powers

Prerequisites: None

Action: Standard

Duration: Instant

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.

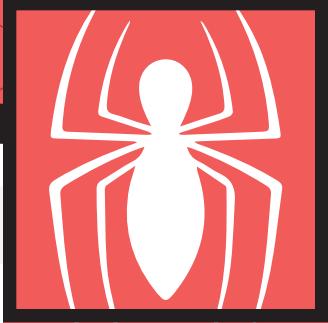After the attacks, the character may run, jump or climb at half speed for free. Webbing lasts 1 hour.

MARVEL MULTIVERSE
Role Playing Game

POWER

SPIDER-STRIKE

STICK AROUND

The character can make things stick together.

Power Set: Spider-Powers

Prerequisites: Wallcrawling, Rank 2

Action: Standard or reaction

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

Duration: Concentration

Range: 1 space per rank

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.

MARVEL MULTIVERSE
Role Playing Game

POWER

STICK AROUND

VENOM BASH

The character charges up their fist for a bioelectric punch.

Power Set: Spider-Powers

Prerequisites: None

Action: Standard

Duration: Instant

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.

MARVEL MULTIVERSE
Role Playing Game

POWER

VENOM BASH

VENOM BLAST

*The character unleashes
a bioelectric shock.*

Power Set: Spider-Powers

Prerequisites: None

Action: Standard

Duration: Instant

Range: 5 spaces

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.

MARVEL MULTIVERSE
Role Playing Game

POWER

VENOM BLAST

VENOM BURST

The character lets loose a massive bioelectric charge.

Power Set: Spider-Powers

Prerequisites: Venom Bash, Rank 3

Action: Standard

Duration: Instant

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.

MARVEL MULTIVERSE
Role Playing Game

POWER

VENOM BURST

VENOM SWORD

R

The character can create a sword of bioelectricity.

Power Set: Spider-Powers

Prerequisites: Venom Blast, Rank 2

Action: Standard or reaction

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

Duration: Concentration

Cost: 5 focus per round

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

Prerequisites: None

Duration: Permanent

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.

MARVEL MULTIVERSE
Role Playing Game

POWER

WALLCRAWLING

WEBCASTING

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

Power Set: Spider-Powers

Prerequisites: None

Action: Standard

Duration: Instant

Range: 10 spaces

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

Prerequisites: Webcasting, Rank 2

Duration: Permanent

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

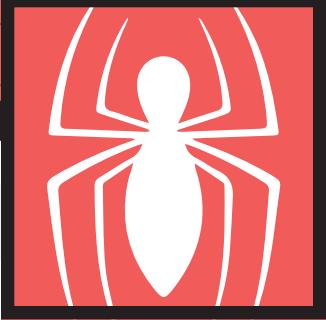All webbing lasts for one hour from the moment it's produced.

MARVEL MULTIVERSE
Role Playing Game

POWER

WEBGLIDING

WEBGRABBING

*The character snares a
foe in a web.*

Power Set: Spider-Powers

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

The character can swing through the city on their webs.

Power Set: Spider-Powers

Prerequisites: Webcasting, Rank 2

Duration: Permanent

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.
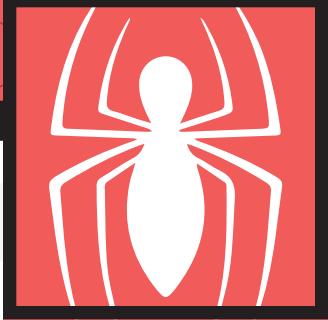
All webbing lasts for one hour once produced.

MARVEL MULTIVERSE
Role Playing Game

WEBSLINGING

WEBTRAPPING

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

Power Set: Spider-Powers

Prerequisites: Webgrabbing, Rank 3

Action: Standard

Duration: One hour after it's production

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.

MARVEL MULTIVERSE
Role Playing Game

POWER

WEBTRAPPING