- ❑ Blazing-Fast Fists
- ❑ Blur
- ❑ Catch Bullets
- ❑ Lightning Actions
- ❑ Molecular Destabilization
- ❑ Run On Water
- ❑ Speed Blast
- ❑ Speed Run 1
- ❑ Speed Run 2
- ❑ Speed Swim

MARVEL MULTIVERSE
Role Playing Game

POWER SET

SUPER-SPEED

BLAZING-FAST FISTS

The character can attack superfast.

Power Set: Super-Speed

Prerequisites: Rank 2

Duration: Permanent

Effect: The character has an **edge** on all Melee attacks.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

BLAZING-FAST FISTS

BLUR

*The character moves
like a blur!*

Power Set: Super-Speed

Prerequisites: Speed Run 2, Rank 2

Action: Standard or reaction

Trigger: The character is attacked

Duration: 1 round

Effect: Any attacks against the character have **trouble**.

MARVEL MULTIVERSE
Role Playing Game

POWER

BLUR

CATCH BULLETS

The character is fast enough to catch bullets—safely!

Power Set: Super-Speed

Prerequisites: Speed Run 2, Rank 3

Action: Reaction

Trigger: A ranged attack using physical projectiles (arrows, bullets and so on) is made against the character—or a character within their character's reach.

Duration: Instant

Effect: The character makes an Agility check, using the attacker's attack result as the target number. If the character's check succeeds, the attack is nullified. On a Fantastic success, the character gets their reaction back.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

CATCH BULLETS

LIGHTNING ACTIONS

The character has lightning-fast moves.

Power Set: Super-Speed

Prerequisites: Rank 4

Duration: Permanent

Effect: Once per round, the character can use a standard action as a reaction or a reaction as a standard action. Additionally, they can turn their Marvel die to a Fantastic success when making an initiative check.

MARVEL MULTIVERSE
Role Playing Game

POWER

LIGHTNING ACTIONS

MOLECULAR DESTABILIZATION

The character causes something to vibrate fast enough to explode.

Power Set: Super-Speed

Prerequisites: Speed Run 2, Rank 4

Action: Standard

Duration: Instant

Effect: The character makes a close attack against an object their size or smaller. If the attack is a success, the object explodes. All targets within 2 spaces of the object—other than the character—take regular damage. On a Fantastic success, double the damage and ignore any Health Damage Reduction.

MARVEL MULTIVERSE
Role Playing Game

POWER

MOLECULAR DESTABILIZATION

RUN ON WATER

*The character can
run across water.*

Power Set: Super-Speed

Prerequisites: Speed Run 2, Rank 3

Duration: Permanent

Effect: The character can run so that their feet skip across the surface of water. As long as they keep running (even in place), they do not sink.

MARVEL MULTIVERSE
Role Playing Game

POWER

RUN ON WATER

SPEED BLAST

The character fans their arms fast enough to blast a target with a gust of air!

Power Set: Super-Speed

Prerequisites: Speed Run 2, Rank 2

Action: Standard

Duration: Instant

Range: 10 spaces

Effect: The character makes a ranged attack. If it succeeds, the target is **stunned** for one round. On a Fantastic success, the character is knocked **prone** too.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

SPEED BLAST

SPEED RUN 1

*The character runs
as fast as a car!*

Power Set: Super-Speed

Prerequisites: Rank 2

Duration: Permanent

Effect: Multiply the character's regular Run Speed by their rank to get their new Run Speed. Outside of combat, they can move three times as fast.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

SPEED RUN 1

SPEED RUN 2

*The character runs
as fast as a jet!*

Power Set: Super-Speed

Prerequisites: Speed Run 1, Rank 3

Duration: Permanent

Effect: Outside of combat, the character can move up to 50 times as fast as their increased Run Speed.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

SPEED RUN 2

SPEED SWIM

The character can swim faster than a dolphin!

Power Set: Super-Speed

Prerequisites: Rank 2

Duration: Permanent

Effect: Multiply the character's regular Swim Speed by their rank to get their new Swim Speed. Outside of combat, they can move three times as fast.

MARVEL MULTIVERSE
Role Playing Game

POWER

SPEED SWIM