

**HERO**

# DAREDEVIL



Art by Marco Checchetto



# TRAITS

- ☐ *Dealmaker*
- ☐ *Fearless*
- ☐ *Free Running*
- ☐ *Legal Eagle*
- ☐ *Public Speaking*
- ☐ *Situational Awareness*
- ☐ *Weird*

# TAGS

- ☐ *Heroic*
- ☐ *Obligation (Work)*
- ☐ *Secret Identity*
- ☐ *Vision Issues*

# POWERS

## **BASIC**

- ☐ *Accuracy 1*
- ☐ *Evasion*
- ☐ *Heightened Senses 1*
- ☐ *Heightened Senses 2*
- ☐ *Iconic Weapon (Billy Club)*

## **MARTIAL ARTS**

- ☐ *Attack Stance*
- ☐ *Brace for Impact*
- ☐ *Chain Strikes*
- ☐ *Counterstrike Technique*
- ☐ *Defense Stance*
- ☐ *Do This All Day*
- ☐ *Fast Strikes*
- ☐ *Grappling Technique*
- ☐ *Leg Sweep*



# ABILITIES

ABILITY  
SCORE

**3**

MELEE

**4**

AGILITY

**2**

RESILIENCE

**3**

VIGILANCE

**1**

EGO

**2**

LOGIC

DEFENSE  
SCORE

**13**

**14**

**12**

**13**

**11**

**12**

NON-COMBAT  
CHECK

**+3**

**+5**

**+2**

**+3**

**+1**

**+2**



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# DAMAGE

MELEE

[



dMARVEL

x3

MULTIPLIER

]

+3

ABILITY

AGILITY

[



dMARVEL

x4

MULTIPLIER

]

+4

ABILITY

EGO

[



dMARVEL

x3

MULTIPLIER

]

+1

ABILITY

LOGIC

[



dMARVEL

x3

MULTIPLIER

]

+2

ABILITY

RANK

3

HEALTH

60 DR: -

INITIATIVE

+3E

KARMA

3

FOCUS

90 DR: -



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# SPEED

<b>Run:</b>	<b>5</b>
<b>Climb:</b>	<b>3</b>
<b>Swim:</b>	<b>3</b>
<b>Swingline:</b>	<b>15</b>

# PROFILE

**Real Name:** Matthew “Matt” Murdock

**Height:** 5’11” **Weight:** 185 lbs.

**Gender:** Male

**Eyes:** Blue **Hair:** Red

**Size:** Average

**Distinguishing Features:** Blind

**Origin:** Weird Science

**Occupation:** Lawyer

**Teams:** Defenders

**Base:** Hell’s Kitchen, New York City

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# BACKSTORY

*When Matt Murdock was just a boy, his face was splashed with a rare radioactive isotope. While the isotope cost him his sight, it enhanced all his other senses. Shortly thereafter, his father was killed by mobsters for refusing to take a fall in a mob-run boxing match. Matt vowed revenge on all the criminals of Hell's Kitchen and began training in martial arts with the legendary sensei Stick.*

*As an adult, Matt fights crime both within and without the boundaries of the law. In addition to his duties as Daredevil, he often runs a thriving law office with his longtime pal Foggy Nelson.*

# PERSONALITY

*Though firmly dedicated to the pursuit of justice, Matt is not above a joke or engaging in a bit of romance. His legal clients think of him as a charming, highly considerate gentleman. As an adult, Matt fights crime both within and without the boundaries of the law. In addition to his duties as Daredevil, he often runs a thriving law office with his long-time pal Foggy Nelson.*

# ORIGIN

## WEIRD SCIENCE

*The character's powers arose from a scientific experiment or accident that's hard-if not impossible—to reproduce. Often, they had the latent genetic potential to develop powers and were somehow exposed to the right triggers-which would have likely killed most other people.*

*These kinds of characters are sometimes called mutates. The difference between a mutate and a mutant is that a mutant's powers come to them naturally, but a mutate's powers require a triggering incident that might never happen. In this sense, Inhumans are all mutates who share a gene with a known trigger: the Terrigen Mist.*

***Traits:*** Weird.



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# OCCUPATION

## LAWYER

*The character has a law degree and knows how to use it. They might work for a gigantic and powerful law firm, or they might have set up their own practice.*

**Tags:** None.

**Traits:** Dealmaker, Legal Eagle, Public Speaking.

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# TRAIT

## DEALMAKER

*The character is skilled at the art of negotiation. They have an **edge** on action checks that have to do with making deals.*

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# TRAIT

## FEARLESS

*The character is extremely brave. They have an **edge** on any action checks required to deal with fear.*



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# TRAIT

## FREE RUNNING

*The character has an **edge** on Agility checks made to perform acrobatics during a movement action.*

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# TRAIT

## LEGAL EAGLE

*The character knows the laws of their homeland and can help others navigate them. They have an **edge** on Logic checks when dealing with legalities.*



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# TRAIT

## PUBLIC SPEAKING

*The character knows how to get the attention of a crowd, whether that's at a political rally or in front of a jury or a classroom. They have an **edge** on Ego checks when attempting to persuade groups.*

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# TRAIT

## SITUATIONAL AWARENESS

*The character is trained to always keep an eye out for hazardous situations. They have an **edge** on initiative checks.*

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# TRAIT

## WEIRD

*The character has something weird (or even wonderful) about them. This causes people to have strong reactions to them, both good and bad. They have an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.*

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# TAG

## HEROIC

*The character acts heroically. They help people in need, and they do their best not to kill—even with people who might deserve it. Characters with the Heroic tag can spend and earn Karma for doing heroic actions.*

***Restriction:*** *The character cannot also be **Villainous**.*

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# TAG

## OBLIGATION (Work - Law Firm)

*The character is responsible to certain people, places or organizations who rely on them. This tag can be selected multiple times, using many different categories. These include family, school, society, sports, work and so on.*



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**TAG**

## SECRET IDENTITY

*The character's real identity is a secret to the public, and they must take precautions to maintain this status. This might help keep the people they care about safe from their enemies, but it can also cause strain in those same relationships.*

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**TAG**

## VISION ISSUES

*The character has difficulty seeing, ranging from partial to full blindness. This can also include color blindness, astigmatisms and being nearsighted or farsighted.*

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**1**  
RANK

**POWER**



**ACCURACY 1**

**Action Type:** *Passive*

**Range:** *Self*

**Duration:** *Permanent*

**Effect:** *The character adds +1 to their Agility damage multiplier, and they gain a +1 bonus to Agility checks other than attacks.*



**FOCUS**

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**1**  
RANK

**POWER**



## EVASION

**Action Type:** *Passive*

**Range:** *Self*

**Duration:** *Permanent*

**Effect:** *The character can use their Agility defense score against Melee attacks too.*



**FOCUS**

**MARVEL**

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**Role-Playing Game**

**1**  
RANK

## POWER



# HEIGHTENED SENSES 1

**Action Type:** Passive

**Range:** Self

**Duration:** Permanent

**Effect:** The character can sense things roughly twice as far away as normal. They also have an **edge** on Vigilance checks to perceive things, and enemies have **trouble** on checks they make to sneak past the character.



FOCUS

**MARVEL**

**Multiverse**  
**Role-Playing Game**



**1**  
RANK

## POWER



# HEIGHTENED SENSES 2

**Action Type:** Passive

**Range:** Self

**Duration:** Permanent

**Effect:** The character can sense things roughly four times as far away as normal. Their senses are so sharp that they can use some of them to compensate for the loss of others (say, if blinded or deafened). They can even listen to the heartbeat of a person in the same room to see if they are lying-although this is as reliable as a traditional lie detector: far from 100% and not admissible in court.

They also have a **double edge** on Vigilance checks to perceive things, and enemies have **double trouble** on checks they make to sneak past the character.

**FOCUS**

**MARVEL**

**Multiverse**  
**Role-Playing Game**

**1**  
RANK

**POWER**



## ICONIC WEAPON

**Action Type:** *Passive*

**Range:** *Self*

**Duration:** *Permanent*

**Effect:** *The character is known for owning and using a unique and powerful weapon.*

**Daredevil's Billy Club.**

*Adds +1 damage multiplier and grants the swingline movement mode, with a speed equal to triple his Run Speed. The Billy Club can be thrown and instantly retrieved. The range of the Billy Club and the reach of the swingline is equal to its Swingline Speed: 15 spaces.*



**FOCUS**

**MARVEL**

**Multiverse**  
**Role-Playing Game**

**1**  
RANK

**POWER**



## ATTACK STANCE

**Action Type:** Standard

**Range:** Self

**Duration:** Concentration

**Effect:** The character doubles their Melee ability bonus to damage.



**FOCUS**

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**Multiverse**  
**Role-Playing Game**



**2**  
RANK

## POWER



# BRACE FOR IMPACT

**Action Type:** Reaction

**Range:** Self

**Duration:** Instant

**Trigger:** An enemy deals physical damage to the character.

**Effect:** For every point of Focus spent, the character can ignore 1 point of Health damage dealt by the attack.

**5+**  
FOCUS

**MARVEL**

**Multiverse**  
**Role-Playing Game**

**2**  
RANK

**POWER**



## CHAIN STRIKES

**Action Type:** Standard

**Range:** Close

**Duration:** Instant

**Trigger:** -

**Effect:** The character makes a close attack with an **edge**. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the character can also make an additional Chain Strike.

**5**  
FOCUS

**MARVEL**

**Multiverse**  
**Role-Playing Game**

**2**  
RANK

**POWER**



# COUNTERSTRIKE TECHNIQUE

**Action Type:** Reaction

**Range:** Close

**Duration:** Instant

**Trigger:** While Attack Stance is active, a close attack against the character does damage.

**Effect:** The character deals half the attacker's regular damage to the attacker.

**5**  
FOCUS

**MARVEL**

**Multiverse**  
**Role-Playing Game**

**1**  
RANK

**POWER**



## DEFENSE STANCE

***Action Type:** Standard*

***Range:** Self*

***Duration:** Concentration*

***Effect:** Any close attacks made against the character have **trouble** until they are successfully attacked in this combat.*



**FOCUS**



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**Multiverse**  
**Role-Playing Game**

**2**  
RANK

## POWER



**DO THIS ALL DAY**



**Action Type:** Standard

**Range:** Self

**Duration:** Instant

**Effect:** The character heals 2 points of Health for every point of Focus they spend.

**5+**  
FOCUS

**MARVEL**

**Multiverse**  
**Role-Playing Game**

**1**  
RANK

## POWER



# FAST STRIKES

**Action Type:** Standard

**Range:** Close

**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.



FOCUS

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**Multiverse**  
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**2**  
RANK

**POWER**



# GRAPPLING TECHNIQUE

**Action Type:** Standard

**Range:** Close

**Duration:** Instant

**Effect:** The character makes a close attack. If the attack is a success, the enemy takes regular damage and is grabbed. On a Fantastic success, the target takes double damage instead and is pinned too.

**5**

FOCUS

**MARVEL**

**Multiverse**  
**Role-Playing Game**



**2**  
RANK

## POWER



# LEG SWEEP

**Action Type:** Standard

**Range:** Close

**Duration:** Instant

**Effect:** The character makes a close attack. If it succeeds, the enemy takes regular damage and is knocked prone. If it's a Fantastic success, the enemy is stunned for one round too.

**5**  
FOCUS

**MARVEL**

**Multiverse**  
**Role-Playing Game**