

**HERO**

# IRON FIST



Art by Fritz Casas



# TRAITS

- ☐ *Combat Expert*
- ☐ *Combat Reflexes*
- ☐ *Connections:  
Super Heroes*
- ☐ *Determination*
- ☐ *Extraordinary  
Origin*
- ☐ *Fearless*
- ☐ *Signature Attack:  
Focused Strike*

# TAGS

- ☐ *Black Market  
Access*
- ☐ *Heroic*
- ☐ *Public Identity*
- ☐ *Supernatural*

# POWERS

## **BASIC**

- ☐ *Mighty 1*
- ☐ *Mighty 2*

## **MARTIAL ARTS**

- ☐ *Attack Stance*
- ☐ *Chain Strikes*
- ☐ *Counterstrike  
Technique*
- ☐ *Defense Stance*
- ☐ *Fast Strikes*
- ☐ *Flying Double  
Kick*
- ☐ *Focused Strike*
- ☐ *Leg Sweep*
- ☐ *Reverse-  
Momentum  
Throw*
- ☐ *Unflappable  
Poise*
- ☐ *Untouchable  
Position*



# ABILITIES

ABILITY  
SCORE

**4**

MELEE

**2**

AGILITY

**2**

RESILIENCE

**3**

VIGILANCE

**3**

EGO

**1**

LOGIC

DEFENSE  
SCORE

**14**

**12**

**12**

**13**

**13**

**11**

NON-COMBAT  
CHECK

**+6**

**+2**

**+2**

**+3**

**+3**

**+1**



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# DAMAGE

MELEE

[



dMARVEL

x5

MULTIPLIER

]

+4

ABILITY

AGILITY

[



dMARVEL

x3

MULTIPLIER

]

+2

ABILITY

EGO

[



dMARVEL

x3

MULTIPLIER

]

+3

ABILITY

LOGIC

[



dMARVEL

x3

MULTIPLIER

]

+1

ABILITY

RANK

3

HEALTH

60 DR: -

INITIATIVE

+3

KARMA

3

FOCUS

90 DR: -



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# SPEED

Run:	5
Climb:	3
Swim:	3
Jump:	3

# PROFILE

**Real Name:** Daniel Thomas “Danny” Rand  
**Height:** 5’11”      **Weight:** 175 lbs.  
**Gender:** Male  
**Eyes:** Blue      **Hair:** Blond  
**Size:** Average  
**Distinguishing Features:** Dragon insignia on chest.  
**Origin:** Magic, Special Training  
**Occupation:** Adventurer  
**Teams:** Defenders  
**Base:** New York City



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# BACKSTORY

*After his parents were murdered on an expedition to the Himalayas, Danny Rand inadvertently stumbled through a portal to the mystical city of K'un-Lun. The people of K'un-Lun adopted Danny and gave him extensive tutelage in the martial arts.*

*After ten years of grueling training, Danny's mentor sent him on a mission to defeat the evil serpent Shou-Lao. Narrowly beating the beast, Danny took hold of its molten heart, infusing his hands and body with mystical chi energies and assuming the title of Iron Fist. He left K'un-Lun, vowing to take vengeance upon the man who killed his parents and upon evildoers everywhere.*

# PERSONALITY

*Danny Rand is a serious fighter prone to acting like a lone wolf. He is devoted to martial arts and despises nothing more than people who put such skills to evil uses. Years of living in NYC have tempered Danny's demeanor. He's allowed himself to develop a small group of friends and allies—including his best friend, Luke Cage—though he often still prefers to work alone.*



# ORIGIN

## MAGIC

*The character's powers arise from supernatural means. There are many different traditions within magic, each with their own teachings.*

**Tags:** Supernatural.

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# ORIGIN

## SPECIAL TRAINING

*The character's powers come from long hours of practice. Their intense focus grants them abilities that would astonish most people.*

***Traits:*** Determination.

***Limitation:*** Unless the character has another origin, they cannot choose powers that grant them superhuman abilities. Allowed power sets include Martial Arts, Melee Weapons, Ranged Weapons, Shield Bearer, and Tactics. They can also choose basic powers a regular human could reasonably have. See the Basic powers list on page 80.



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# OCCUPATION

## ADVENTURER

*The character focuses on having adventures. Perhaps they're independently wealthy and don't need another occupation, or maybe they hire out their services.*

**Tags:** *Black Market Access.*

**Traits:** *Fearless, Connections: Super Heroes or Villains.*

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# TRAIT

## COMBAT EXPERT

*The character knows how to handle themselves better than most. They have an **edge** on Melee attacks against enemies of Rank 1.*



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# TRAIT

## COMBAT REFLEXES

*The character can react quickly in combat. This grants them one additional reaction each turn.*

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# TRAIT

## CONNECTIONS (Super Heroes)

*The character knows someone with access to and knowledge of a particular field. The connection could be a reporter, a police officer, a politician, a mobster and so on. By making an Ego check, the character can call on their contact to provide help in the form of clues, information or resources. The Narrator determines the TN of the Ego check based on the favor requested.*

*This trait can be selected multiple times, using many different types. These include Celebrities, Community, Criminal, Espionage, Military, Outsiders, Police, Professional, Sources, Super Heroes and so on.*

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# TRAIT

## DETERMINATION

*The character never gives up, even when they feel like they're at their worst. While demoralized, they do not gain **trouble** on all actions, though they still cannot maintain concentration or spend further Focus.*

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# TRAIT

## EXTRAORDINARY ORIGIN (Magic)

*The character has an additional origin. This trait can be selected multiple times, but each time must be cleared with the Narrator. Take care to make sure that the origins make some kind of sense when combined together.*

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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

## SIGNATURE ATTACK (Focused Strike)

*The character is known for favoring a particular kind of weapon or attack power. They have an **edge** when making attacks that way.*

*This trait can be taken more than once, but each time must be with a different kind of weapon or attack power.*

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**TAG**

# BLACK MARKET ACCESS

*The character knows how and where they can buy and sell hard-to-find and potentially illegal things.*

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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

## PUBLIC IDENTITY

*The character's real identity is known to the public. This can make it easier for them to ask their friends and family—and even strangers—for help. Unfortunately, it also makes it easier for their enemies to find them and even to threaten those same friends and family.*

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**TAG**

# SUPERNATURAL

*The character has powers that are magical or based on something magical.*

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**1**  
RANK

# POWER



## MIGHTY 1

**Action Type:** *Passive*

**Range:** *Self*

**Duration:** *Permanent*

**Effect:** *Treat the character as one size bigger for lifting, carrying, swinging and throwing things. They also add +1 to their Melee damage multiplier, and they gain a +1 bonus to Melee checks other than attacks.*



FOCUS



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# 2

RANK

## POWER



### MIGHTY 2

**Action Type:** Passive

**Range:** Self

**Duration:** Permanent

**Effect:** Treat the character as two sizes bigger for lifting, carrying, swinging and throwing things. They also add +2 to their Melee damage multiplier, and they gain a +2 bonus to Melee checks other than attacks.



FOCUS

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**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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**Role-Playing Game**

**2**  
RANK

**POWER**



## CHAIN STRIKES

**Action Type:** Standard

**Range:** Close

**Duration:** Instant

**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

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**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

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

**1**  
RANK

**POWER**



## DEFENSE STANCE

***Action Type:** Standard*

***Range:** Close*

***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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**1**  
RANK

## POWER



# FAST STRIKES

**Action Type:** Standard

**Range:** -

**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.



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**3****RANK**

# POWER



## FLYING DOUBLE KICK

**Action Type:** Standard

**Range:** -

**Duration:** Instant

**Effect:** The character makes a close attack against two enemies within reach. If an attack is a success, the enemy takes regular damage. If an attack is a Fantastic success, the enemy takes double damage and is knocked prone.

**10****FOCUS**



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

**3****RANK**

# POWER



## FOCUSED STRIKE

**Action Type:** Standard

**Range:** Close

**Duration:** Instant

**Effect:** The character makes a close attack. Add +1 to the character's Melee damage bonus for every 2 points of Focus they spend. On a success, an affected target takes that total damage. On a Fantastic success, an affected target takes double that total damage and is stunned for one round.

**10+****FOCUS**

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**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

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

**2**  
RANK

**POWER**



# REVERSE MOMENTUM THROW

**Action Type:** Reaction

**Range:** Close

**Duration:** Instant

**Trigger:** While Defense Stance is active, a close attack against the character misses.

**Effect:** The attacker is knocked prone and takes half the damage their attack would have inflicted if it had succeeded.

**5**  
FOCUS

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

3

RANK

## POWER



# UNFLAPPABLE POISE

***Action Type:** Passive*

***Range:** Close*

***Duration:** Permanent*

***Effect:** Any close attacks against the character have **trouble**. While they use Defense Stance, such attacks have **double trouble**.*



FOCUS



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

3

RANK

## POWER



# UNTOUCHABLE POSITION

**Action Type:** Passive

**Range:** Close

**Duration:** Permanent

**Effect:** If the character is attacked, all other close attacks against them have **trouble** until the start of their next turn.

10

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