

HERO

JESSICA JONES



Art by Jeff Dekal

TRAITS

- ☐ *Connections (Police)*
- ☐ *Enhanced Physique*
- ☐ *Glibness*
- ☐ *Interrogation*
- ☐ *Investigation*
- ☐ *Iron Will*
- ☐ *Weird*

TAGS

- ☐ *Headquarters: Harlem Apartment*
- ☐ *Heroic*
- ☐ *Public Identity*
- ☐ *Streetwise*

POWERS

BASIC

- ☐ *Brilliance 1*
- ☐ *Flight 1*
- ☐ *Flight 2*
- ☐ *Healing Factor*
- ☐ *Mighty 1*
- ☐ *Mighty 2*
- ☐ *Sturdy 1*
- ☐ *Uncanny 1*
- ☐ *Uncanny 2*

SUPER-STRENGTH

- ☐ *Banging Heads*
- ☐ *Clobber*
- ☐ *Crushing Grip*
- ☐ *Immovable*
- ☐ *Quick Toss*

ABILITIES

ABILITY
SCORE

3

MELEE

DEFENSE
SCORE

13

NON-COMBAT
CHECK

+5

2

AGILITY

12

+2

3

RESILIENCE

13

+3

2

VIGILANCE

12

+2

1

EGO

11

+1

4

LOGIC

14

+5

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DAMAGE

MELEE

[



x5

]

+3

dMARVEL

MULTIPLIER

ABILITY

AGILITY

[



x3

]

+2

dMARVEL

MULTIPLIER

ABILITY

EGO

[



x3

]

+1

dMARVEL

MULTIPLIER

ABILITY

LOGIC

[



x4

]

+4

dMARVEL

MULTIPLIER

ABILITY

RANK

3

HEALTH

90 DR: -1

INITIATIVE

+2

KARMA

3

FOCUS

60 DR: -2

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SPEED

Run:	5
Climb:	3
Swim:	3
Flight:	15

PROFILE

Real Name: Jessica Campbell Jones

Height: 5'7" **Weight:** 124 lbs.

Gender: Female

Eyes: Brown **Hair:** Brown

Size: Average

Distinguishing Features: None.

Origin: Weird Science

Occupation: Investigator

Teams: Defenders

Base: New York City

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BACKSTORY

Jessica Campbell's entire family was killed when their car hit a truck carrying dangerous radioactive chemicals. Jessica survived, but the chemicals gave her super-powers. Adopted by a new family, she changed her last name to Jones and began fighting crime as the costumed hero Jewel, but after being captured and mind-controlled by the Purple Man for months, she hung up her mask.

Jones later opened up Alias Investigations, a for-profit P.I. firm, using her powers to help people but without a costume. She has since married her love Luke Cage, with whom she has a little girl, Danielle.

PERSONALITY

Jones' hard life has made her more than a little world-weary, but despite her travails she remains a strongly caring person. She may work for profit, but still she strives to deliver the best possible outcomes for her clients, going out of her way to ensure that they get the justice they pay for.

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

INVESTIGATOR

The character is trained to solve mysteries. This can be as a private detective or as part of an official law enforcement organization, ranging from the New York Police Department to the Federal Bureau of Investigation, S.H.I.E.L.D. or even the Nova Corps.

Tags: None.

Traits: Connections: Police, Interrogation, Investigation.

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TRAIT

CONNECTIONS (Police)

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

ENHANCED PHYSIQUE

The character is stronger than regular humans. Treat them as one size bigger for lifting, carrying, swinging, and throwing things. (This does not stack with other factors).

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TRAIT

GLIBNESS

*The character can strike up a conversation with anyone at any time and can often convince them to lend a hand. They have an **edge** on Ego checks to persuade characters they are speaking to for the first time.*

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TRAIT

INTERROGATION

*The character knows how to ask the right questions in the right way. They have an **edge** on Ego or Logic checks made when asking questions.*

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TRAIT

INVESTIGATION

*The character is an expert investigator. They have an **edge** on Vigilance checks to spot clues and on Logic checks related to interpreting clues. If they have access to a forensics lab at the time, they gain a **second edge** on such checks.*

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TRAIT

IRON WILL

*Enemies have **trouble** on Ego attacks to control the character's mind or influence their behavior. Also, the character gains an **edge** on Ego checks to break free of mind control or other compulsions.*

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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

HEADQUARTERS

(Harlem Apartment)

The character has a base, cave or lair they can use to recover from wounds, repair or store equipment, work on inventions and so on. The location can be public or secret, and it can be as humble as a toolshed or as elaborate as an underground complex or a Manhattan skyscraper.

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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

STREETWISE

The character knows how things are handled on the street, who's in charge of various criminal enterprises and how to avoid issues with them.

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1
RANK

POWER



BRILLIANCE 1

Action Type: *Passive*

Range: *Self*

Duration: *Permanent*

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



FOCUS

MARVEL

Multiverse
Role-Playing Game

2

RANK

POWER



FLIGHT 1

Action Type: *Passive*

Range: *Self*

Duration: *Permanent*

Effect: *The character can fly. Their combat Flight Speed is equal to their rank times their Run Speed. Outside of combat, they can move three times their Flight Speed.*



FOCUS

MARVEL

Multiverse
Role-Playing Game

3

RANK

POWER



FLIGHT 2

Action Type: Passive

Range: Self

Duration: Permanent

Effect: The character can fly. Their combat *Flight Speed* is equal to their rank times their *Run Speed*. Outside of combat, the character can fly up to 50 times their *Flight Speed*.



FOCUS

MARVEL

Multiverse
Role-Playing Game

1
RANK

POWER



HEALING FACTOR

Action Type: *Passive*

Range: *Self*

Duration: *Permanent*

Effect: *At the end of the character's turn, they regain Health equal to their Resilience. (This works outside of combat too, quickly bringing them back to full Health.)*



FOCUS

MARVEL

Multiverse
Role-Playing Game

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

MARVEL

Multiverse
Role-Playing Game

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



STURDY 1

Action Type: *Passive*

Range: *Self*

Duration: *Permanent*

Effect: *The character's body is so sturdy that they have Health Damage Reduction 1.*

If this power stems from armor or anything else removable—like Iron Man's armor—the character should apply the Tech Reliance trait to it.



FOCUS

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Multiverse
Role-Playing Game

1
RANK

POWER



UNCANNY 1

Action Type: *Passive*

Range: *Self*

Duration: *Permanent*

Effect: *Any damage multiplier for attacks against the character's Focus is reduced by 1. If this power is part of a battle suit, the power is integrated into a removable helmet. Otherwise, it's a part of the character.*

If this power stems from armor or anything else removable-like Magneto's helmet-the character should apply the Tech Reliance trait to it.



FOCUS

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Multiverse
Role-Playing Game

2
RANK

POWER



UNCANNY 2

Action Type: *Passive*

Range: *Self*

Duration: *Permanent*

Effect: *Any damage multiplier for attacks against the character's Focus is reduced by 2. If this power is part of a battle suit, the power is integrated into a removable helmet. Otherwise, it's a part of the character.*

If this power stems from armor or anything else removable-like Magneto's helmet-the character should apply the Tech Reliance trait to it.



FOCUS

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Role-Playing Game

1
RANK

POWER

BANGING HEADS



Action Type: Standard

Range: Close

Duration: Instant

Effect: The character makes one Melee check against the Melee defense scores of two enemies within reach. If the attack fails against either foe, it fails entirely. If the attack is a success against both foes, each enemy takes full damage. On a Fantastic success, each enemy is also knocked prone.



FOCUS

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Multiverse
Role-Playing Game

1
RANK

POWER



CLOBBER

Action Type: Standard

Range: Close

Duration: Instant

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



FOCUS

MARVEL

Multiverse
Role-Playing Game

2 RANK

POWER



CRUSHING GRIP



Action Type: Reaction

Range: Close

Duration: Instant

Trigger: The target is grabbed.

Effect: The character makes a Melee attack against the grabbed target's Resilience defense. If it's a success, the target takes regular damage. On a Fantastic success, the target takes double damage instead and is pinned.

5 FOCUS

MARVEL

Multiverse
Role-Playing Game

1
RANK

POWER



IMMOVABLE



Action Type: Reaction

Range: Self

Duration: Instant

Trigger: The character is knocked back or knocked prone.

Effect: For every point of Melee defense the character has, they can reduce knockback by 1 space.



FOCUS

MARVEL

Multiverse
Role-Playing Game

3**RANK**

POWER



QUICK TOSS

Action Type: Reaction

Range: Close

Duration: Instant

Trigger: A person the character can pick up is grabbed.

Effect: The character throws the grabbed person at another target. The range is determined by the level of the character's *Mighty* power and the grabbed person's size. The character makes a ranged attack against the target. A failure inflicts regular damage on the thrown person, who falls prone within 1 space of the target. If the attack is a success, the target takes regular damage too. On a *Fantastic* success, the target is knocked prone as well.

10**FOCUS**

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