

**HERO**

# LUKE CAGE



Art by Dale Keown



# TRAITS

- ☐ *Connections (Super Heroes)*
- ☐ *Extra Occupation*
- ☐ *Fearless*
- ☐ *Presence*
- ☐ *Public Speaking*
- ☐ *Surprising Power*
- ☐ *Weird*

# TAGS

- ☐ *Authority*
- ☐ *Black Market Access*
- ☐ *Headquarters: Harlem Apartment*
- ☐ *Heroic*
- ☐ *Hounded*
- ☐ *Powerful*
- ☐ *Public Identity*

# POWERS

## **BASIC**

- ☐ *Mighty 1*
- ☐ *Mighty 2*
- ☐ *Sturdy 1*
- ☐ *Sturdy 2*
- ☐ *Sturdy 3*

## **MARTIAL ARTS**

- ☐ *Attack Stance*
- ☐ *Do This All Day*

## **SUPER-STRENGTH**

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



# ABILITIES

ABILITY  
SCORE

**4**

MELEE

**1**

AGILITY

**5**

RESILIENCE

**1**

VIGILANCE

**3**

EGO

**1**

LOGIC

DEFENSE  
SCORE

**14**

**11**

**15**

**11**

**13**

**11**

NON-COMBAT  
CHECK

**+6**

**+1**

**+5**

**+1**

**+3**

**+1**



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# DAMAGE

MELEE

[



dMARVEL

x5

MULTIPLIER

]

+4

ABILITY

AGILITY

[



dMARVEL

x3

MULTIPLIER

]

+1

ABILITY

EGO

[



dMARVEL

x3

MULTIPLIER

]

+3

ABILITY

LOGIC

[



dMARVEL

x3

MULTIPLIER

]

+1

ABILITY

RANK

3

HEALTH

150 DR: -3

INITIATIVE

+1

KARMA

3

FOCUS

30 DR: -



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# SPEED

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

# PROFILE

**Real Name:** Lucas “Luke” Cage; formerly  
Carl Lucas

**Height:** 6’6”      **Weight:** 425 lbs.

**Gender:** Male

**Eyes:** Brown      **Hair:** Bald

**Size:** Average

**Distinguishing Features:** None

**Origin:** Weird Science

**Occupation:** Adventurer

**Teams:** The Defenders, Heroes for Hire,  
Mighty Avengers

**Base:** New York City



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# BACKSTORY

*Imprisoned for a crime he didn't commit, Carl Lucas was recruited by the prison's doctor as a test subject for an experimental variant of the Super-Soldier Serum that empowered Captain America (Steve Rogers). Imbued with superhuman strength and durability, Lucas broke free of his prison and returned to the Harlem of his youth.*

*As a fugitive, Lucas adopted the name Luke Cage and began working as a Hero for Hire. Cage has been through a lot in the years since, sometimes teaming up with internationally recognized super-groups and sometimes returning to for-hire work, but he's never stopped being a tireless fighter for the people of Harlem.*



# PERSONALITY

*Cage is as sensitive and caring as he is tough and strong. Circumstances may force him into work as a paid hero, but he often helps those in need for free. Nothing is more important to him than his friends and family, including his wife, Jessica Jones, and their daughter, Danielle.*

# 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

## 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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# OCCUPATION

## LEADER

*The character is the leader of a city, region, state or nation. This includes things like being the elected mayor of New York City or the hereditary king of a country.*

**Tags:** Authority, Powerful.

**Traits:** Presence.



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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

## EXTRA OCCUPATION (Leader)

*The character has a busy life and has done all sorts of things. They can choose another occupation.*



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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

## PRESENCE

*The character knows how to command attention on demand. They have an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.*

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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

## SURPRISING POWER (Sturdy 3)

*The character can choose a power they normally wouldn't be able to use. The character will still need to have any prerequisite powers, but they can ignore rank and origin requirements. This trait can be selected multiple times.*

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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

## AUTHORITY

*The character has a legal authority of some kind. They might be a commissioned officer, privateer, bounty hunter, doctor, firearms dealer, lawyer, pharmacist, police officer, private investigator, mayor, governor and so on. This tag can be selected multiple times if appropriate.*

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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**

# 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**

# HOUNDED

*The character is a member of a group of people who are persecuted for simply being themselves.*

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**TAG**

# POWERFUL

*The character has access to the resources of their entire community. In most cases, they must be careful about how they use such resources so that they don't lose that access.*

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**Role-Playing Game**

**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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**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



**MARVEL**

**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

**MARVEL**

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

**2**  
RANK

## POWER



### STURDY 2

**Action Type:** *Passive*

**Range:** *Self*

**Duration:** *Permanent*

**Effect:** *The character's body is so sturdy that they have Health Damage Reduction 2.*

*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

**MARVEL**

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

4

RANK

## POWER



### STURDY 3

**Action Type:** *Passive*

**Range:** -

**Duration:** *Permanent*

**Effect:** *The character's body is so sturdy that they have Health Damage Reduction 3.*

*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

**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**

**MARVEL**

**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

# 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

**MARVEL**

**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



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**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

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

**2**  
RANK

**POWER**



## SMASH

**Action Type:** Standard

**Range:** Close

**Duration:** Instant

**Effect:** The character makes a close attack with an **edge**. For this 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.

**5+**

FOCUS



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