

**HERO**

# MISTY KNIGHT



Art by Patrick Zircher



# TRAITS

- ☐ *Combat Expert*
- ☐ *Connections (Police)*
- ☐ *Determination*
- ☐ *Extra Occupation*
- ☐ *Extraordinary Origin*
- ☐ *Interrogation*
- ☐ *Investigation*
- ☐ *Tech Reliance*

# TAGS

- ☐ *Authority*
- ☐ *Backup*
- ☐ *Extreme Appearance*
- ☐ *Heroic*
- ☐ *Public Identity*

# POWERS

## **BASIC**

- ☐ *Mighty 1*
- ☐ *Mighty 2*

## **ELEMENTAL CONTROL (ENERGY)**

- ☐ *Elemental Blast*
- ☐ *Elemental Burst*

## **MARTIAL ARTS**

- ☐ *Attack Stance*
- ☐ *Brace for Impact*
- ☐ *Defence Stance*
- ☐ *Do This All Day*

## **SUPER-STRENGTH**

- ☐ *Clobber*
- ☐ *Crushing Grip*
- ☐ *Quick Toss*
- ☐ *Smash*

# ABILITIES

ABILITY  
SCORE

**5**

MELEE

**3**

AGILITY

**3**

RESILIENCE

**2**

VIGILANCE

**0**

EGO

**2**

LOGIC

DEFENSE  
SCORE

**15**

**13**

**13**

**12**

**10**

**12**

NON-COMBAT  
CHECK

**+7**

**+3**

**+3**

**+2**

**+0**

**+2**

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# DAMAGE

MELEE

[



dMARVEL

x5

MULTIPLIER

]

+5

ABILITY

AGILITY

[



dMARVEL

x3

MULTIPLIER

]

+3

ABILITY

EGO

[



dMARVEL

x3

MULTIPLIER

]

+0

ABILITY

LOGIC

[



dMARVEL

x3

MULTIPLIER

]

+2

ABILITY

RANK

3

HEALTH

90 DR: -

INITIATIVE

+2

KARMA

3

FOCUS

60 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>Jump:</b>	<b>3</b>

# PROFILE

**Real Name:** Mercedes “Misty” Knight

**Height:** 5’9”      **Weight:** 136 lbs.

**Gender:** Female

**Eyes:** Brown      **Hair:** Black

**Size:** Average

**Distinguishing Features:** Bionic arm.

**Origin:** High Tech: Cybernetics, Special Training

**Occupation:** Investigator, Law Enforcer

**Teams:** Aberrant Crimes Division (ACD) of the F.B.I., Daughters of the Dragon, Defenders

**Base:** Mobile



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# BACKSTORY

*Misty Knight was a talented rookie in the NYPD bomb squad—until the day her arm got blown off in the line of duty. Admiring the young woman's heroism, billionaire Tony Stark personally commissioned a bionic arm to replace Knight's lost limb.*

*Newly empowered, Knight quit her job with the NYPD and started a private detective agency called Nightwing Restorations. Her adventures as a private investigator have frequently brought her into the orbit of other heroes for hire, particularly Colleen Wing, Luke Cage and her longtime flame Danny Rand (Iron Fist).*

# PERSONALITY

*Although charming and coolheaded, Knight's steadfast belief in the righteousness of the law sometimes leads her astray. She has little patience for those she believes to be criminals—and perhaps too much patience for those who claim to support the law. On more than one occasion, she's hung up the title of P.I. to return to a career as a law enforcement officer.*



# ORIGIN

## HIGH TECH: CYBERNETICS

*The character has high-tech, surgically embedded implants that grant them powers. These cannot be removed without great care or pain.*

*If the implants are obvious, the character gets the Extreme Appearance tag. Otherwise, the implants have been hidden inside their body (as with the lacing of Wolverine's skeleton with adamantium) and might be visible only when in use (like when Wolverine uses his claws), if then.*

**Tags:** Extreme Appearance (common).

**Traits:** Tech Reliance.

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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

## 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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# OCCUPATION

## LAW ENFORCER

*The character works as a law enforcement officer. They could be anything from a town cop to an agent of S.H.I.E.L.D. They have a great deal of authority inside their jurisdiction and often command respect outside of it as well.*

***Tags:*** Authority, Backup.

***Traits:*** Interrogation, Investigation.

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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

## 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

## 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

## EXTRA OCCUPATION (Investigator)

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

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# TRAIT

## EXTRAORDINARY ORIGIN (High Tech: Cybernetics)

*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

## 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

## TECH RELIANCE

*The character relies on technology for powers. When they take damage that would render them unconscious, they can instead choose to lose all of their technology-related powers and remain conscious with 1 point of Health remaining.*

*Assuming the character has access to parts and tools, lost powers can be repaired after a battle.*

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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**

## BACKUP

*The character is part of an organization—like a police force—that they can call for immediate backup at any time.*

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# TAG

## EXTREME APPEARANCE

*The character looks very different than the average person (wherever they happen to be) and cannot easily hide their identity. When this tag appears in origins in this chapter, it may give other useful information, like whether an extreme appearance is common.*

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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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**Role-Playing Game**

**1**  
RANK

**POWER**



## MIGHTY 1

**Action Type:** *Passive*

**Range:** -

**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:** -

**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**



**2** RANK

## POWER



# ELEMENTAL BLAST

**Action Type:** Standard

**Range:** 10 spaces

**Duration:** Instant

**Effect:** The character makes a ranged attack with an **edge** at an enemy in line of sight. For this attack, add +1 to the character's Agility 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 suffers the elemental type's special effect.

**Element Type:** Energy

➔ **Energy:** Blinds target for one round.

**5+**

FOCUS

**MARVEL**

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

**1**  
RANK

## POWER



# ELEMENTAL BURST

**Action Type:** Standard

**Range:** 10 spaces

**Duration:** Instant

**Effect:** The character makes a ranged attack against an enemy in line of sight. If the attack is a success, it inflicts regular damage. On a Fantastic success, the enemy takes double damage instead and the elemental type's special effect.

**Element Type:** Energy

➔ **Energy:** Blinds target for one round.



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



# 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**



**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.*



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**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**



## 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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**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**



**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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**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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