

# POWER SET



## MARTIAL ARTS

- ☐ Always Ready
- ☐ Attack Stance
- ☐ Banging Heads
- ☐ Brace for Impact
- ☐ Chain Strikes
- ☐ Counterstrike Technique
- ☐ Crushing Grip
- ☐ Defense Stance
- ☐ Do This All Day
- ☐ Fast Strikes
- ☐ Flying Double Kick
- ☐ Focused Strike
- ☐ Grappling Technique
- ☐ Leaping Leglock
- ☐ Leg Sweep
- ☐ Regain Focus
- ☐ Reverse-Momentum Throw
- ☐ Spin and Throw
- ☐ Unflappable Poise
- ☐ Untouchable Position

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# ALWAYS READY

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

**Effect:** The character gains one additional reaction per round, which can be used only to activate a Martial Arts power.



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## ATTACK STANCE

**Action:** Standard.

**Duration:** Concentration.

**Range:** Self.

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



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# BANGING HEADS

**Action:** Standard.

**Duration:** Instant.

**Range:** Reach.

**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.



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## BRACE FOR IMPACT

**Action:** Reaction.

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

**Duration:** Instant.

**Range:** Self.

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

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# CHAIN STRIKES

**Action:** Standard.

**Duration:** Instant.

**Range:** Reach.

**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.

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# COUNTERSTRIKE TECHNIQUE

**Action:** Reaction.

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

**Duration:** Instant.

**Range:** Reach.

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

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# CRUSHING GRIP



**Action:** Reaction.

**Trigger:** The target is grabbed.

**Duration:** Instant.

**Range:** Reach.

**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.

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## DEFENSE STANCE

**Action:** Standard.

**Duration:** Concentration.

**Range:** Reach.

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



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**DO THIS ALL DAY**



**Action:** Standard.

**Duration:** Instant.

**Range:** Self.

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

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## FAST STRIKES

**Action:** Standard.

**Duration:** Instant.

**Range:** Reach.

**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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# FLYING DOUBLE KICK

**Action:** Standard.

**Duration:** Instant.

**Range:** Reach.

**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.

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# FOCUSED STRIKE

**Action:** Standard.

**Duration:** Instant.

**Range:** Reach.

**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.

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# GRAPPLING TECHNIQUE

**Action:** Standard.

**Duration:** Instant.

**Range:** Reach.

**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.

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# LEAPING LEGLOCK

**Action:** Standard.

**Duration:** Instant.

**Range:** Reach.

**Effect:** The character makes a close attack against an enemy.

If the attack is a success, the enemy is grabbed and dealt regular damage. On a Fantastic success, the enemy takes double damage and is grabbed and stunned for one round. Either way, both the character and the enemy are knocked prone.

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## LEG SWEEP

**Action:** Standard.

**Duration:** Instant.

**Range:** Reach.

**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.

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## REGAIN FOCUS

**Action:** Standard.

**Duration:** Instant.

**Range:** Self.

**Effect:** The character recovers Focus equal to their Vigilance.



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# REVERSE MOMENTUM THROW

**Action:** Reaction.

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

**Duration:** Instant.

**Range:** Reach.

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

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# SPIN & THROW

**Action:** Reaction.

**Trigger:** An enemy the character can pick up is grabbed.

**Duration:** Instant.

**Range:** Reach.

**Effect:** The character makes a Melee attack against the grabbed foe.

If the attack is a success, the enemy takes regular damage and is knocked prone. On a Fantastic success, the enemy takes double damage and is knocked prone, pinned and stunned for one round.

Either way, the character can move the enemy to any open space within reach.

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# UNFLAPPABLE POISE

**Action:** Passive.

**Duration:** Permanent.

**Range:** Self.

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



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# UNTOUCHABLE POSITION

**Action:** Passive.

**Duration:** Permanent.

**Range:** Reach.

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

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