

POWER SET



SUPER STRENGTH

- Banging Heads
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Immovable
- Jump 1
- Jump 2
- Jump 3
- Quick Toss
- Smash
- Unrelenting Smash

MARVEL

Multiverse
Role-Playing Game

1
RANK

POWER

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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FOCUS

MARVEL

Multiverse
Role-Playing Game

1
RANK

POWER



CLOBBER

Action: Standard.

Duration: Instant.

Range: Reach.

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.

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FOCUS

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2
RANK

POWER



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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FOCUS

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3
RANK

POWER

GROUND SHAKING STOMP



Action: Standard.

Duration: Instant.

Range: Reach.

Effect: The character makes a Melee check and compares that against the Agility defense of every target within the character's reach plus their rank in spaces.

Any targets the attack succeeds against take half regular damage. On a Fantastic success, the targets take full damage and are knocked prone.

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1
RANK

POWER



IMMOVABLE



Action: Reaction.

Trigger: The character is knocked back or knocked prone.

Duration: Instant.

Range: Self.

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

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2
RANK

POWER

JUMP 1



Action: Passive.

Duration: Permanent.

Range: Self.

Effect: The character gains the Jump movement mode with a Jump Speed equal to their Run Speed. They can jump this distance in any direction, vertically as well as horizontally.

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3
RANK

POWER

JUMP 2



Action: Passive.

Duration: Permanent.

Range: Self.

Effect: The character's Jump Speed is equal to their rank times their Run Speed. Outside of combat, they can move three times as fast.

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4
RANK

POWER

JUMP 3



Action: Passive.

Duration: Permanent.

Range: Self.

Effect: Outside of combat, the character can jump up to 50 times their Jump Speed.

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3
RANK

POWER



QUICK TOSS

Action: Reaction

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

Duration: Instant

Range: Reach.

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,

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FOCUS

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.

2
RANK

POWER



SMASH

Action: Standard.

Duration: Instant.

Range: Reach.

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.

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4
RANK

POWER

UNRELENTING SMASH



Action: Standard.

Duration: Instant.

Range: Reach.

Effect: The character makes a Melee check and compares it against the Melee defense of every enemy within their reach.

Any enemy the attack succeeds against takes half regular damage. On a Fantastic success, those enemies take full regular damage and are knocked prone instead.

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The character may then pay 15 more Focus to do the same thing again—before which they can move up to half their speed with anything left from their normal movement action. They can keep doing this until they run out of speed or Focus.

Each target can be affected by this attack by this character only once per round.