



MARTIAL ARTS

- ☐ Always Ready
- ☐ Attack Stance
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- ☐ Counterstrike Technique
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- ☐ Do This All Day
- ☐ Fast Strikes
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- ☐ Grappling Technique
- ☐ Leaping Leglock
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- ☐ Reverse-Momentum Throw
- ☐ Spin and Throw
- ☐ Unflappable Poise
- ☐ Untouchable Position

POWER SET

MARVEL MULTIVERSE

Role Playing Game



POWER SET

MARTIAL ARTS



ALWAYS READY

The character is prepared to fight.

Power Set: Martial Arts

Prerequisites: Do This All Day, Rank 3

Duration: Permanent

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

POWER

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Role Playing Game



POWER

ALWAYS READY



ATTACK STANCE

The character enters an aggressive attack stance, ready to strike in any direction.

Power Set: Martial Arts

Prerequisites: None

Action: Standard

Duration: Concentration

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

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Role Playing Game



POWER

ATTACK STANCE



BANGING HEADS

The character takes two nearby enemies and slams their heads into each other.

Power Set: Martial Arts, Super-Strength

Prerequisites: None

Action: Standard

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**.

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Role Playing Game



POWER

BANGING HEADS



BRACE FOR IMPACT

FOCUS
5+



The character mentally toughens themselves for a fight.

Power Set: Martial Arts, Shield Bearer

Prerequisites: Do This All Day, Rank 2

Action: Reaction

Trigger: An enemy deals physical damage to the character.

Duration: Instant

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

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Role Playing Game



POWER

BRACE FOR IMPACT



CHAIN STRIKES

FOCUS
5

*The character unleashes
a hail of strikes.*

Power Set: Martial Arts

Prerequisites: Fast Strikes, Rank 2

Action: Standard

Duration: Instant

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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POWER

CHAIN STRIKES



COUNTERSTRIKE TECHNIQUE

FOCUS
5



The character counters an enemy's strike with one of their own.

Power Set: Martial Arts

Prerequisites: Attack Stance, Rank 2

Action: Reaction

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

Duration: Instant

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

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Role Playing Game



POWER

COUNTERSTRIKE TECHNIQUE



CRUSHING GRIP

FOCUS
5

The character seizes an enemy and squeezes hard.

Power Set: Martial Arts, Super Strength

Prerequisites: Rank 2

Action: Standard

Duration: Instant

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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POWER

CRUSHING GRIP



DEFENSE STANCE

The character enters a fluid defensive stance, hands poised to parry and counterattack.

Power Set: Martial Arts

Prerequisites: None

Action: Standard

Duration: Concentration

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

POWER

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Role Playing Game



POWER

DEFENSE STANCE



DO THIS ALL DAY

FOCUS
5+

The character draws on their inner strength to heal themselves.

Power Set: Martial Arts, Shield Bearer

Prerequisites: Rank 2

Action: Standard

Duration: Instant

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

POWER

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Role Playing Game



POWER

DO THIS ALL DAY



FAST STRIKES

*The character unleashes
a flurry of strikes.*

Power Set: Martial Arts

Prerequisites: None

Action: Standard

Duration: Instant

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.

POWER

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Role Playing Game



POWER

FAST STRIKES



FLYING DOUBLE KICK

FOCUS
10

The character leaps into the air and snap kicks two enemies at once.

Power Set: Martial Arts

Prerequisites: Leg Sweep, Rank 3

Action: Standard

Duration: Instant

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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Role Playing Game



POWER

FLYING DOUBLE KICK



FOCUSED STRIKE

FOCUS
10+

The character finds the right spot and strikes.

Power Set: Martial Arts

Prerequisites: Chain Strikes, Rank 3

Action: Standard

Duration: Instant

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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Role Playing Game



POWER

FOCUSED STRIKE



GRAPPLING TECHNIQUE

FOCUS
5

The character snags an enemy.

Power Set: Martial Arts

Prerequisites: Rank 2

Action: Standard

Duration: Instant

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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Role Playing Game



POWER

GRAPPLING TECHNIQUE



LEAPING LEGLOCK

FOCUS
15

The character leaps into the air and snaps their legs around an enemy.

Power Set: Martial Arts

Prerequisites: Flying Double Kick, Crushing Grip, Rank 4

Action: Standard

Duration: Instant

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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Role Playing Game



POWER

LEAPING LEGLOCK



LEG SWEEP

FOCUS
5

The character draws on their inner strength to heal themselves.

Power Set: Martial Arts

Prerequisites: Fast Strikes, Rank 2

Action: Standard

Duration: Instant

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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Role Playing Game



POWER

LEG SWEEP



REGAIN FOCUS

The character takes a moment to find their center.

Power Set: Martial Arts

Prerequisites: Unflappable Poise, Untouchable Position, Rank 4

Action: Standard

Duration: Instant

Effect: The character recovers Focus equal to their Vigilance.

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Role Playing Game



POWER

REGAIN FOCUS



REVERSE MOMENTUM THROW

FOCUS
5

The character uses the momentum of their attacker to hurl them to the ground.



Power Set: Martial Arts

Prerequisites: Defense Stance, Rank 2

Action: Reaction

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

Duration: Instant

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

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POWER

REVERSE MOMENTUM THROW



SPIN & THROW

FOCUS
5

The character throws a grabbed foe to the ground.



Power Set: Martial Arts

Prerequisites: Grappling Technique, Rank 2

Action: Reaction

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

Duration: Instant

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.

POWER

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POWER

SPIN & THROW



UNFLAPPABLE POISE

The character can dodge most close attacks.

Power Set: Martial Arts

Prerequisites: Defense Stance, Rank 3

Duration: Permanent

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

POWER

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Role Playing Game



POWER

UNFLAPPABLE POISE



UNTOUCHABLE POSITION

The character's enemies struggle to gang up on them.

Power Set: Martial Arts

Prerequisites: Counterstrike Technique, Rank 3

Duration: Permanent

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

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

UNTOUCHABLE POSITION