



MARTIAL ARTS

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- Do This All Day
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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.

POWER

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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.

POWER

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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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Role Playing Game



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.

POWER

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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**.

POWER

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Role Playing Game



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

MARVEL MULTIVERSE

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

MARVEL MULTIVERSE

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**.

POWER

MARVEL MULTIVERSE

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.

POWER

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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.

POWER

MARVEL MULTIVERSE

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**.

POWER

MARVEL MULTIVERSE

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.

POWER

MARVEL MULTIVERSE

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.

POWER

MARVEL MULTIVERSE

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.

POWER

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Role Playing Game



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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Role Playing Game



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

MARVEL MULTIVERSE

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