



## 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

## POWER SET



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER SET**

**MARTIAL ARTS**





## ALWAYS READY

*The character is prepared to fight.*

**Power Set:** Martial Arts

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**Prerequisites:** Do This All Day, Rank 3

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**Duration:** Permanent

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

## POWER



# **MARVEL MULTIVERSE**

## **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

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**Prerequisites:** None

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**Action:** Standard

---

**Duration:** Concentration

---

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

**POWER**



# **MARVEL MULTIVERSE**

## **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

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**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**.

**POWER**



# **MARVEL MULTIVERSE**

## **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

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**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**



# **MARVEL MULTIVERSE**

## **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.

**POWER**



# **MARVEL MULTIVERSE**

## **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**



# **MARVEL MULTIVERSE**

## **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**



# **MARVEL MULTIVERSE**

## **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

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**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



# **MARVEL MULTIVERSE**

## **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**



# **MARVEL MULTIVERSE**

## **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

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**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**



# **MARVEL MULTIVERSE**

## **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**



# **MARVEL MULTIVERSE**

## **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

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**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**