MELEE WEAPONS

- ☐ Exploit
- ☐ Fast Attacks
- ☐ Focused Fury
- ☐ Furious Attacks
- ☐ Hit & Run
- ☐ Riposte
- ☐ Unstoppable Assault
- ☐ Vicious Attack
- ☐ Whirling Frenzy

POWER SET

MARVEL MULTIVERSE
Role Playing Game

POWER SET

MELEE WEAPONS

There are two categories of Melee Weapon powers: **Blunt** and **Sharp**.

When assigning a Melee Weapon power to a character, you determine which of these two apply to that power. A character usually triggers this with a Fantastic success on checks made with that power.

The special effects for each of the two categories are as follows:

Blunt: Target is stunned for one round.

Sharp: Target is bleeding.

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POWER EFFECTS

MELEE WEAPONS

EXPLOIT

R

The character finds a weak spot and exploits it.

Power Set: Melee Weapons

Prerequisites: Vicious Attack, Rank 2

Action: Reaction

Trigger: A Fantastic success on an attack using the character's weapon that deals at least 1 point of damage

Duration: Instant

Effect: The character makes a Melee attack against the target's Resilience defense score. If the attack is a success, the damage it does ignores Health Damage Reduction. On a Fantastic success, the target suffers double damage and the weapon's **special effect**.

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POWER

EXPLOIT

The character's weapons lash out!

Power Set: Melee Weapons

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, and the character can make a bonus attack with this power against any target within reach, with the same effect.

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FAST ATTACKS

FOCUSED FURY

The character channels their rage into a devastating blow.

Power Set: Melee Weapons

Prerequisites: Exploit, Rank 3

Action: Standard

Duration: Instant

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 suffers the weapon's **special effect**.

POWER

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POWER

FOCUSED FURY

FURIOUS ATTACKS

The character's weapons smash into the foe.

Power Set: Melee Weapons

Prerequisites: Whirling Frenzy, Rank 3

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. For these attacks, add +1 to the character's Melee damage bonus for every 2 points of Focus they spend. On a success, an affected target takes half that total damage. On a Fantastic success, an affected target takes full damage and suffers the weapon's **special effect**.

POWER

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POWER

FURIOUS ATTACKS

HIT & RUN

The character hits hard and keeps moving!

Power Set: Melee Weapons

Prerequisites: None

Action: Standard

Duration: Instant

Effect: The character makes a close attack with an **edge** on an enemy. If the attack is a success, the enemy takes regular damage, and the character can make an additional movement up to half their Run Speed for free. On a Fantastic success, the enemy takes double damage and suffers the weapon's **special effect**.

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POWER

HIT & RUN

RIPOSTE

Seeing the enemy off balance, the character strikes back.

R

Power Set: Melee Weapons

Prerequisites: None

Action: Reaction

Trigger: An enemy makes a close attack against the character that fails.

Duration: Instant

Effect: The character makes a close attack on the enemy who just missed them. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and suffers the weapon's **special effect**.

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POWER

RIPOSTE

UNSTOPPABLE ASSAULT

The character hews a path through their foes.

Power Set: Melee Weapons

Prerequisites: Furious Attacks, Focused Fury, Rank 4

Action: Standard

Duration: Instant

Effect: The character makes a Melee check and compares that 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 instead and suffer the weapon's **special effect**.

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 whatever is left from their normal movement action. They can keep doing this until they run out of Speed or Focus. Each target can only be affected by this attack by this character once per round.

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Role Playing Game

POWER

UNSTOPPABLE ASSAULT

VICIOUS ATTACK

The character strikes a felling blow.

Power Set: Melee Weapons

Prerequisites: None

Action: Standard

Duration: Instant

Effect: The character makes a close attack. If the attack is a success, the enemy takes regular damage. On a Fantastic success, the enemy takes double damage and suffers the weapon's **special effect**.

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Role Playing Game

POWER

VICIOUS ATTACK

WHIRLING FRENZY

The character assaults a foe with a tornado of whirling attacks.

Power Set: Melee Weapons

Prerequisites: Fast Attacks, Rank 2

Action: Standard

Duration: Instant

Effect: The character makes a Melee check and compares it against the Melee defense of every enemy within their reach. If an attack is a success, the enemy takes half regular damage. On a Fantastic success, the enemy takes full damage and suffers the weapon's **special effect**.

POWER

MARVEL MULTIVERSE
Role Playing Game

POWER

WHIRLING FRENZY