



## SUPER STRENGTH

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

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER SET**

**SUPER STRENGTH**





# 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

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**Action:** Standard

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**Duration:** Instant

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**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**





# CLOBBER

*The character pummels their foe with enough force to knock them flat.*

**Power Set:** Super-Strength

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**Prerequisites:** None

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**Action:** Standard

---

**Duration:** Instant

---

**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.

# POWER



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**CLOBBER**





## CRUSHING GRIP

FOCUS  
5



*The character seizes an enemy and squeezes hard.*

**Power Set:** Martial Arts, Super-Strength

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**Prerequisites:** Rank 2

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**Action:** Reaction

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**Trigger:** The target is **grabbed**.

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**Duration:** Instant

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**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**





# GROUND SHAKING STOMP

FOCUS  
10

*The character smashes the ground so hard the earth trembles.*

**Power Set:** Super Strength

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**Prerequisites:** Smash, Rank 3

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**Action:** Standard

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**Duration:** Instant

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**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**.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**GROUND SHAKING STOMP**





## IMMOVABLE

*Nobody pushes the character around.*



**Power Set:** Martial Arts, Shield Bearer

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**Prerequisites:** None

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**Action:** Reaction

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**Trigger:** The character is knocked back or knocked **prone**.

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**Duration:** Instant

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

## POWER



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**IMMOVABLE**





## JUMP 1

*The character can leap about like a frog.*

**Power Set:** Spider-Powers, Super-Strength

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**Prerequisites:** Rank 2

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**Duration:** Permanent

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**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.

**POWER**



# MARVEL MULTIVERSE

## Role Playing Game



# POWER

# JUMP 1





## JUMP 2

*The character can leap around with dazzling speed.*

**Power Set:** Spider-Powers, Super-Strength

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**Prerequisites:** Jump 1, Rank 3

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**Duration:** Permanent

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**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.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**JUMP 2**





## JUMP 3

*The character can leap into the sky with a single bound.*

**Power Set:** Spider-Powers, Super-Strength

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**Prerequisites:** Jump 2, Rank 4

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**Duration:** Permanent

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**Effect:** The character's Jump Speed is equal to their rank times their Run Speed. Outside of combat, the character can jump up to 50 times their Jump Speed.



# MARVEL MULTIVERSE

## Role Playing Game



# POWER

# JUMP 3





## QUICK TOSS

FOCUS  
10



*The character tosses  
a person like a toy.*

**Power Set:** Super-Strength

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**Prerequisites:** Crushing Grip, Mighty 1, Rank 3

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**Action:** Reaction

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

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**Duration:** Instant

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**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, 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.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**QUICK TOSS**





# SMASH

FOCUS  
5+

*SMASH!*

**Power Set:** Super-Strength

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**Prerequisites:** Clobber, Rank 2

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**Action:** Standard

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**Duration:** Instant

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**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.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



# **POWER**

# **SMASH**





# UNRELENTING SMASH

FOCUS  
**15+**

*The character smashes everything in reach.*

**Power Set:** Super-Strength

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**Prerequisites:** Ground-Shaking Stomp, Mighty 2, Rank 4

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**Action:** Standard

---

**Duration:** Instant

---

**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.

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.

**POWER**



# **MARVEL MULTIVERSE**

## **Role Playing Game**



**POWER**

**UNRELENTING SMASH**