



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

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



CLOBBER

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

Power Set: Super-Strength

Prerequisites: None

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

Prerequisites: Rank 2

Action: Reaction

Trigger: The target is **grabbed**.

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



GROUND SHAKING STOMP

FOCUS
10

The character smashes the ground so hard the earth trembles.

Power Set: Super Strength

Prerequisites: Smash, Rank 3

Action: Standard

Duration: Instant

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

Prerequisites: None

Action: Reaction

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

Duration: Instant

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

Prerequisites: Rank 2

Duration: Permanent

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

Prerequisites: Jump 1, Rank 3

Duration: Permanent

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

Prerequisites: Jump 2, Rank 4

Duration: Permanent

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.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

JUMP 3



QUICK TOSS

FOCUS
10

The character tosses a person like a toy.



Power Set: Super-Strength

Prerequisites: Crushing Grip, Mighty 1, Rank 3

Action: Reaction

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

Duration: Instant

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

Prerequisites: Clobber, Rank 2

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 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

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

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