

Super Hero Power - Martial Arts

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Martial Arts is a power-set that can be used to create Kung-Fu masters, Ninja or anything in between. Martial Artists in Comics include Batman, Daredevil, Iron Fist, Karate Kid and so very many more.

Martial Arts Basic Ability Improvements

A Hero that has at least one level in this Power Set starts the game with these basic ability score adjustments:

Dodge: +1

Self Control: +1

Martial Arts Powers

Level 1 (chose one of these)

- **Super Jump**
As a part of your Move Action, you may add your Strength to your Movement Rate so long as you jump along a straight line.
- **Martial Arts Specialist**
You are a master of Martial Arts. Add +2 dice to any hand-to-hand (weaponless) combat roll. You can select this power up to 3 times.
- **Melee Weapons Specialist**
You are a master of melee weapon combat. Add +2 dice to any melee combat roll in which you hold a weapon. You can select this power up to 3 times.
- **Primary Ability Upgrade: Dodge**
Add +1 to your Dodge Ability. This power may be selected up to 4 times.
- **Primary Ability Upgrade: Self-Control**
Add +1 to your Self-Control Ability. This power may be selected up to 4 times.

Level 2 (chose one of these or from a lower level)

- **Energy Fist**
As a Mental Action, add +1 dice of Ki (Mystic) energy to your fist or melee weapon to be added to your next attack. You may repeat the Mental Action to keep adding dice up to your Self-Control Ability.
- **Flying Kick**
You may add a single Martial Arts attack to a Move Action.
- **Personal Weapon**
You own a weapon that is specific to you. Gain +3 with all actions using this weapon. As an object, it can be taken away from you. Others can use it, but it counts as a normal advantage for them.

- **Push-Back Attack**
Your attacks can be made to BOTH stun and push your target (normally, you would choose one). The same attack roll is compared to both Toughness (for stun) and Strength (for push).
- **Secondary Ability Upgrade**
Improve any of your eight basic Ability scores or your Initiative. This power can be selected up to 5 times, but no one Ability can be improved more than 3 times.
- **Super Parry**
When you use a *Super Block*, you may add dice equal to your levels in *Melee Weapon Specialist* or *Martial Arts Specialist* to the roll.

Level 3 (chose one of these or from a lower level)

- **Disarming Attack**
You can make a targeted melee attack to disarm an opponent. The attack roll is compared to the target's Strength instead of Toughness. If the attack succeeds, the target drops the weapon. For every 5 that the roll succeeds by, you may move the weapon 1 space any direction you like.
- **Personal Weapon: Power 3**
(Meta-power) You may add three levels of any power from any other power set to your Personal Weapon. You may use the power a total of 3 times per day. This power can be selected up to 3 times, each time giving your Personal Weapon a different power. Meta-powers cannot select other Meta-powers.
- **Ricochet**
Select an additional target for any ranged attack made with your Personal Weapon. Define the path of the weapon. Range penalties apply normally. Roll each attack separately. You can select this power up to 5 times, each time adding another target to your attack.
- **Riposte**
You can make a single attack as a Twitch action immediately after using a *Super Block* successfully. Your attack must target the same opponent you blocked.
- **Action Movement Increase 1**
Add +1 to your Movement score. This power can be selected up to 4 times.
- **Twitch Attack**
If you hit your target with your previous melee attack, your next attack against the same target can be a Twitch Action.

Level 4 (chose one of these or from a lower level)

- **Catch Thrown Weapons**
You may catch a thrown weapon as part of a *Super Block* action. You may select this power up to 5 times: each level allows you to catch an additional thrown projectile as part of the same action.
- **Personal Weapon: Improved Power**
Add +1 Level of power to your *Personal Weapon: Power 3*. This power may be selected up to 2 times.
- **Personal Weapon: Extra Uses**
Add +1 Uses per day to your *Personal Weapon: Power 3*. This power may be selected up to 2 times.
- **Reduced Twitch Action Time**
Reduces the time it takes you to perform a Twitch by 1 Time Unit. You may select this power twice.
- **Water Strider**
So long as you keep moving, you can run across water.

Level 5 (chose one of these or from a lower level)

- **2nd Action**
Take an additional Twitch or Attack action in the time it would take to take one.
- **Guardian**
You can use your *Super Block* or *Super Dodge* to defend a nearby target. Range = levels in Personal Weapon.
- **Heroic Endurance**
You may spend a Hero point to take an action without any time penalties due to stun.

Level 6 (chose one of these or from a lower level)

- **Primary Ability Upgrade: Perception**
Add +1 to your Perception Ability. This power can be selected up to 4 times.
- **Primary Ability Upgrade: Stealth**
Add +1 to your Stealth Ability. This power can be selected up to 4 times.
- **Redirect Thrown Weapons**
You can, with a *Super Block* action (Twitch), bounce or otherwise reflect a thrown weapon back at its thrower. With a Targeted Action, you can bounce or reflect the attack toward any target in range.
- **Vertical Run**
Run your Movement rate up, down or along vertical surfaces. You must have moved an equal amount on a normal surface immediately before taking a step on the vertical surface.

Level 7 (chose one of these or from a lower level)

- **Action Movement Increase 2**
Add +2 to your Movement score. This power can be selected up to 4 times.
- **Catch Bullets**
You may catch bullet(s) or other projectiles as per *Catch Thrown Weapon*.
- **Primary Ability Upgrade: Strength**
Add +1 to your Strength Ability. This power can be selected up to 4 times.
- **Primary Ability Upgrade: Toughness**
Add +1 to your Toughness. This power can be selected up to 4 times.

Level 8 (chose one of these or from a lower level)

- **3rd Action**
After taking *2nd Action*, you may now take a third Twitch or Attack action.
- **Primary Ability Upgrade: Aim**
Add +1 to your Aim Ability. This power can be selected up to 4 times.

Level 9 (chose one of these or from a lower level)

- **Redirect Attacks**
As part of the action of catching a ranged attack, you can redirect that attack toward another target. If you already have *Redirect Thrown Weapon* (above), you may replace that power when you select this one.

Level 10 (chose one of these or from a lower level)

- **4th Action**
After taking *3rd Action*, you may now take a fourth Twitch or Attack action.
- **Action Movement Increase 3**
Add +3 to your Movement score. This power can be selected up to 4 times.