

MARVEL MULTIVERSE ROLE-PLAYING GAME

Marvel Multiverse Role-Playing Game: Update 1.3 Summary

We've clarified some rules, and continued to streamline the game in Update 1.3. Here's a quick summary.

UPDATE – 11/21/22

- **Might** is now **Melee**. The new name reflects the ability's purpose better.
- The number of **ability points** a character gets per rank has changed. These are mostly much lower.
- We're getting rid of **Action Modifiers**, which were the ability score plus Rank. Now we're just using the ability score.
- **Defense scores** are now 10+ the ability score.
- **Health** and **Focus** are now 25x Resilience/Vigilance.
- The **initiative modifier** is now the character's Vigilance score.
- **Running Speed** is now 5 + 1 for every 5 points of Agility, modified by Size.
- Effects from powers, traits, weapons, or any other item that add to or subtract from damage multipliers do not stack.
- Add the character's **ability modifier** to damage rolls.
- **Damage Reduction** now affects the attacker's damage multiplier rather than being a flat number.
- Characters can **heal** their Health or Focus at any time by spending a Karma point.
- **Weapons** now add to the **damage multiplier**. We also added rules for grenades.
- We updated the **falling damage** rules.
- We added a number of **reaction maneuvers**.
- Characters who are not heroic can gain and spend Karma but do not start with any.

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- We altered the number of **power sets** and powers a character can have per rank. This mostly went up.
- We clarified how **concentration** works with powers.
- We clarified a bunch of powers and added a few new ones too.
- We changed the number of extra traits a character gets per rank.
- We changed a number of traits to tags and made the number of tags you can have unlimited.
- We removed a couple traits and turned Combat Trickery into a power.



1.3

RULES CHANGES

THANKS ONCE AGAIN to all our playtesters—both public and private—for their invaluable feedback. Most people seemed to like the major revisions from our previous update (1.2), so we're going to try a few more radical changes this time around too.

Remember, what you see here is a playtest. There's no guarantee what will make it into the final rules.

ABILITIES

Original rules on page 15.

Each of the abilities has a certain use in the game. To clarify, they are:

- ▶ **Melee:** Close combat
- ▶ **Agility:** Ranged combat

- ▶ **Resilience:** Health
- ▶ **Vigilance:** Focus (and Initiative)
- ▶ **Ego:** Magical combat
- ▶ **Logic:** Psychic combat

You may notice that we changed **Might** to **Melee**. This helps to bring the ability name in line with its purpose.

Ability Scores

Original rules on pages 35–36.

We're changing the number of Ability Points you get at each rank.

This reduces the points for each rank above Rank 2 by 10 points.

Action Modifiers

Original rules on page 36.

We're getting rid of these. You don't add your rank to your modifiers anymore. You just use your ability scores instead.

ABILITY SCORE POINTS

Rank	Ability Points
1	5
2	10
3	15
4	20
5	25
6	30

Defense Scores

Original rules on page 36.

In Update 1.1, we asked you to add 10 to your character's action modifier to get their ability defense score. Now you just add 10 to each ability score to get the corresponding ability defense.

Example: *Captain America (Steve Rogers) has a Melee score is +6. His Melee defense score is then 16.*

HEALTH

Original rules on page 36.

To calculate a character's Health, multiply their Resilience by 25. The minimum is 10 Health, even if the character's Resilience is less than 1.

FOCUS

Original rules on page 36.

To calculate a character's Focus, multiply their Vigilance by 25. The minimum is 10 Focus, even if the character's Vigilance is less than 1.

INITIATIVE MODIFIER

Original rules on page 37.

In Update 1.2, we changed this so that you always used a character's Vigilance modifier score. Since we're getting rid of those

modifier scores, just use the character's Vigilance instead.

RUNNING SPEED

Original rules on page 37.

In Update 1.2, we changed this, but with the removal of action modifiers, we need to tweak it again.

A character's Running Speed is their base Speed (5 spaces) + 1 point for every 5 points in Agility. On top of that, add +1 for every step of size above average or take -1 for every step of size below average.

DAMAGE

We're making a few tweaks to various parts of the damage rules to bring them in line with the current system.

Damage Multiplier

Original rules on page 18.

Instead of talking about fight damage and ranged damage or any other kind of damage, we're consolidating those to a single number: the character's damage multiplier. We represent this on the character profile as dMarvel (the Marvel die result) × X.

A character's basic damage multiplier (that X) is their rank, but some powers—like Super-Strong or a few of the new ones in this update—can add to it. These may give a character a bonus to their damage multiplier for certain types of attacks and should be kept track of separately. Many characters, though, only ever have to use one kind of damage multiplier.

Things that grant bonuses to damage multipliers **do not stack**.

Damage Modifiers

Original rules in Rules Update 1.1.

Previously, to calculate damage, you multiplied your rank by your Marvel die and added the ability modifier for the ability you used with the attack.

In Update 1.2, we asked you to ignore the modifier.

We're going back to something like what we had in Update 1.1. Since we got rid of

ability modifiers, though, you just add your ability score to the damage roll instead.

On the character profile, we represent this as $(d\text{Marvel} \times X) + Y$.

Example: Captain America's Melee score is 6, so his Melee damage modifier is +6. Since he's Rank 4, his damage for Melee is $(d\text{Marvel} \times 4) + 6$.

Damage Reduction

Original rules on page 27.

Originally called *damage resistance*, this came with a flat number that reduced the amount of damage the character takes, and it was often pretty powerful.

We're changing it. Now, instead of reducing the attacker's damage result, it reduces the attacker's damage multiplier. In the case of powers like Armor or Shield, this reduces the damage multiplier by 1 for every level in the power.

If the damage multiplier is reduced to 0 or less, the damage multiplier does no damage, but the damage modifier from the attacker's ability still does.

If the attacker gets a result that increases the damage (like double damage), figure the damage increase before applying the damage reduction.

Things that grant damage reduction **do not stack**.

Example: Spider-Man (Miles Morales) punches Iron Man (Tony Stark) and hits. Spider-Man's Melee damage is $(d\text{Marvel} \times 4) + 3$. Iron Man's Armor 2 reduces the damage multiplier by 2, so the damage that gets through is $(d\text{Marvel} \times 2) + 3$ instead.

Spider-Man takes another shot at Iron Man and gets a fantastic success. This makes his damage $(d\text{Marvel} \times 8) + 6$. Iron Man's Armor 2 reduces that to $(d\text{Marvel} \times 6) + 6$.

Iron Man switches over to his Hulkbuster armor, which grants him Armor 4. Spider-Man hits him again, but this time, the Armor 4 reduces his attack multiplier to 0, so only Spider-Man's +3 damage modifier gets through.

HEALING

Original rules on pages 28-29 and Rules Update 1.2.

As of Update 1.2, if a hero is knocked out or demoralized during combat, they can spend a Karma point to make an action check to recover Health or Focus.

Characters can now do this outside of combat too, even without their Health or Focus reaching 0. They just spend the point of Karma to make the recovery roll whenever they like. They can spend as much Karma as they like in this way.

Common Weapons

Original rules on page 28. Modified in Rules Update 1.2.

We're revising the damage for common weapons. They all do standard Health damage now, but they also get a damage multiplier bonus. This **does not stack** with any other damage multiplier bonus, so don't add them together. Instead use the greater of the two.

Rifle: Attacks with this weapon against targets 5 spaces away or less have trouble.

COMMON WEAPONS

Weapon	Range (Squares)	Damage Multiplier Bonus
Pistol	10	+1
Rifle	20	+1
Shotgun	6	+1
Submachine Gun	10	+1
Frag Grenade	10	+2
Flash-Bang Grenade	10	—
Club	Reach	+1
Knife	Reach	+1
Sword	Reach+1	+1

Shotgun: This weapon can attack up to two targets in adjacent spaces to which the attacker can draw a line of sight. Make a single attack roll and compare it to the Agility defense scores of both targets. Split the damage from that roll equally.

Submachine Gun: This weapon can attack up to three targets in adjacent spaces to which the attacker can draw a line of sight. Make a single attack roll and compare it to the Agility defense scores of the targets. Split the damage from that roll equally. Attacks with this weapon against targets 5 spaces away or less have trouble. (Reloading no longer requires an action.)

Frag Grenade: This weapon affects all targets within 2 spaces of where it lands and to which the grenade (not its thrower) has a line of sight. Make a single attack roll and compare it to the Agility defense score of the targets. Each of them takes the regular amount of damage.

On a failed action check, the grenade still winds up somewhere. Roll 1d6 to see how many spaces away from its intended target it lands. It's up to the Narrator which direction it goes.

Flash-Bang Grenade: This works much like a frag grenade, but it does no Health damage. Instead, compare the attack roll against the target's Vigilance. Those who are affected are blinded and stunned for 1 round.

Falling

Original rules on page 26.

If a character is falling, at the end of their turn, they fall up to 100 spaces.

To calculate falling damage, the affected character's player makes a standard action check. The damage multiplier for the roll is 1 for every 3 spaces fallen, up to a maximum damage multiplier of 20.

REACTION MANEUVERS

Several powers are only usable with a reaction. There are two standard maneuvers any character can use: Interpose and Skulk. (See page 24 of the *Playtest Rulebook*.)

We're adding some new ones. These are reactions that any character can attempt, given the right circumstances.

Note that most characters only have a single reaction per turn.

Aid Teammate

Trigger: A teammate (someone on the same team as the character, as listed on their character sheets) fails an action check.

Effect: The teammate gains an edge on that action check.

Break Webbing

Trigger: The character has been paralyzed by webbing.

Effect: The character can make an immediate Melee check (TN 20) to break out of the webbing.

Fastball Special

This was formerly a power (see page 76) but is now a reaction maneuver.

Trigger: An ally throws or fires the character at an enemy and succeeds at their Agility check.

Effect: The character makes a fight attack at the enemy they were thrown or fired at. If the attack is a success, the enemy takes double damage. If the attack is a fantastic success, the enemy takes triple damage.

Ram

This was formerly a power (see page 84) but is now a reaction maneuver.

Trigger: The character moves their full speed in a straight line toward an enemy and then uses their standard action for additional movement.

Effect: The character makes a fight attack at the enemy they moved into. If the attack is a success, the character takes regular damage, and the enemy takes double damage. If the attack is a fantastic success, the enemy takes triple damage and is knocked prone.

Retaliate

Trigger: The character is harmed by an attack.

Effect: The character can attack the enemy who harmed them.

KARMA

Only characters with the tag heroic start out with Karma, but other characters can earn Karma by doing good things—even if they are not generally heroic people. This includes villains, like Doctor Doom or Killmonger, and antiheroes, like the Punisher.

To get any use out of the Karma they earn, these nonheroes should spend it that same day. Otherwise, after they have a full night's sleep, their earned Karma vanishes.

POWERS

Original rules in the Powers chapter, pages 60–92.

We're adding a number of new powers. At the moment, these are listed as utility powers (**Power Sets:** None), but we may restrict them to certain power sets in the *Core Rulebook*.

Power Sets and Powers

We're going to try a slightly different table for giving characters power sets and powers. Use the table below to determine how many power sets and powers a character has at any given rank.

POWER SETS & POWERS

Rank	Power Sets	Powers
1	1	3
2	2	6
3	3	9
4	4	12
5	5	15
6	6	18

Concentration

Original rules in Rules Update 1.2.

There are a few things about concentration we should clarify:

- ▶ Being knocked back or prone immediately ends concentration.
- ▶ A character can voluntarily end concentration at any time for free. Doing so does not require an action.

- ▶ You can only concentrate on one power that requires concentration at a time.

Armor

Original rules on page 69.

Each level of Armor you have now grants a damage reduction of 1, which reduces the attacker's damage multiplier by 1.

We're also limiting the maximum Armor level for powers to 3. There may be some exceptions (as with Iron Man's Hulkbuster armor in the example under damage reduction).

Body Sheet

Original rules on page 70.

Instead of offering a damage reduction of 40, this now reduces the attacker's damage multiplier by 3.

Body Sphere

Original rules on pages 70–71.

Instead of offering a damage reduction of 40, this now reduces the attacker's damage multiplier by 3.

Brawling

This is a new power.

The character is hard to shoot.

Power Sets: None

Prerequisites: None

Action: None

Duration: Permanent

Effect: The character can use their Melee defense score against Agility attacks too.

Brilliance

This is a new power. A character can have it up to four times: Brilliance 1–4.

The character is brutally smart.

Power Sets: None

Prerequisites: None

Action: None

Duration: Permanent

Effect: Each level of this power adds a +1 bonus to the character's damage multiplier with Logic-based attacks. The character also gains a +1 bonus to Logic ability checks other than attacks.

Combat Trickery

This was originally a trait, but we're turning it into a utility power.

The character is a tricky one!

Power Sets: None

Prerequisites: None

Action: Reaction

Trigger: The character makes an attack that does not have a fantastic result.

Duration: Instant

Effect: Once per battle, during an attack, the character can change the Marvel die to produce a fantastic result. Do this after all edges and trouble have been applied to the attack.

Discipline

This is a new power. A character can have it up to four times: Discipline 1-4.

The character is a master of self-control.

Power Sets: None

Prerequisites: None

Action: None

Duration: Permanent

Effect: Each level of this power adds a +1 bonus to the character's damage multiplier with Ego-based attacks. The character also gains a +1 bonus to Ego ability checks other than attacks.

Effect Resistance

Original rules on page 75.

Since we got rid of damage subtypes, we're getting rid of this power too.

Evasion

This is a new power.

The character is hard to hit.

Power Sets: None

Prerequisites: None

Action: None

Duration: Permanent

Effect: The character can use their Agility defense score against Melee attacks too.

Fastball Special

This has been changed to a reaction maneuver.

Flexible Bones

Original rules on page 72.

Instead of offering damage reduction, each level of Flexible Bones you have now reduces the attacker's damage multiplier by 1.

Integrity

This is a new power.

The character can think their way through.

Power Sets: None

Prerequisites: None

Action: None

Duration: Permanent

Effect: The character can use their Logic defense score against Ego attacks too.

Lightning Barrage

We're changing this so that it does half damage to each affected foe.

Accuracy

This is a new power. A character can have it up to four times: Accuracy 1-4.

The character is an ace with ranged weapons.

Power Sets: None

Prerequisites: None

Action: None

Duration: Permanent

Effect: Each level of this power adds a +1 bonus to the character's damage multiplier with Agility-based attacks. The character also gains a +1 bonus to Agility ability checks other than attacks.

Reinforced Skeleton

Original rules on page 85.

Instead of offering damage reduction, this now reduces the attacker's damage multiplier by 1.

Shield

Original rules on pages 86-87.

Each level of Shield you have now grants a damage reduction of 1, which reduces the attacker's damage multiplier by 1.

We're also limiting the maximum Shield level for powers to 3. There may be some exceptions (as with Captain America's shield).

Super-Strong

Original rules on page 82, under Mighty.
Modified in Rules Update 1.2.

We changed how the fight damage bonus for Super-Strong works in Update 1.2, but we're going to make another change—this time to the Melee ability checks for things other than attacks. These used to be +5 for each level of Super-Strong (Mighty). We're reducing that to +1.

Titanic Frame

Original rules on page 90.

The bonus to all Melee checks other than attacks is now +1.

Wisdom

This is a new power.

The character knows their own mind.

Power Sets: None

Prerequisites: None

Action: None

Duration: Permanent

Effect: The character can use their Ego defense score against Logic attacks too.

TRAITS AND TAGS

Original rules on pages 52–59.

We're converting the current traits into two different things: traits and tags.

Traits have mechanical effects in the game, and tags have only narrative effects.

For instance, secret identity is a tag. It describes something important about the character, but it doesn't have a mechanical effect.

We're also eliminating some traits, and we're evaluating whether certain traits should be powers and vice versa.

TRAITS

Rank	Traits
1	1
2	2
3	3
4	4
5	5
6	6

As for how many traits you get per rank, we've changed that a bit. It's now 1 trait per rank.

Challenging Tags

Just like with traits, you can have challenging tags. When they come up and affect the game, the Narrator can give the affected character Karma.

Extra Tags

There's no limit to the number of tags a character can have. Some characters are more complex than others and so can wind up with many more tags. Others are more straightforward and only have a few tags.

It's up to you as to how many you want your character to have. Just keep in mind that the tags you pick should fit well with your character concept.

TAGS

This is our current list of tags. Many of them were formerly traits, but we've also added a few new ones.

There will be more in the *Core Rulebook*, along with guidelines for how to create your own.

- ▶ Alien Heritage
- ▶ Authority
- ▶ Black Market Access
- ▶ Blind
- ▶ Deaf
- ▶ Dependents
- ▶ Enemy
- ▶ Extreme Appearance
- ▶ Gamma Mutate
- ▶ God Heritage
- ▶ Green Door
- ▶ Hard of Hearing
- ▶ Headquarters
- ▶ Heroic
- ▶ Hounded
- ▶ Hunted
- ▶ Krakoa
- ▶ Lab Access
- ▶ Leader

- ▶ Linguist
- ▶ Mentor
- ▶ Mute
- ▶ Obligation
- ▶ Poor
- ▶ Powerful
- ▶ Prescription Pad
- ▶ Public Identity
- ▶ Rich
- ▶ Secret Identity
- ▶ Streetwise
- ▶ Supernatural
- ▶ Vision Issues
- ▶ Weapon
- ▶ Worshipped
- ▶ X-Gene

Gamma Mutate

Gamma radiation does not harm the character. Instead, it's the source of their powers. This automatically comes with the Green Door tag.

Heroic

This tag now affects whether the character starts with Karma. Note that the tag itself doesn't have any mechanics, but the mechanics of Karma rules depend on the tag.

Linguist

You can choose this as many times as you like, and the character can speak one new language each time.

Weapon

The character has a weapon or type of weapon that they prefer.

TRAITS

The following traits have been changed.

Combat Finesse

We're removing this trait.

Combat Trickery

We're turning this into a utility power.

Debate Champ

We're removing this trait.

Enhanced Physique

We're changing this so that the bonus to the character's Melee, Agility and Resilience caps at +1 each.

MARVEL MULTIVERSE ROLE-PLAYING GAME

Marvel Multiverse Role-Playing Game: Update 1.2 Summary

We made a lot of changes in Update 1.2. Here's a quick summary.

UPDATE – 8/31/22

- **Ranks** changed from 1–25 to 1–6. Ranks are meant to be a narrative representation of a hero's power level, not an experience-point-based level system.
- Characters have more **Ability Score Points**.
- **Ability Score Caps** are lower.
- We eliminated **Archetypes** entirely.
- Each **Action Modifier** is now a character's Ability plus their Rank.
- Each **Defense Score** is now a character's Action Modifier plus 10.
- **Karma** now equals a character's Rank.
- The Power formerly known as **Mighty** is now **Super-Strong**. Characters with this power add their **Super-Strong** level to their **Rank** to decide their damage multiplier. Let's look at Captain Marvel for example:

Fight Damage: $d\text{Marvel} \times 10$
 $10 = \text{Rank } 6 + \text{Super Strength } 4$

- The **Initiative Modifier** is now equal to a character's Vigilance Action Modifier.
- There are now only three kinds of **actions**: Move, Action, Reaction.
- Maintained and Sustained powers now last by **Concentration**.
- **Health** is now equal to a character's Resilience Modifier multiplied by 20.

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- **Focus** is now equal to a character's Vigilance Modifier multiplied by 20.
- The stats for **weapons** changed to fit the new Damage rules.
- We defined **lethal vs. nonlethal damage**.
- We eliminated **damage modifiers**.
- **Double damage is the default** result for a Fantastic Roll.
- **Downed heroes** can use Karma to recover Health or Focus in battle.
- We eliminated **damage subtypes**.
- We eliminated **botches**.
- For **Trouble**, the person rolling the dice now just rerolls the highest die.
- **Movement** is expressed in 5-foot spaces rather than feet.
- Many **powers will now cost Focus** to use.
- We revised all the current character profiles to fit this, and we released a new profile for **Shang-Chi**.

GET TO WORK!

WITH J. JONAH JAMESON



1.2

RULES CHANGES

THANKS TO ALL our playtesters—both public and private—for their invaluable feedback. We tried out a few small improvements in the previous update, and that seemed to go well.

This time, we're making some major changes.

While most playtesters already love the game as it stands, we're dedicated to streamlining it and making it as accessible and fun as it can be.

To that end, we'd like to try out these rules changes.

RANKS

Original rules on pages 14 & 34

Instead of running from 1 to 25, the new ranks go from 1 to 6.

- ▶ **Rank 1—Rookie:** A regular person or a brand-new hero.
- ▶ **Rank 2—Protector:** A character who protects a neighborhood, such as Daredevil or Iron Fist.

- ▶ **Rank 3—Champion:** A hero who protects a major city, such as Spider-Man.
- ▶ **Rank 4—Legend:** A hero who protects an entire nation, such as Captain America.
- ▶ **Rank 5—Mythic:** A hero who walks among the gods, such as Thor.
- ▶ **Rank 6—Cosmic:** A hero who can influence the course of a galaxy, such as Captain Marvel.

To convert from the previous system, divide the old rank by 5 and add 1. If you wind up with a fraction, round normally (i.e., round up if it's $\frac{1}{2}$ or more; otherwise, round down).

Example: Captain America (Steve Rogers) was Rank 15. He is now Rank 4.

Ability Scores

Original rules on pages 35–36

The Ability Score Points table now looks like this:

ABILITY SCORE POINTS	
Rank	Ability Points
1	5
2	20
3	25
4	30
5	35
6	40

Note that there are now more Ability Points available at each Rank above 1 than there were with the old Ranks.

Ability Score Caps

Original rules on pages 35– 36, 42

The standard Ability Score Cap is now +3 plus the character's Rank for all Abilities. For a Rank 1 character, this keeps the Ability Score Cap at +4. A Rank 6 character has an Ability Score Cap of +9.

Power Sets and certain Powers and Traits can still affect Ability Score Caps. However, these are now lower too.

- ▶ A +12 to a cap is now +4.
- ▶ A +6 to a cap is now +2.
- ▶ A +3 to a cap is now +1.

Action Modifiers

Original rules on page 36

Instead of using Archetype Action Modifiers from an archetype table, simply add your character's Rank to your Ability Scores to get your Action Modifiers for each ability score.

Example: *Captain America's Might is +4. Adding his Rank of 4 to that makes his Might Action Modifier +8.*

Defense Scores

Original rules on page 36

Instead of using Archetype Defense Scores from an archetype table, just add 10 to your

character's Action Modifier to get their Ability Defense Score.

Example: *Captain America's Might Action Modifier is +8. His Might Defense Score is then 18.*

KARMA

Original rules on page 36

A hero's starting Karma is now equal to their Rank.

INITIATIVE

Original rules on page 37

A character's Initiative Modifier is now always their Vigilance Action Modifier.

ACTIONS

Original rules on pages 22–26

There are now three types of things a character can do in a turn, and each character gets one of each per turn.

- ▶ Move
- ▶ Action
- ▶ Reaction

You can use your Action to make a second Move. This effectively allows you to Move twice in a turn—sprint—at the cost of performing a regular Action.

You cannot use your Move to take a second Action.

Easy Actions vs. Actions

Original rules on page 23

We've eliminated Easy actions, so characters can now do whatever small things they would like during a turn without worrying about limits on them beyond common sense.

It's up to the Narrator to determine when something a character wants to do rises to the level of an Action. As a rule of thumb, anything that requires an Action Check during a character's turn is an Action.

Some examples:

- ▶ **Shouting at a teammate:** not an Action.
- ▶ **Unholstering a weapon:** not an Action.

- ▶ **Reloading a pistol, rifle, or shotgun:** not an Action.
- ▶ **Reloading a submachine gun:** an Action.
- ▶ **Attacking someone:** an Action.
- ▶ **Trying to intimidate someone:** an Action.
- ▶ **Opening a door:** not an Action.
- ▶ **Kicking down a bolted door:** an Action for most characters.

POWER DURATIONS

Original rules on page 63

There are now four different types of durations for a power (rather than five).

- ▶ **Permanent:** This is always on and never costs Focus to use.
- ▶ **Instant:** The power requires an Action to use, and the effect is over instantly.
- ▶ **1 round:** The power requires an Action to use, and the effect lasts till the start of the character's next turn.
- ▶ **Concentration:** The power requires an Action to use, and the effect lasts (with no Action cost) until the character's concentration is broken or they willingly end it.

All powers that had Maintained or Sustained durations now have Concentration.

Breaking Concentration

Things that can break a character's concentration include:

- ▶ Losing all their Health.
- ▶ Losing all their Focus.
- ▶ Being stunned.
- ▶ Being blinded, if the power requires line of sight.
- ▶ Being deafened, if the power requires hearing a target.
- ▶ Being paralyzed, if the power requires a Might or Action check.
- ▶ Using another power with an Action (not a Reaction).

ARCHETYPES

Original rules on pages 42–48

We've eliminated Archetypes and the massive tables that go with them. Just use the new rules under "Ranks" instead.

HEALTH

Original rules on page 36

To calculate a character's Health, multiply their Resilience Modifier by 20.

FOCUS

Original rules on page 36

To calculate a character's Focus, multiply their Vigilance Modifier by 20.

Spending Focus

Original rules on page 63

A character can spend up to five times their Rank in Focus on a single action. They cannot spend enough points to reduce their Focus to less than 1.

DAMAGE

Original rules on page 37

This remains the same as it was in *Rules Update 1.1*. The difference is that the Ranks are smaller now, so the damage is smaller too.

This should make it easier to figure out damage, as the most you should have to multiply in most cases is 6×6 . The only exceptions are when an attack does double damage or if a character has the Super-Strong power (formerly known as Mighty).

Lethal vs. Nonlethal Damage

Barefisted characters are presumed to be doing nonlethal damage unless they declare otherwise. This means that the amount of damage they do stops when the target's Health reaches 0. They cannot accidentally kill a foe this way.

Characters using weapons may do lethal or nonlethal damage as they choose, but the default is lethal.

Common Weapons

Original rules on page 28

We're revising the damages for common weapons. They all do standard Health damage now.

WEAPON RANGES

Weapon	Range (Spaces)
Pistol	10
Rifle	20
Shotgun	6
Submachine Gun	10
Club	Reach
Knife	Reach
Sword	Reach +1

Rifle: Attacks with this weapon against targets 5 spaces away or fewer have Trouble.

Shotgun: This weapon can attack up to two targets in adjacent spaces to which the attacker can draw a line of sight. Make a single attack roll and compare it to the Agility Defense Scores of both targets. Split the damage from that roll equally.

Submachine Gun: This weapon can attack up to three targets in adjacent spaces to which the attacker can draw a line of sight. Make a single attack roll and compare it to the Agility Defense Scores of all targets. Split the damage from that roll equally. Attacks with this weapon against targets 5 spaces away or fewer have Trouble. Reloading requires an Action.

Damage Modifiers

Original rules in Rules Update 1.1

Previously, to calculate damage, you multiplied your Rank by your Marvel die and added the Action Modifier for the ability you used with the attack.

Now: Ignore the modifier. Do not add it. Just use Rank times Marvel die for damage. This should make the math simpler.

Fantastic Damage

Original rules on page 27

If you get a Fantastic Roll on an attack, the standard effect is to do double damage with the attack.

Any powers that do double damage with no extra effects on a Fantastic Roll still do double damage, but they also apply the regular amount of damage to the target's Focus. (We will tweak these all later, but this should serve for now.)

Knockback

Original rules on page 27

When figuring out how much knockback an attack might do, make sure to deduct any Damage Reduction first.

Healing

Original rules on pages 28-29

If a hero is knocked out or demoralized, they can spend a Karma point to make an Action Check to recover.

For a Health recovery, make a Resilience Action Check. For a Focus recovery, make a Vigilance Action Check. The Target Number is 10.

On a success, treat the roll like a Damage roll, but instead of deducting the points of damage, the character regains them. A Fantastic roll gives double that amount back.

You cannot spend additional Karma on this check to reroll a die.

If a member of a character's team is down and the character could normally communicate with them, they can spend a point of Karma on their turn to give their teammate a chance to recover too.

Damage Types

Original rules on page 27

We're reducing damage to two types: Health and Focus. We're removing subtypes.

TROUBLE

Original rules on pages on 10-11

Currently, when a character has Trouble, their foe's player can choose the die to reroll in an Action Check. Now instead, the

affected character's player simply rerolls the highest die and uses the lower result.

A 1 on the Marvel die is always considered the highest die.

In case of a tie between two highest dice, the reroller gets to choose which die to reroll.

BOTCHES

Original rules on page 8

We're removing this. If you roll three 1's, it's just a not-so-good roll. Because you got a 1 on the Marvel die, that's actually a total of 8.

This means the worst roll you can get is two 1's on the regular dice and a 2 on the Marvel die, which totals 4.

MOVEMENT

Original rules on page 25

In the future, all movement will be expressed in 5-foot spaces rather than feet.

Every step in Size away from Average gives or takes away 1 space from a character's Running Speed.

For every 5 full points of a character's Agility Action Modifier, add 1 space to their Running Speed.

POWERS

Original rules on pages 60–92

Rank Requirements

All Rank requirements for any power convert like this:

RANK REQUIREMENT CHANGES

Former Rank Requirement	Current Rank Requirement
5	2
10	3
15	4
20	5
25	6

Focus Costs

We are reworking many of the powers so that characters have to spend Focus to use them.

We need to tweak each of them, but in general:

- ▶ Permanent powers do not require spending Focus.
- ▶ Focus costs for other powers vary by their Rank requirement as shown on the table below. If there's a variable cost to the power, this is the minimum that must be spent to activate it.

POWER COSTS IN FOCUS

Rank Requirement	Focus Cost
1	—
2	5
3	10
4	15
5	20
6	25

Split Attacks

Several powers split attacks into two.

When this happens, rather than making two attack rolls, make a single attack roll and compare it to the appropriate Ability Defense Scores of both targets. Split the damage from that roll equally.

Attack Stance

Original rules on page 69

The Fight Damage bonus is now figured by doubling the character's effective Rank for damage purposes. This does not stack with other damage bonuses.

Battle Plan

Original rules on page 70

The potential number of characters affected is up to the character's Ego Action Modifier.

Blow Away

Original rules on page 70

The distance the target can be blown away is 5 spaces times the character's Rank.

Blow Back

Original rules on page 70

The distance the target can be blown back is 5 spaces times the character's rank.

Control Fog

Original rules on page 73

The character creates a thick fog for up to 500 yards per rank.

Control Weather

Original rules on page 73

All levels of Control Weather now affect a region up to 5 miles across per the character's Rank.

Flight 1

Original rules on page 77

The Rank Requirement is now Rank 2.

Using the new Rank system to determine a character's Flying Speed lowers that number substantially, which is fine. Replace the original rule with this:

Effect: The character can fly. Their combat Flight Speed is equal to their Rank times their Running Speed. Outside of combat, they can move three times as fast.

Flight 2

Original rules on page 77

The Rank Requirement is now Rank 3.

Focus Fire

Original rules on page 78

The potential number of characters affected is up to the character's Ego Action Modifier.

Ground-Shaking Stomp

Original rules on page 78

Targets affected by this power must now be within the character's reach, plus their Rank in spaces. Damage is equal to half the standard damage for the Might attack.

Group Flight

Original rules on page 78

For every point of Ego Action Modifier the character has, they can hoist one ally into

the air. Such allies must remain within 10 spaces times the character's Rank.

Healing Factor

Original rules on page 79

The character regains Health equal to their Resilience Action Modifier at the end of every turn.

Hurled Shield Bash

Original rules on page 80

Range: 10 spaces times the character's Rank.

Hurled Shield Block

Original rules on page 80

Range: 5 spaces times the character's Rank.

Hurled Shield Deflection

Original rules on page 80

Range: 5 spaces times the character's Rank.

Jump 2

Original rules on page 80

Using the new Rank system to determine a character's Jump 2 Speed lowers that number substantially, which is fine. Replace the original rule with this:

Effect: The character's combat Jump Speed is equal to their Rank times their Running Speed. Outside of combat, they can move three times as fast.

Mighty

Original rules on page 82

We're going to change the name of this to Super-Strong so it doesn't get confused with Might.

Also, the Fight Damage bonus for each level of the power is now figured by adding a bonus to the character's Rank. This does not stack with other damage bonuses:

- ▶ **Super-Strong 1:** +1
- ▶ **Super-Strong 2:** +2
- ▶ **Super-Strong 3:** +3
- ▶ **Super-Strong 4:** +4

Example: Spider-Man is Rank 3 and has Super-Strong 1. When figuring damage, add +1 to his Rank, so his damage roll is now $d\text{Marvel} \times 4$.

Nature Sense

Original rules on page 82

The character can predict the weather for one week per Rank.

Operations Center

Original rules on page 82

The potential number of characters affected is up to the character's Ego Action Modifier.

Rally on Me

Original rules on page 84

The potential number of characters affected is up to the character's Ego Action Modifier. They can regain Focus equal to 5 times the character's Rank.

Rico-Shield

Original rules on page 85

Range: 10 spaces times the character's Rank.

Shield 1

Original rules on page 86

Action: Action, Reaction
Duration: Concentration
Effect: The character has 10 Damage Reduction (Health).

Shield 2

Original rules on page 86

Action: Action, Reaction
Duration: Concentration
Effect: The character has 20 Damage Reduction (Health).

Shield 3

Original rules on page 86

Action: Action, Reaction
Duration: Concentration
Effect: The character has 30 Damage Reduction (Health).

Shield 4

Original rules on page 87

Action: Action, Reaction
Duration: Concentration
Effect: The character has 40 Damage Reduction (Health).

Titanic Frame

Original rules on page 90

The Fight Damage bonus now adds +1 to the character's effective Rank for damage purposes. This does not stack with other damage bonuses.

Webbing

Original rules on page 62

The Target Number for a Might check to free a character from webbing is now 20.

TRAITS

Original rules on pages 52-59

In the future, we are going to be converting the current Traits into two sets: Traits (which have numerical effects) and Tags (which have narrative-only effects). This should help players keep track of which ones may affect action checks.

Also, the following Traits have changed.

Combat Expert

Original rules on page 54

This grants the character an Edge against Rank 1 foes.

Combat Finesse

Original rules on page 54

The character can use their Agility instead of their Might for Fight attack checks.

MARVEL MULTIVERSE ROLE-PLAYING GAME

Marvel Multiverse Role-Playing Game: Update 1.1 Summary

Hydra hooligans have tampered with our *Marvel Multiverse Role-Playing Game: Playtest Rulebook*! Marvel's magnificent Bullpen has been hard at work correcting these errors in digital editions, but we want readers who bought the print edition to have the correct information when they play the game. Below is a list of changes we made to the book, as well as PDF's of those pages.

UPDATE – 7/11/22

- We made a few changes to damage.
- We included some new powers and traits.
- **Page 44:** Bruiser chart – The modifiers on Resilience and Logic from levels 20-25 were corrected.
- **Page 45:** Genius chart – The modifiers on Resilience and Ego from levels 20-25 were corrected.
- **Page 46:** Captain Marvel was incorrectly used to represent Polymath. She is a Blaster. We have replaced the image with one of Spider-Man (Miles Morales).
- **Page 48:** In the Striker chart, the modifiers for Ego levels 20 – 25 were corrected.
- **Page 67:** The SHIELD BEARER power set was corrected so that Rico-Shield follows Hurlled Shield Bash.
- **Page 28 and 118:** Shotgun entry — Added the word “three” in “Can attack up to three adjacent Average-sized targets.”

We've been going through all the wonderful feedback we've gotten from our faithful playtesters, and with your help, we've noticed a number of things that could definitely use improvement. While it's tempting to try to address them all at once, it's better to tackle a few of them at a time so that we can figure out what helps the most.

To that end, we'd like to try out these rules changes. We hope to get your feedback by the end of July so that we can move on to our next set of revisions.

Damage

Currently, characters have two damage numbers based upon their archetype and their rank. You roll to see if you hit, and then you roll to figure out the damage, adding in a few modifiers.

We're going to consolidate those into a single base damage number using the character's rank and the number they roll on their Marvel die when attacking. This eliminates the damage roll, which should help speed things up. It also means that — in general — the bigger your attack result, the more damage you're likely to do.

New Rule: Damage

- ▶ **Original rule page 18**
- ▶ If a character's attack hits, the base damage they inflict is equal to their Rank multiplied by the result on their Marvel die. To that, they add the Ability score they're using.

Remember, a 1 on the Marvel die is treated as a 6, including in this case.

For example, Spider-Man (Peter Parker) levels a punch at Kingpin. This pits Spider-Man's Might modifier of +12 against Kingpin's Might defense of 21.

Spider-Man rolls 3 4 6 on his attack roll for a total of 13. He adds that to his Might modifier of +12 for a total of 25. This is higher than Kingpin's Might defense of 21, so it hits.

Spider-Man multiplies the result of the Marvel die (4) times his rank of 10 for 40 points of base damage. He could add his Might of 5 to that to get a total of 45 points of damage. However, he has the Combat Finesse trait, which allows him to add his Agility of 7 instead, for a total of 47 points of damage. He also has Mighty 1, adding another +4 to his damage, bringing it to a total of 51 — almost enough to knock out Kingpin with a single blow!

Fantastic Damage

- ▶ **Original rule page 27**
- ▶ While the damage roll has been eliminated, characters can still knock back their foes. Just look to the attack roll instead. If a character gets a fantastic result when making their attack roll, they have the option of dealing knockback to the victim.

Reverse-Momentum Throw

- ▶ **Original rule page 85**
- ▶ For the power Reverse-Momentum Throw, use the damage the initial attacker would have inflicted if the attack had succeeded.

Fight Attacks

In the *Playtest Rulebook*, when you make a Fight attack, you use the character's Might against their target's Agility. Might is not meant to represent only strength but instead the character's overall brawling ability, of which strength can play a huge part.

New Rule: Attack

- ▶ **Original rule page 23**
- ▶ When making a Fight attack, use the attacker's Might against the defender's Might. Certain powers and traits can alter this matchup, but this is the new default.

Traits: Tech Reliance

The Tech Reliance trait seems to be too powerful as written, as it gives characters with many powers a lot of chances to avoid being knocked out. As such, we want to test changing it to affecting power sets rather than powers. We also want to eliminate the option to attack a particular power or power set.

New Rule: Tech Reliance

- ▶ **Original rule page 59**
- ▶ The character relies on technology for their powers. When they take damage that would render them unconscious, they can instead lose one of their technology-related power sets of their choice. (For this purpose only, all of a character's utility powers are considered a single set.) If the attack that would render the character unconscious is a fantastic success, the attacker gets to choose the power set to be lost instead.

Assuming the character has access to parts and tools, lost power sets can be repaired after a battle by means of a challenging Logic check.

