

MARVEL

MULTIVERSE ROLE-PLAYING GAME

Core Rulebook Errata

Despite the Bullpen's hard work trying to polish every word and number in the *Marvel Multiverse Role-Playing Game: Core Rulebook*, a few errors still crept through. We hope to make these changes in later printings of the Core Rulebook, but for now, we want everyone to have the right information for their tabletop! In the unlikely event that you find further errors in the book, feel free to reach out through our submission form at marvel.com/rpg.

Page 31

For the Skulk reaction, the Trigger section should read:

Trigger: *The character is a target of a ranged attack, and someone within their reach is not a target of that attack.*

Page 46

Under Speed, the Spider-Man example should read:

Spider-Man's base Run Speed is 5. His Agility is 7, so add another +1 to make his Run Speed 6.

Page 80

The Wisdom and Wisecracker powers are available to characters with Special Training and should have an asterisk next to their names on the Basic Powers list.

Page 90-91

Dance of Death's Effect section should read:

Effect: *The character makes an Agility check and compares that against the Agility defense of every enemy within 5 spaces and in their line of sight. Each success does half the regular damage. On a Fantastic success, each enemy takes full damage instead and is bleeding.*

Page 123

For the power Supernova, change the second sentence in the Effect section. It should read:
For these attacks, add +1 to the character's Ego damage bonus for every 2 points of Focus they spend.

Page 127

For Time-Out, Time-Out Bubble and Time-Out Tag, the cost should be changed to:

Cost: *15 Focus per round*

Page 127

The following should be added to the Effect section of all three Time-Out powers:

The character can choose to activate the power for the maximum duration or choose to stop at any time. However long, they must pay the Focus cost for each round.

For example, Quicksilver uses Time-Out as an action and pays 30 Focus to activate it for two rounds. He can take his normal number of actions, reactions and movement, while the other characters cannot take any actions, reactions or movements until after the two rounds end.

Page 130

In the entry for Whirling Frenzy, the first sentence in the Effect section should read:

The character makes a Melee check and compares it against the Melee defense of every enemy within their reach.

Page 143

In Beast's profile, remove the "+" in front of the damage multipliers.

Page 144

Black Bolt should have a Flight Speed of 30.

Page 148

Replace Accuracy 2 with Discipline 2 for the Blue Marvel profile. This causes the following changes:

Change Agility non-combat checks to +5.

Change Ego non-combat checks to +6.

Change Agility damage multiplier to 6.

Change Ego damage multiplier to 8.

Additionally, Blue Marvel's Elemental Protection power should read "*Elemental Protection 1 (10 points to shatter).*"

Page 152

In Captain Marvel's profile, her Elemental Protection should read *Elemental Protection 1 (10 points to shatter).*

Page 159

Devil Dinosaur's permanent Grow 1 power makes his Mighty 2 power redundant. Instead, make these changes to Devil Dinosaur's profile:

Remove Mighty 2.

Change Melee ability score to 6.

Change Melee defense score to 14.

Page 160

Doctor Doom should have a Flight Speed of 25.

Page 163

In the Dora Milaje Warrior profile, the Logic damage multiplier should be 2.

Page 164

In Dormammu's profile, the Logic damage multiplier should be 6.

Page 168

Emma Frost's non-combat Logic modifier should be listed as +9/+8.

Page 171

The art credit on Gamora's image should be *Art by Marco Checchetto*.

Page 186

In the Ikaris profile, Brilliance 1 should be removed and replaced with Discipline 1. This causes the following changes:

Change Ego non-combat checks to +6.

Change Logic non-combat checks to +3.

Change Logic damage multiplier to 5.

Page 189

In the profile for Iron Man, his Health and Focus should be 90 each.

Change Iron Man's Accuracy 1 to Discipline 1. This causes the following changes:

Change Agility non-combat checks to +4.

Change Ego non-combat checks to +6.

Change Agility damage multiplier to 4

Change Ego damage multiplier to 5.

Page 191

The Iconic Weapon entry in Juggernaut's profile should read:

Iconic Weapon: *Crimson Gem of Cyttorak [Any attack which deals less than 30 points of damage to the user of the Crimson Gem is instantly negated.]*

Page 192

Kate Pryde's real name should read: *Katherine Anne "Kate" Pryde*.

Page 219

In the profile for Photon, remove Accuracy 4 and replace it with Discipline 4. This causes the following changes:

Change Agility non-combat checks to +5.

Change Ego non-combat checks to +8.

Change Agility damage multiplier to 5.

Change Ego damage multiplier to 9.

Page 221

Psylocke should have a Flight Speed of 15.

Page 233

Shuri's Melee damage multiplier should be 5.

Page 241

In the profile for Storm, add the Group Flight power.

Change Uncanny 3 to Uncanny 2.

Change Storm's Focus damage reduction from -3 to -2.

Page 246

In the profile for Thing, change the Logic defense score to 14.

Page 247

Iconic Weapons multipliers do not stack.

Change Thor (Jane Foster)'s Melee damage multiplier to 9.

Page 248

Iconic Weapons multipliers do not stack.

Change Thor (Odinson)'s Melee damage multiplier to 9.

Page 255

In War Machine's profile, remove the power Elemental Push and add Mighty 1. This causes the following changes:

Change Melee non-combat checks to +3.

Change Melee damage multiplier to 5.

Page 259

In the profile for Wolverine (Laura Kinney), remove Mighty 1 and add Iconic Weapon, which should read as follows:

Iconic Weapon: *Adamantium Claws [+1 Melee damage multiplier]*

Additionally, change the Melee non-combat checks to +6.

Page 260

In the profile for Wolverine (Logan), his Iconic Weapon description should read as follows:

Iconic Weapon: *Adamantium Claws [+1 Melee damage multiplier]*