

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 134

In Abomination's profile, change Ability defense score to 17.

Page 135

In Agatha Harkness' profile, change Initiative modifier to 5.

Page 136

In Agent Phil Coulson's profile, change Logic defense score to 11.

Page 138

In A.I.M. Agent's profile, change Ability defense score to 11.

Page 142

In Baron Zemo's profile, add Combat Reflexes to his traits.

Change his Health to 60.

Page 143

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

Change Ego defense score to 13.

Page 144

In Black Bolt's profile, change Flight to 30.

Page 148

In Blue Marvel's profile, replace Accuracy 2 with Discipline 2. 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 154

In Colossus' profile, change the initiative modifier to 3.

Page 159

In Devil Dinosaur's profile, the 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

In Doctor Dooms profile, add Flight Speed of 25.

Page 161

In Doctor Octopus's profile, add Combat Reflexes to his traits.

Add Inspiration to Doctor Octopus' Basic power set.

Page 163

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

Change the Logic non-combat check to 1.

Page 164

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

Page 165

In Drax's profile, change Melee to 8.

Change Melee defense score to 17.

Change Melee non-combat score to 10.

Change Ego to 3.

Change Ego defense to 13.

Change Ego non-combat score to 3.

Change Melee damage bonus to +8.

Change Ego damage bonus to +3.

Change Melee non-combat score to 10.

Add the Super-Strength power set with the following powers: Banging Heads, Clobber, Immovable and Smash.

Add Grappling Technique to his Martial Arts power set.

Page 166

In Echo's Profile, remove Fearless from Traits.

Add Surprising Power: Clone Moves to her Traits.

Change Agility defense score to 12.

Page 168

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

Page 171

In Gamora's profile, the art credit should be *Art by Marco Checchetto*.

Page 172

In Ghost Rider's profile, remove Clobber from powers.

Add Surprising Power (2): Partial Phase, Phase Self to Traits.

Change Run Speed to 5.

Page 173

In Ghost-Spider's profile, add Combat Trickery and Inspiration to her Basic Powers.

Page 174

In Giant-Man's profile, remove Inspiration from his Basic Powers.

Change initiative modifier to 3.

Page 175

In Gorr the God-Butcher's profile, change Flight to 36.

Page 179

In Hawkeye's profile, change Climb to 3.

Page 180

In Hela's profile, add an E to her initiative modifier.

Page 185

In Iceman's profile, change initiative modifier to 5.

Page 186

In 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 188

In Iron Fist's profile, remove Regain Focus from Martial Arts power set.

Page 189

In Iron Man's profile, 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

In Juggernaut's profile, the Iconic Weapon entry 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.]*

Remove Determination from Traits.

Add Surprising Power: Sturdy 4 to Traits.

Page 192

In Kate Pryde's profile, her real name should read: *Katherine Anne "Kate" Pryde.*

Page 195

In Kraven the Hunter's profile, change Climb to 6.

Page 198

In Luke Cage's profile, remove Beguiling from Traits.

Add Surprising Power: Sturdy 3 to his Traits.

Page 205

In Mister Fantastic's profile, change Climb to 5.

Page 210

In Morbius' profile, change Agility damage bonus to +3.

Add Inventor to Traits.

Add Combat Reflexes to Traits.

Page 211

In Ms. Marvel's profile, change Climb to 5.

Page 212

In Mysterio's profile, change the Vigilance defense score to 12.

Page 214

In Nebula's profile, remove Untouchable Position from her Martial Arts power set.

Page 219

In Photon's profile, 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

In Psylocke's profile, the Flight Speed should be 15.

Page 222

In Quicksilver's profile, change Agility non-combat check to 8.

Page 225

In Reptil's profile, change Melee non-combat check to 4.

Page 226

In Rocket Raccoon's profile, Focus Fire power should be listed under Tactics power set, not Ranged Weapons.

Change Run to 5.

Page 233

In Shuri's profile, the Melee damage multiplier should be 5.

Page 239

In Squirrel Girl's profile, change Jump to 5.

Page 240

In Star-Lord's profile, change Melee non-combat check to 4.

Page 241

In Storm's profile, add the Group Flight power.

Change Uncanny 3 to Uncanny 2.

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

Page 243

In Sunspot's profile, add Keep Moving to Tactics power set.

Add Elemental Reinforcement to Elemental Control power set.

Page 245

In Thanos' profile, change Focus to 120.

Page 246

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

Change Agility defense score to 17.

Remove Abrasive from Traits.

Add Surprising Power: Sturdy 4 to Traits.

Page 247

Iconic Weapons multipliers do not stack.

In Thor (Jane Foster)'s profile, change Melee damage multiplier to 9.

Add Presence to Traits.

Page 248

Iconic Weapons multipliers do not stack.

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

Remove Control Fog from Weather Control power set.

Remove Elemental Ricochet from Elemental Control power set.

Page 250

In Ultron's profile, add Surprising Power: Sturdy 4 to Traits.

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 257

In White Tiger's profile, remove Counterstrike Technique from Martial Arts power set.

Remove Riposte from Melee Weapons (Sharp) power set.

Page 259

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

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

Change the Melee non-combat checks to +6.

Page 260

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

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

Change Agility multiplier to 4.