

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 15

Under the Edge example, it should read:

Note that the player could have rerolled their Marvel die—which was a 5—in the hopes of getting a 6 or an M. But since they only needed 1 more for their attack to hit, they played it safer by rerolling the 1 instead.

Page 19

The text under Recovering with Karma should read:

On a success, take the Marvel die and multiply it by the character's rank, just like you would with a damage roll.

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 32

The text under Falling should read:

Any time a character ends a turn in midair—without any means of support—they fall up to 100 spaces. If they don't hit anything, they keep falling turn after turn until they do. A character about to fall can hold their turn like normal to avoid this for a moment, but they cannot do so for more than a full round. Also, a falling character cannot hold their turn.

Page 36

The text under Recovery should read:

On a success, take the Marvel die and multiply it by the character's rank, just like you would with a damage roll.

Page 36

For the text under Recovery, the example should read:

On Black Panther's next turn—while Killmonger is reveling in his victory—he spends a point of Karma to make a Health recovery check. He rolls the dice and gets 2 M 5. That totals 13 plus his 3 Resilience, so he beats the 10 target number. That gives him $(6 \text{ [for the Marvel die]} \times 4 \text{ [for his Rank]} = 24; +3 \text{ [for Resilience]}) = 27 \text{ points of Health back}$. However, the M makes this a Fantastic success, so Black Panther doubles that result for 54 points of Health back. He adds that to his current Health of -5, bringing him back up to 49 Health. This fight isn't over yet!

Page 36

For the text under Additional Weapons Rules, Flash-Bang Grenade should read:

This works much like a frag grenade, but it does no Health damage. Instead, once you figure out where the grenade lands, compare the attack roll against the Vigilance defense of any character within 2 spaces of it. On a success, those who are affected are blinded for one round. On a Fantastic success, those who are affected are stunned for one round instead.

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 60

The Combat Reflexes trait should read:

The character can react quickly in combat. This grants them one additional reaction each round.

Page 60

The Enhanced Physique trait should read:

The character is stronger than regular humans. Treat them as one size bigger for lifting, carrying, swinging and throwing things. (This does not stack with other factors.) They also have an Edge on Melee non-combat checks.

Page 62

The Iron Will trait should read:

Enemies have trouble on attacks to control the character's mind or influence their behavior. Also, the character gains an edge on checks to break free of mind control or other compulsions.

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 85

In the effect for Bolts of Balthakk, it should read:

Effect: The character makes an Ego check with an edge against the Agility defense of a target in their line of sight. For this attack, add +1 to the character's Ego 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.

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 97

In the effect for Energy Absorption, it should read:

Effect: The character can take any Health damage done to them (after applying any damage reduction), ignore it and add that number to their Focus instead. In this way, they can increase their Focus up to double their regular maximum Focus. Once the combat is over, any extra Focus over the character's regular maximum Focus score fades away.

This power cannot be used again until any Focus the character gained in this way is spent.

Page 103

For the Hex Bolt power, the duration should read:

Duration: Instant

Page 106

In the effect for Lightning Actions, it should read:

Effect: Once per round, the character can use a standard action as a reaction or a reaction as a standard action. Additionally, they can turn their Marvel die to a Fantastic success when making an initiative check.

Page 117

In the entry for Shield of the Seraphim, there should be a Trigger that states:

Trigger: The character is attacked.

Page 121

For the Stilt Steps power, the duration should read:

Duration: Concentration

Page 123

For the Telekinetic Attack power, the duration should read:

Duration: Instant

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 125

In the entry for Telepathic Link, the effect should read:

Effect: *The character can communicate telepathically with one person at a time, and they must have met or seen the other person before. The communication can be verbal, visual or even more complex, such as imparting location information. There is no limit to the distance of the communication, as long as the character and the target are in the same dimension. If the other person does not wish to speak with the character, the target can automatically tune them out. To force a telepathic link, the character can make a Logic check against the target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day. On a success, the character can communicate with the target for as long as the concentration lasts. On a Fantastic success, the target cannot shut the character out for the rest of the day.*

Page 125

In the entry for Telepathic Network, the effect should read:

Effect: *The character can communicate telepathically with a group of willing, previously linked people, each of whom they have met or seen before. The communication can be verbal, visual or even more complex, such as imparting location information. The group can number up to five people per rank. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.*

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, a Rank 6 character uses Time-Out as an action and pays 30 Focus to activate it for two rounds. They can take their 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 131

For the Winds of Watoomb power, the duration should read:

Duration: Concentration

Page 134

In Abomination's profile, change Agility 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 Agility 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 151

In Captain America's Profile, the text for Iconic Weapon should read:

Captain America's shield [+1 Melee and Agility Damage multiplier. Grants the user one extra level of the power Shield (up to Shield 4), which they can use without paying the additional level's Focus cost.]

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.

Remove Enhanced Physique.

Add Surprising Power: Sturdy 4

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 Doom's profile, add Flight Speed of 25.

Page 161

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

Add Inspiration to Doctor Octopus' Basic power set.

Page 162

In Doctor Strange's profile, remove Prescription Pad from his Tags

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.

Change Logic non-combat check to 2.

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.

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 Vigilance 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 197

In Loki's profile, Font of Knowledge is listed under Traits. It should read:
Font of Information

The last line for all listed powers should now be:
...it destroys the protection, allowing excess damage through.

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 6.

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.

Shields and Protection Powers

Excess damage for the following powers now gets through upon the destruction of the protection the power offers.

- Shield of the Seraphim
- Telekinetic Protection 1
- Telekinetic Protection 2
- Telekinetic Protection 3
- Telekinetic Protection 4
- Elemental Protection 1
- Elemental Protection 2
- Elemental Protection 3
- Elemental Protection 4

Cataclysm of Kang Errata

Page 36

Prowler (Hobie Brown) profile is available on marvel.com/rpg.

Page 133

Isis and Osiris profiles are available on marvel.com/rpg.

Page 177

In Beta Ray Bill's profile, reduce all damage multipliers by 1.

Page 179

In Blindspot's profile, change Vigilance non-combat check to 2.

Page 180

In Bulldozer's profile, remove Ground-Shaking Stomp from powers.
Add Surprising Power: Sturdy 3 to Traits.

Page 187

In Crimson Surfer's profile, remove Inventor from Traits.

Page 188

Crystal's profile has been updated and posted on marvel.com/rpg.

Page 194

In Frog-Man's profile, remove Honest from Traits.
Add Surprising Power: Jump 1.
Change Ego defense score to 11.

Change Ego non-combat check to 1.
Change Agility damage bonus to +4.
Change Ego damage bonus to +1.

Page 195

In Gorgon's profile, remove starting Karma.

Page 199

In H.E.R.B.I.E.'s profile, change Agility score to 4.
Change Agility defense score to 15.
Change Agility non-combat check to 5.
Change Ego score to 1.
Change Ego defense score to 11.

Change Ego non-combat check to 1.
Change Agility damage bonus to +4.
Change Ego damage bonus to +1.

Page 200

In Hive's profile, change Climb Speed to 5.
Change Swim Speed to 5.
Change Jump Speed to 5.

Page 207

In Jean Grey's profile, Levitation Speed should be listed as 5.

Page 213

In Madame Masque's profile, change Weight to 139 lbs.
Change the Tag "Weapon: Submachine gun" to "Signature Weapon: Submachine gun."

Page 218

In Medusa's profile, remove starting Karma.

Page 222

In Nova's profile, remove Enduring Constitution from Traits.

Add Surprising Power: Sturdy 4 to Traits.

Page 225

In Piledriver's profile, add Iron Will to Traits.

Page 227

In Rama-Tut's profile, change Logic damage multiplier to 5.

Page 228

In Silver Surfer's profile, remove starting Karma.

Page 232

In Tigra's profile, remove Brawling from powers.
Add Evasion power.
Change Agility damage multiplier to 3.

Rama-Tut Temple

Tunnels to the Time Ship

