



Marvel Rivals character sheets have officially arrived! In celebration of the new Super Hero Team-based PvP Shooter, we teamed up with the folks at Marvel Games and NetEase Games to create something special for fans across the Multiverse. Featuring twelve new character sheets, a new battle map, and a brand-new game mode, this update offers a unique way to play the *Marvel Multiverse Role-Playing Game*. Whether you're teaming up with friends online or in person, we hope you enjoy this special new release.

New Character Sheets

Marvel Rivals versions of Black Panther, Bruce Banner/Hero Hulk/Monster Hulk, Groot, Iron Man, Loki, Luna Snow, Magik, Magneto, Namor, Rocket Raccoon, Scarlet Witch, and Spider-Man are now playable within the *Marvel Multiverse Role-Playing Game*. Featuring art from *Marvel Rivals*, these unique character sheets translate the hero's powers, including team-up abilities, directly from the game to the table.

Each hero also comes with a printable token to make play at the table easier.

New Battle Map

A section of Yggsgard Royal Palace has been re-created as an RPG battle map. Hand drawn by Brian Patterson, this map can be printed or imported into your virtual tabletop of choice.

New Game Mode

Introducing Domination! This new game mode is inspired by the Domination game mode from *Marvel Rivals*. The mode can be played player vs. player or player vs. Narrator. Head to the Mission Area, gain points, and beat your enemies to a pulp! Can you survive the onslaught?

Here's how to play:

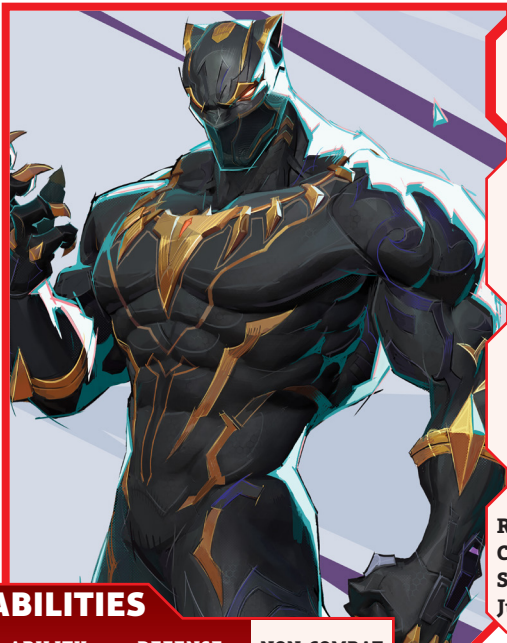
Objective: Secure the Mission Area and acquire four points before the enemy team.

Setup: This game mode can be played PvP (Player vs. Player) or PvN (Player vs. Narrator). Separate the players into two equal groups for PvP, or play together as a team against a team of Narrator-controlled non-player characters (NPCs). For a longer game, the Narrator can add additional NPCs to either team as long as both teams are of equal size. After teams are ready, highlight an 8x8-sized square in the center of the map. This is the **Mission Area**. Each team starts on opposite sides of the map. This is their **Spawn**. Once everyone is ready, roll initiative for each player (and NPC if applicable), and you're ready to start!

Rules: The goal of each team is to secure four points to win the game. You secure a point by having more allies within the Mission Area than the enemy team at the end of a full round of combat. In the event of a tie (equal number of allies in the Mission Area), both teams gain a point. When a character is defeated, they respawn at their team's Spawn (keeping their spot within the initiative order) with full health and focus. The first team to have four points wins the game. If the game ends in a tie, the first team with more allies in the Mission Area wins.



BLACK PANTHER (MARVEL RIVALS)



RANK 3	KARMA 3
HEALTH 90	DAMAGE REDUCTION —
FOCUS 60	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 5	INITIATIVE MODIFIER +2

BIOGRAPHY

Real Name: T'Challa
Height: 6' **Weight:** 200 lbs. **Gender:** Male
Eyes: Brown **Hair:** Black
Size: Average
Distinguishing Features: None
Occupation: Leader
Origin: High Tech, Magic
Teams: None
Base: None

HISTORY
 King T'Challa of Wakanda is more than just the ruler of the most advanced civilization known to man. He also wears the mantle of the Black Panther, the sacred protector of his people. It is his sworn duty to ensure Wakanda's continued survival against any threat imaginable.

T'Challa recently expanded his reign into the cosmos, creating the Intergalactic Empire of Wakanda. As he awaits a sign from Bast to tell him if either Doom can be trusted, he protects the Empire's Chronovium supply and shares its tech with trusted allies — including Reed Richards.

PERSONALITY
 T'Challa, King of Wakanda, wields the perfect blend of the cutting-edge vibranium technology and ancestral power drawn from the Panther God, Bast. The Black Panther bides his time before elegantly infiltrating enemy lines and commencing his hunt.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
5 MELEE	15	+6
4 AGILITY	14	+4
3 RESILIENCE	13	+3
2 VIGILANCE	12	+2
1 EGO	11	+1
1 LOGIC	11	+1

TRAITS & TAGS

- | | |
|---|---|
| TRAITS | TAGS |
| <ul style="list-style-type: none"> ◆ Combat Reflexes ◆ Extraordinary Origin ◆ Famous ◆ Fearless ◆ Free Running ◆ Presence | <ul style="list-style-type: none"> ◆ Authority ◆ Heroic ◆ Powerful ◆ Supernatural |

POWERS

- | | | |
|--|--|---|
| BASIC <ul style="list-style-type: none"> ◆ Hightened Senses 1 ◆ Iconic Weapon: Vibranium Claws [+1 Melee damage multiplier] ◆ Iconic Weapon: Vibranium Spear [Can be thrown, +1 Agility damage multiplier] ◆ Mighty 1 | MARTIAL ARTS <ul style="list-style-type: none"> ◆ Chain Strikes ◆ Do This All Day ◆ Fast Strikes | SPIDER-POWERS <ul style="list-style-type: none"> ◆ Jump 1 |
| MELEE WEAPONS (SHARP) <ul style="list-style-type: none"> ◆ Fast Attacks ◆ Hit & Run ◆ Whirling Frenzy | | |

DAMAGE

MELEE	MARVEL x 4 MULTIPLIER	+	5 ABILITY
AGILITY	MARVEL x 4 MULTIPLIER	+	4 ABILITY
EGO	MARVEL x 3 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL x 3 MULTIPLIER	+	1 ABILITY

TEAM-UP POWERS

WAKANDAN MASTER (RALLY, LEVEL 1)
 While Magik and Black Panther are within 10 spaces of each other, Black Panther can use his Movement action to instantly travel to a space he's been to in the last three rounds. After the movement action is completed, Black Panther can heal Health equal to double his Resilience ability score.

BRUCE BANNER (MARVEL RIVALS)



RANK 2	KARMA 2
HEALTH 60	DAMAGE REDUCTION —
FOCUS 30	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +1

BIOGRAPHY

Real Name: Bruce Banner
Height: 5'9" **Weight:** 128 lbs. **Gender:** Male
Eyes: Brown **Hair:** Brown
Size: Average
Distinguishing Features: None
Occupation: Scientist
Origin: Weird Science: Gamma Mutate
Teams: None
Base: None

HISTORY
 Caught in the detonation of a powerful weapon of his own invention, Dr. Bruce Banner absorbed gamma radiation that transforms him into a massive green monster whenever his emotions rage out of control. As Banner, he's still a genius. But as the Hulk, he's the strongest one there is!

Banner developed a special Gamma Belt to control his transformations and temper the Hulk's fury. But when the Timestream Entanglement transformed Los Diablos Missile Base into a demonic battleground, he realized that the best way to fight monsters was to let out the one within.

PERSONALITY
 Brilliant scientist Dr. Bruce Banner has finally found a way to coexist with his monstrous alter ego, the Hulk. By accumulating gamma energy over multiple transformations, he can become a wise and strong Hero Hulk or a fierce and destructive Monster Hulk—a true force of fury on the battlefield!

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
0 MELEE	10	0
1 AGILITY	11	+2
2 RESILIENCE	12	+2
1 VIGILANCE	11	+1
1 EGO	11	+1
5 LOGIC	15	+8

TRAITS & TAGS

- | | |
|---|---|
| TRAITS <ul style="list-style-type: none"> ◆ Clinician ◆ Inventor ◆ Scientific Expertise ◆ Surprising Power (Brilliance 3) ◆ Weird | TAGS <ul style="list-style-type: none"> ◆ Extreme Appearance (when in Hulk form) ◆ Green Door ◆ Heroic ◆ Immunity: Gamma Radiation ◆ Lab Access ◆ Radioactive |
|---|---|

POWERS

- | | |
|--|--|
| BASIC <ul style="list-style-type: none"> ◆ Accuracy 1 ◆ Brilliance 3 ◆ Iconic Weapon: Gamma Ray Gun (Range: 10; +1 damage multiplier.) ◆ Iconic Weapon: Gamma Grenade (Range: 10; x2 damage multiplier; causes knockback on Fantastic success.) | RANGED WEAPONS <ul style="list-style-type: none"> ◆ Double Tap ◆ Point-Blank Parry ◆ Snap Shooting |
|--|--|

NOTE: Bruce Banner can change into Hero Hulk after one round of combat. Transforming counts as a movement action. Banner always starts at full Health after a transformation.

TEAM-UP POWERS

GAMMA BOOST (OFFENSIVE, LEVEL 1)
 Bruce Banner/Hulk/Monster Hulk applies Bump Power to Iron Man's Elemental Burst (Energy) for free while they're within 10 spaces of each other.

DAMAGE

MELEE	x 2 <small>MULTIPLIER</small>	+	0 <small>ABILITY</small>
AGILITY	x 3 <small>MULTIPLIER</small>	+	1 <small>ABILITY</small>
EGO	x 2 <small>MULTIPLIER</small>	+	1 <small>ABILITY</small>
LOGIC	x 5 <small>MULTIPLIER</small>	+	5 <small>ABILITY</small>

GROOT (MARVEL RIVALS)



RANK 3	KARMA 3
HEALTH 180	DAMAGE REDUCTION —
FOCUS 30	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +1E

BIOGRAPHY

Real Name: Groot
Height: Varies **Weight:** Varies **Gender:** Male
Eyes: Black **Hair:** Branches
Size: Average
Distinguishing Features:
Occupation: Outsider
Origin: Alien
Teams: Guardians of the Galaxy
Base: Mobile

HISTORY
 He is Groot, a flora colossus from the branch world of Planet X capable of manipulating plant matter and regrowing his damaged body from a single splinter. The hero at the heart of the Guardians of the Galaxy, Groot may not have many words to say, but his actions always speak for themselves.

Groot accompanied Star-Lord and Rocket on a scouting mission to Klyntar, where they became stranded after their ship was shot down. Klyntar's dark king, Knull, now seeks to corrupt Groot's regenerative powers in an effort to cultivate the ultimate symbiote.

PERSONALITY
 Groot exhibits enhanced vitality and the ability to manipulate all forms of vegetation. As sturdy as a towering tree, Groot forges his own way, serving as the team's silent but reliable pathfinder.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
5 MELEE	15	+7
2 AGILITY	12	+2
6 RESILIENCE	16	+6
1 VIGILANCE	11	+1
1 EGO	11	+2
1 LOGIC	11	+1

TRAITS & TAGS

- | | |
|---|---|
| TRAITS <ul style="list-style-type: none"> ◆ Combat Expert ◆ Connections: Outsiders ◆ Fresh Eyes ◆ Situational Awareness ◆ Stranger ◆ Surprising Power (Elemental Suffocation) | TAGS <ul style="list-style-type: none"> ◆ Alien Heritage ◆ Extreme Appearance ◆ Heroic ◆ Mute ◆ Public Identity ◆ Streetwise |
|---|---|

POWERS

- | | | |
|---|--|--|
| BASIC <ul style="list-style-type: none"> ◆ Discipline 1 ◆ Mighty 2 | ELEMENTAL CONTROL (EARTH) <ul style="list-style-type: none"> ◆ Elemental Barrier ◆ Elemental Blast ◆ Elemental Burst ◆ Elemental Grab ◆ Elemental Prison ◆ Elemental Protection (10 points to shatter) ◆ Elemental Reinforcement | PLASTICITY <ul style="list-style-type: none"> ◆ Extended Reach 1 |
|---|--|--|

DAMAGE

MELEE	x 5 <small>MULTIPLIER</small>	+	5 <small>ABILITY</small>
AGILITY	x 3 <small>MULTIPLIER</small>	+	2 <small>ABILITY</small>
EGO	x 4 <small>MULTIPLIER</small>	+	1 <small>ABILITY</small>
LOGIC	x 3 <small>MULTIPLIER</small>	+	1 <small>ABILITY</small>

TEAM-UP POWERS

FRIENDLY SHOULDER (DEFENSIVE, LEVEL 1)
 Rocket can jump onto Groot's shoulders occupying the same space as Groot and granting Rocket Sturdy 1 for free while in that position. This effect lasts for the rest of the battle.

HERO HULK (MARVEL RIVALS)



RANK 3	KARMA 3
HEALTH 180	DAMAGE REDUCTION —
FOCUS 90	DAMAGE REDUCTION —
SPEED Run: 6 Climb: 3 Swim: 3 Jump: 18	INITIATIVE MODIFIER +2

BIOGRAPHY

Real Name: Bruce Banner
Height: 7' **Weight:** 1,040 lbs. **Gender:** Male
Eyes: Green **Hair:** Green
Size: Big
Distinguishing Features: Several distinct Hulk forms
Occupation: Scientist
Origin: Weird Science: Gamma Mutate
Teams: None
Base: None

HISTORY
 Caught in the detonation of a powerful weapon of his own invention, Dr. Bruce Banner absorbed gamma radiation that transforms him into a massive green monster whenever his emotions rage out of control. As Banner, he's still a genius. But as the Hulk, he's the strongest one there is!

Banner developed a special Gamma Belt to control his transformations and temper the Hulk's fury. But when the Timestream Entanglement transformed Los Diablos Missile Base into a demonic battleground, he realized that the best way to fight monsters was to let out the one within.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
6 MELEE	15	+9
3 AGILITY	12	+3
6 RESILIENCE	16	+6
2 VIGILANCE	12	+2
0 EGO	10	0
0 LOGIC	10	0

TRAITS & TAGS

- | | |
|---|--|
| TRAITS <ul style="list-style-type: none"> ◆ Battle Ready ◆ Big ◆ Enduring Constitution ◆ Inventor ◆ Scientific Expertise ◆ Weird | TAGS <ul style="list-style-type: none"> ◆ Alternate Form ◆ Extreme Appearance ◆ Green Door ◆ Heroic ◆ Immunity: Gamma Radiation ◆ Lab Access ◆ Public Identity ◆ Radioactive |
|---|--|

PERSONALITY

Brilliant scientist Dr. Bruce Banner has finally found a way to coexist with his monstrous alter ego, the Hulk. By accumulating gamma energy over multiple transformations, he can become a wise and strong Hero Hulk or a fierce and destructive Monster Hulk—a true force of fury on the battlefield!

POWERS

- | | |
|---|---|
| BASIC <ul style="list-style-type: none"> ◆ Mighty 3 | SUPER-STRENGTH <ul style="list-style-type: none"> ◆ Banging Heads ◆ Clobber ◆ Crushing Grip ◆ Ground-Shaking Stomp ◆ Immovable ◆ Jump 2 ◆ Quick Toss ◆ Smash |
|---|---|

NOTE: Hero Hulk can change back into Bruce Banner at any time and is forced to change to Banner if reduced to 0 Health. Once per battle, Hero Hulk can choose to transform into Monster Hulk. Transforming counts as a movement action. Transforming from Monster Hulk to Hero Hulk always leaves Hero Hulk at full Health.

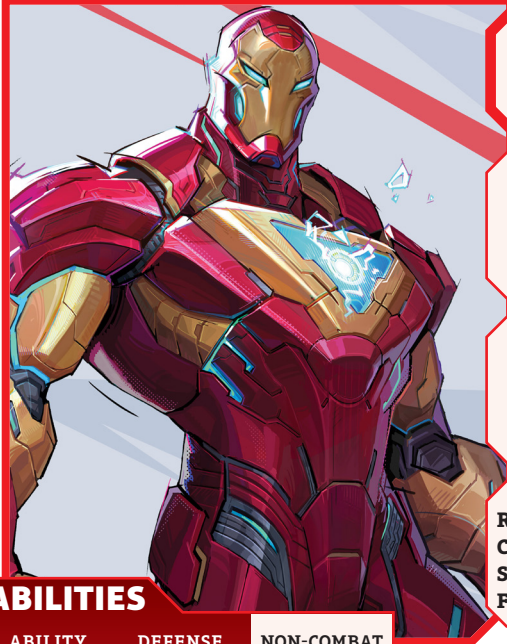
DAMAGE

MELEE	MARVEL × 6 MULTIPLIER	+	6 ABILITY
AGILITY	MARVEL × 3 MULTIPLIER	+	3 ABILITY
EGO	MARVEL × 3 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL × 3 MULTIPLIER	+	0 ABILITY

TEAM-UP POWERS

GAMMA BOOST (OFFENSIVE, LEVEL 1)
 Bruce Banner/Hulk/Monster Hulk applies Bump Power to Iron Man's Elemental Burst (Energy) for free while they're within 10 spaces of each other.

IRON MAN (MARVEL RIVALS)



RANK 3	KARMA 3
HEALTH 90	DAMAGE REDUCTION —
FOCUS 120	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Flight: 15	INITIATIVE MODIFIER +3

BIOGRAPHY

Real Name: Anthony “Tony” Stark
Height: 6'1" **Weight:** 225 lbs. **Gender:** Male
Eyes: Blue **Hair:** Black, short
Size: Average
Distinguishing Features: Van Dyke beard
Occupation: Engineer, Tycoon
Origin: High Tech: Battle Suit
Teams: None
Base: None

HISTORY

Wounded by a weapon of his own design, billionaire inventor Tony Stark created a custom-made suit of armor to keep himself alive. Though his wounds have healed, his upgraded armor now saves the lives of countless others when Tony dons it to become the world’s greatest fighting machine—the Invincible Iron Man!

When the legions of the night descended upon New York City, Iron Man and his fellow Avengers turned their tower into a stronghold. From there, Tony leads the effort to unravel the mysteries of Chronovium and to reverse the Timestream Entanglement.

PERSONALITY

Armed with superior intellect and a nanotech battle suit of his own design, Tony Stark stands alongside gods as the Invincible Iron Man. His state-of-the-art armor turns any battlefield into his personal playground, allowing him to steal the spotlight he so desperately desires.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+3
4 AGILITY	14	+4
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
4 EGO	14	+5
2 LOGIC	12	+3

TRAITS & TAGS

TRAITS

- ♦ Battle Ready
- ♦ **Connections:** Celebrities
- ♦ Extra Occupation
- ♦ Famous
- ♦ Gearhead
- ♦ Inventor
- ♦ Surprising Power (Supernova)
- ♦ Tech Reliance

TAGS

- ♦ Extreme Appearance
- ♦ Heroic
- ♦ Lab Access
- ♦ Public Identity
- ♦ Rich

POWERS

BASIC

- ♦ Brilliance 1
- ♦ Discipline 1
- ♦ Flight 2
- ♦ Mighty 1

ELEMENTAL CONTROL (ENERGY)

- ♦ Elemental Blast (Energy)
- ♦ Elemental Burst (Energy)
- ♦ Elemental Push (Energy)
- ♦ Supernova

POWER CONTROL

- ♦ Bump Power

NOTE: Iron Man can use Bump Power on himself.

TEAM-UP POWERS

GAMMA OVERDRIVE (OFFENSIVE, LEVEL 1)

Bruce Banner/Hulk/Monster Hulk applies Bump Power to Iron Man’s Elemental Burst (Energy) for free while they’re within 10 spaces of each other.

DAMAGE

MELEE	MARVEL × 4 d6 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL × 3 d6 MULTIPLIER	+	4 ABILITY
EGO	MARVEL × 4 d6 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL × 4 d6 MULTIPLIER	+	2 ABILITY

LOKI (MARVEL RIVALS)



RANK 3	KARMA —
HEALTH 90	DAMAGE REDUCTION —
FOCUS 90	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +3

BIOGRAPHY

Real Name: Loki Laufeyson
Height: Varies **Weight:** Varies **Gender:** Varies, usually Male
Eyes: Varies **Hair:** Varies
Size: Average
Distinguishing Features: None
Occupation: Outsider
Origin: Mythic: Asgardian
Teams: None
Base: None

HISTORY

Born the son of Laufey, king of the Frost Giants, Loki was adopted by Odin and raised as a prince of Asgard. But his true nature could not be undone, and Loki would come to fully embrace his role as the God of Mischief.

With his father deep in the Odinsleep, Loki seized his chance to take the throne for himself. After enlisting Hela in his plot and hurling his brother Thor into a distant timeline, Loki now harvests Chronovium sap from the World Tree, Yggdrasil, in an effort to conquer the entire timestream.

PERSONALITY

What greater thrill is there for a God of Mischief than to outsmart his foes? The cunning trickster Loki uses his illusions and shape-shifting abilities to weave in and out of combat, toying with enemies at every turn.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+2
1 AGILITY	11	+2
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
4 EGO	14	+5
3 LOGIC	13	+4

TRAITS & TAGS

TRAITS

- ◆ Combat Reflexes
- ◆ **Connections:** Outsiders
- ◆ Dealmaker
- ◆ Enhanced Physique
- ◆ Fresh Eyes
- ◆ Glibness
- ◆ God Heritage
- ◆ Stranger

TAGS

- ◆ Public Identity
- ◆ Sorcerer
- ◆ Supernatural
- ◆ Worshipped

POWERS

BASIC

- ◆ Accuracy 1
- ◆ Brilliance 1
- ◆ Discipline 1
- ◆ Disguise
- ◆ Mighty 1
- ◆ Shape-Shift

ILLUSION

- ◆ Animated Illusion
- ◆ Illumination
- ◆ Invisibility
- ◆ Mirror Images
- ◆ Static Illusion

TELEPORTATION

- ◆ Swap Places

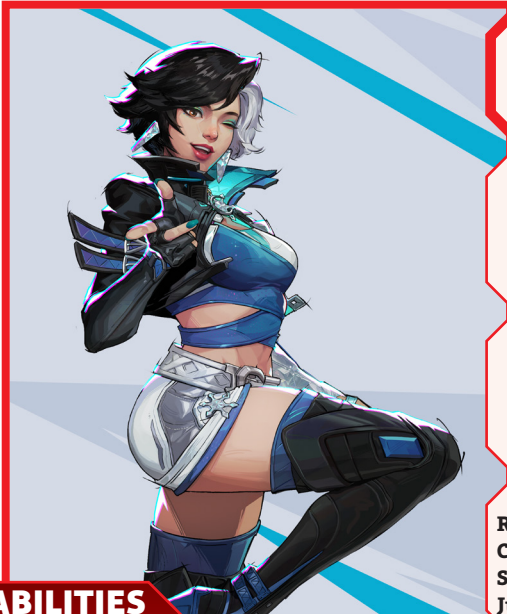
POWER CONTROL

- ◆ Swap Powers

DAMAGE

MELEE	x 4 <small>MULTIPLIER</small>	+	1 <small>ABILITY</small>
AGILITY	x 4 <small>MULTIPLIER</small>	+	1 <small>ABILITY</small>
EGO	x 4 <small>MULTIPLIER</small>	+	4 <small>ABILITY</small>
LOGIC	x 4 <small>MULTIPLIER</small>	+	3 <small>ABILITY</small>

LUNA SNOW (MARVEL RIVALS)



RANK 3	KARMA 3
HEALTH 90	DAMAGE REDUCTION —
FOCUS 120	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +4

BIOGRAPHY

Real Name: Seol Hee
Height: 5'7" **Weight:** 120 lbs. **Gender:** Female
Eyes: Brown/Blue **Hair:** Black with a white streak
Size: Average
Distinguishing Features: None
Occupation: Entertainer
Origin: Weird Science
Teams: None
Base: South Korea

HISTORY

Luna Snow is more than just another K-Pop superstar. She's also a symbol of hope for her entire generation. Using her ice powers to keep tensions across the world cool, Luna has become a musical diplomat, ready to face any conflict that may arise.

Tragedy nearly struck during Luna Snow's summer concert when a wounded Atlantean creature caused a devastating tsunami. Luna's ice held back the rushing tide and helped to heal the beast's injuries. She singlehandedly saved countless lives and prevented the situation from escalating into a full-scale conflict between South Korea and the world beneath the waves.

PERSONALITY

Equal parts pop star and Super Hero, Luna Snow puts on a dazzling show with both her light and dark ice powers. The arena is her stage, where Seol Hee and her team orchestrate spectacular displays that earn her an ever-increasing number of fans and wins.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
0 MELEE	10	0
4 AGILITY	14	+6
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
4 EGO	14	+4
0 LOGIC	10	0

TRAITS & TAGS

TRAITS

- ◆ Audience
- ◆ Famous
- ◆ First Aid
- ◆ Presence
- ◆ Public Speaking
- ◆ Surprising Power (Cure-All)
- ◆ Weird

TAGS

- ◆ Heroic
- ◆ Linguist: English, Korean
- ◆ Public Identity

POWERS

BASIC

- ◆ Accuracy 2
- ◆ Healing Factor
- ◆ Inspiration

ELEMENTAL CONTROL (ICE)

- ◆ Elemental Blast (Ice)
- ◆ Elemental Burst (Ice)

POWER CONTROL

- ◆ Bump Power

HEALING

- ◆ Cure-All
- ◆ Healing Hands
- ◆ Let's Go
- ◆ Never Surrender
- ◆ Soothing Touch

DAMAGE

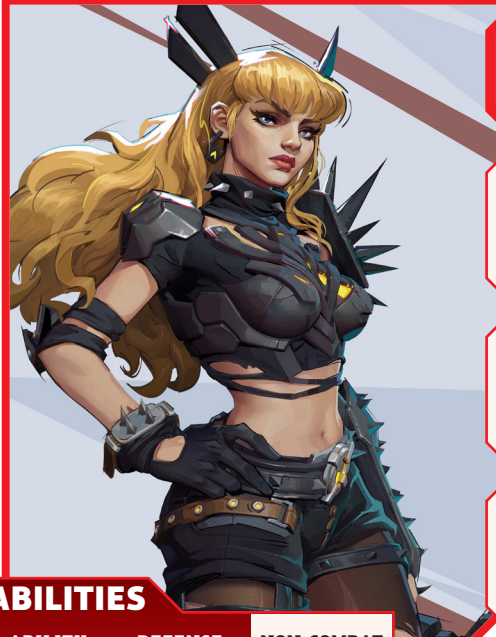
MELEE	MARVEL × 3 MULTIPLIER	+	0 ABILITY
AGILITY	MARVEL × 5 MULTIPLIER	+	4 ABILITY
EGO	MARVEL × 3 MULTIPLIER	+	4 ABILITY
LOGIC	MARVEL × 3 MULTIPLIER	+	0 ABILITY

TEAM-UP POWERS

ICY DISCO (OFFENSIVE, LEVEL 1)

Namor can switch between Elemental Control (Water) and Elemental Control (Ice) at will while Luna Snow is within 10 spaces of him.

MAGIK (MARVEL RIVALS)



RANK 3	KARMA 3
HEALTH 90	DAMAGE REDUCTION —
FOCUS 90	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +2

BIOGRAPHY

Real Name: Illyana Nikolievna Rasputina
Height: 5'5" **Weight:** 130 lbs. **Gender:** Female
Eyes: Blue **Hair:** Blonde
Size: Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Magic: Sorcery, Mutant: Krakoan
Teams: None
Base: None

HISTORY
 Born with the Mutant ability to create portals that allow her to teleport through the nether realm called limbo, Illyana Rasputina augmented her natural gifts with powerful sorcery and an arcane sword fueled by souls to become the warrior known as Magik.

As the ruler of Limbo, Magik has been serving as a general in a timeline-spanning war across dimensions, battling malevolent gods and demons. She frequently confers with her mutant allies on Krakoa, discussing their species' best chances for survival in the wake of the Timestream Entanglement.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
6 MELEE	16	+7
3 AGILITY	13	+3
3 RESILIENCE	13	+3
2 VIGILANCE	12	+2
2 EGO	12	+3
0 LOGIC	10	0

TRAITS & TAGS

- | | |
|---|---|
| TRAITS | TAGS |
| <ul style="list-style-type: none"> ♦ Battle Ready ♦ Combat Reflexes ♦ Connections: Super Heroes ♦ Extraordinary Origin ♦ Fearless | <ul style="list-style-type: none"> ♦ Black Market Access ♦ Heroic ♦ Hounded ♦ Krakoan ♦ Public Identity ♦ Sorcerous ♦ Supernatural ♦ X-Gene |

PERSONALITY

Trained in the dark arts and wielding her mighty Soulsword, Magik leaps through portals to navigate the arena with ease. Once Illyana transforms into the demonic Darkchild, all who dare stand against her will fall before her merciless blade.

POWERS

- | | | |
|---|--|---|
| BASIC <ul style="list-style-type: none"> ♦ Discipline 1 ♦ Iconic Weapon: The Soulsword (+2 Melee damage multiplier. Heals the user equal to their Resilience score on a successful attack.) ♦ Mighty 1 | ELEMENTAL CONTROL (ENERGY) <ul style="list-style-type: none"> ♦ Elemental Burst (Energy) | MELEE WEAPONS (SHARP) <ul style="list-style-type: none"> ♦ Fast Attacks ♦ Hit & Run ♦ Vicious Attack ♦ Whirling Frenzy |
| | MAGIC <ul style="list-style-type: none"> ♦ Leech Life | TELEPORTATION <ul style="list-style-type: none"> ♦ Blink ♦ Blink Defense |

DAMAGE

MELEE	5 MULTIPLIER	+	6 ABILITY
AGILITY	3 MULTIPLIER	+	3 ABILITY
EGO	4 MULTIPLIER	+	2 ABILITY
LOGIC	3 MULTIPLIER	+	0 ABILITY

NOTE: After successfully dealing 30 points of Health Damage, Magik can instantly transform into the Darkchild for two rounds. For the duration of her Darkchild form, increase her powers as if she had been affected by Boost Powers.

TEAM-UP POWERS

DISC MASTER (RALLY, LEVEL 1)
 While Magik and Black Panther are within 10 spaces of each other, Black Panther can use his Movement action to instantly travel to a space he's been to in the last three rounds. After the movement action is completed, Black Panther can heal Health equal to double his Resilience ability score.

MAGNETO (MARVEL RIVALS)



RANK 3	KARMA —
HEALTH 180	DAMAGE REDUCTION —
FOCUS 60	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Flight: 15	INITIATIVE MODIFIER +2

BIOGRAPHY

Real Name: Max Eisenhardt
Height: 6'2" **Weight:** 190 lbs. **Gender:** Male
Eyes: Blue **Hair:** Black
Size: Average
Distinguishing Features: Auschwitz I.D. #24005 tattoo on arm
Occupation: Adventurer
Origin: Mutant: Krakoaan
Teams: None
Base: None

HISTORY
 Max Eisenhardt was born with a near-limitless Mutant ability to manipulate magnetic fields. Suffering a lifetime of persecution, Magneto made it his mission to ensure the survival of Mutantkind, no matter the cost. His uncompromising crusade often puts him at odds with other Mutants who seek more peaceful ways to coexist with humanity.

Magneto led the campaign to gather the planet's Mutant population and transport them decades into the future to a safe haven on the sentient island Krakoa, protecting his brethren from the growing dangers of the wider world.

PERSONALITY
 The Master of Magnetism bends even the strongest metal to his whims, shielding his allies and striking at his foes. Whether he calls himself Max Eisenhardt, Erik Lehnsherr or simply Magneto, the hardships this warrior has endured have made him as unbreakable as the steel he brandishes.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	11	+1
3 AGILITY	13	+4
6 RESILIENCE	16	+6
2 VIGILANCE	12	+2
3 EGO	13	+5
0 LOGIC	10	0

TRAITS & TAGS

- | | |
|--|--|
| TRAITS <ul style="list-style-type: none"> ◆ Connections: Super Heroes ◆ Determination ◆ Fearless ◆ Iron Will ◆ Presence ◆ Surprising Power (Supernova) | TAGS <ul style="list-style-type: none"> ◆ Black Market Access ◆ Hounded ◆ Krakoaan ◆ Linguist: Arabic, English, French, German, Hebrew, Polish, Russian, Ukrainian, Yiddish ◆ Public Identity ◆ X-Gene |
|--|--|

POWERS

- | | | |
|--|---|---|
| BASIC <ul style="list-style-type: none"> ◆ Accuracy 1 ◆ Discipline 2 ◆ Flight 1 ◆ Iconic Weapon: Greatsword (Melee attacks can target three adjacent spaces in a straight line.) | ELEMENTAL CONTROL (IRON) <ul style="list-style-type: none"> ◆ Elemental Barrier (Iron) ◆ Elemental Burst (Iron) ◆ Elemental Blast (Iron) ◆ Elemental Protection (Iron) ◆ Supernova (Iron) | MELEE WEAPONS (SHARP) <ul style="list-style-type: none"> ◆ Vicious Attack |
|--|---|---|

DAMAGE

MELEE	MARVEL × 3 MULTIPLIER	+	1 ABILITY
AGILITY	MARVEL × 4 MULTIPLIER	+	3 ABILITY
EGO	MARVEL × 5 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL × 3 MULTIPLIER	+	0 ABILITY

TEAM-UP POWERS

METALLIC FUSION (OFFENSIVE, LEVEL 1)
 Scarlet Witch infuses Chaos Energy into Magneto's greatsword. While they're within 10 spaces of each other, Magneto's Melee Damage Multiplier is increased by 1.

MONSTER HULK (MARVEL RIVALS)



RANK 4	KARMA —
HEALTH 210	DAMAGE REDUCTION —
FOCUS 180	DAMAGE REDUCTION —
SPEED Run: 6 Climb: 3 Swim: 3 Jump: 24	INITIATIVE MODIFIER +3

BIOGRAPHY

Real Name: Bruce Banner
Height: 8' **Weight:** 1,400 lbs. **Gender:** Male
Eyes: Green **Hair:** Green
Size: Big
Distinguishing Features: Several distinct Hulk forms
Occupation: Scientist
Origin: Weird Science: Gamma Mutate
Teams: None
Base: None

HISTORY
 Caught in the detonation of a powerful weapon of his own invention, Dr. Bruce Banner absorbed gamma radiation that transforms him into a massive green monster whenever his emotions rage out of control. As Banner, he's still a genius. But as the Hulk, he's the strongest one there is!

Banner developed a special Gamma Belt to control his transformations and temper the Hulk's fury. But when the Timestream Entanglement transformed Los Diablos Missile Base into a demonic battleground, he realized that the best way to fight monsters was to let out the one within.

PERSONALITY
 Brilliant scientist Dr. Bruce Banner has finally found a way to coexist with his monstrous alter ego, the Hulk. By accumulating gamma energy over multiple transformations, he can become a wise and strong Hero Hulk or a fierce and destructive Monster Hulk—a true force of fury on the battlefield!

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
8 MELEE	17	+12
3 AGILITY	12	+3
7 RESILIENCE	17	+7
5 VIGILANCE	15	+5
0 EGO	10	0
0 LOGIC	10	0

TRAITS & TAGS

- | | |
|---|---|
| TRAITS <ul style="list-style-type: none"> ◆ Battle Ready ◆ Big ◆ Enduring Constitution ◆ Inventor ◆ Scientific Expertise ◆ Weird | TAGS <ul style="list-style-type: none"> ◆ Alternate Form ◆ Extreme Appearance ◆ Green Door ◆ Immunity: Gamma Radiation ◆ Lab Access ◆ Radioactive |
|---|---|

POWERS

- | | |
|---|--|
| BASIC <ul style="list-style-type: none"> ◆ Anger ◆ Energy Absorbtion ◆ Mighty 4 | SUPER-STRENGTH <ul style="list-style-type: none"> ◆ Banging Heads ◆ Clobber ◆ Crushing Grip ◆ Ground-Shaking Stomp ◆ Immovable ◆ Jump 2 ◆ Quick Toss ◆ Smash ◆ Unrelenting Smash |
|---|--|

DAMAGE

MELEE	× 8	+	8
AGILITY	× 4	+	3
EGO	× 4	+	0
LOGIC	× 4	+	0

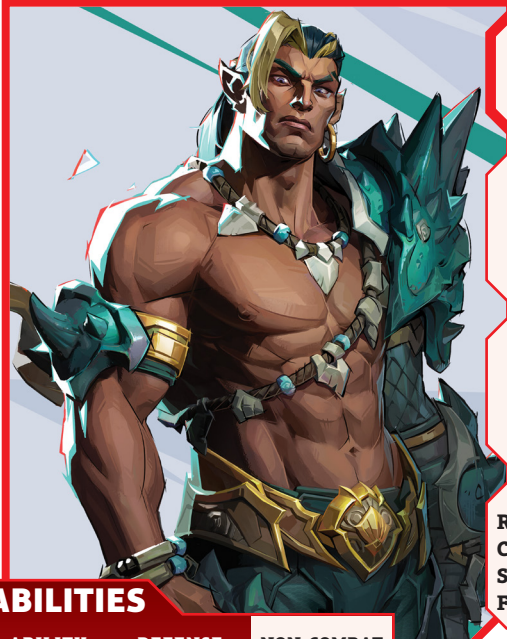
NOTE: Hero Hulk can become Monster Hulk once per battle. The change lasts for a maximum of two rounds. Monster Hulk can choose to transform back into Hero Hulk at any time, but if he is reduced to 0 Health, he is forced to transform into Hero Hulk. Transforming counts as a movement action.

TEAM-UP POWERS

GAMMA BOOST (OFFENSIVE, LEVEL 1)

Bruce Banner/Hulk/Monster Hulk applies Bump Power to Iron Man's Elemental Burst (Energy) for free while they're within 10 spaces of each other.

NAMOR (MARVEL RIVALS)



RANK 3	KARMA —
HEALTH 90	DAMAGE REDUCTION —
FOCUS 90	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Flight: 15	INITIATIVE MODIFIER +3

BIOGRAPHY

Real Name: Namor McKenzie
Height: 6'2" **Weight:** 278 lbs. **Gender:** Male
Eyes: Blue **Hair:** Black
Size: Average
Distinguishing Features: Gills, pointed ears and small ankle wings
Occupation: Leader, Outsider
Origin: Mutant, Atlantean
Teams: None
Base: None

HISTORY
 Born of a union between a human and an Atlantean, Namor has always been a man of two worlds. But while he proudly rules those who dwell beneath the waves, those who live on the surface have long earned Namor's ire.

After decades of simmering tension, Namor has finally decided that the time is right to strike at the surface world. He has sought the aid of his mutant allies living in the future on Krakoa to aid him as he sets his sights on a new prize: Jeju Island.

PERSONALITY
 The unrivaled King of the Seas, Namor surfs into battle on a mighty wave with an army of fierce aquatic creatures in his wake. When ancient horns of war blare, devastation soon follows as deadly waters engulf the arena.

MUTANT STATUS
 Namor is a mutant Atlantean. This combination of origins removes the standard Atlantean traits Breathe Different and Enhanced Physique and the tag Extreme Appearance. It also removes the mutant tag Hounded. While he technically has the right to be Krakoan, he generally refuses to use it.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+4
6 AGILITY	16	+6
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
4 EGO	14	+4
0 LOGIC	10	0

TRAITS & TAGS

- | | |
|--|--|
| <p>TRAITS</p> <ul style="list-style-type: none"> ◆ Connections: Outsiders ◆ Extra Occupation ◆ Extraordinary Origin ◆ Fresh Eyes ◆ Presence ◆ Stranger ◆ Surprising Power (Elemental Barrage) ◆ Surprising Power (Supernova) | <p>TAGS</p> <ul style="list-style-type: none"> ◆ Amphibious ◆ Authority ◆ Headquarters: Atlantis ◆ Hounded ◆ Krakoan ◆ Powerful ◆ Public Identity ◆ X-Gene |
|--|--|

POWERS

- | | |
|--|---|
| <p>BASIC</p> <ul style="list-style-type: none"> ◆ Discipline 1 ◆ Flight 1 ◆ Mighty 1 | <p>ELEMENTAL CONTROL (WATER)</p> <ul style="list-style-type: none"> ◆ Elemental Barrage (Water) ◆ Elemental Barrier (Water) ◆ Elemental Blast (Water) ◆ Elemental Burst (Water) ◆ Elemental Infusion (Water) ◆ Supernova (Water) |
|--|---|

DAMAGE

MELEE	x 4 <small>MULTIPLIER</small>	+	3 <small>ABILITY</small>
AGILITY	x 3 <small>MULTIPLIER</small>	+	6 <small>ABILITY</small>
EGO	x 4 <small>MULTIPLIER</small>	+	4 <small>ABILITY</small>
LOGIC	x 3 <small>MULTIPLIER</small>	+	0 <small>ABILITY</small>

TEAM-UP POWERS

FROZEN SPAWN (OFFENSIVE, LEVEL 1)
 Namor can switch between Elemental Control (Water) and Elemental Control (Ice) at will while Luna Snow is within 10 spaces of him.

ROCKET RACCOON (MARVEL RIVALS)



RANK 3	KARMA 3
HEALTH 90	DAMAGE REDUCTION —
FOCUS 120	DAMAGE REDUCTION —
SPEED Run: 4 Climb: 4 Swim: 2 Flight: 12	INITIATIVE MODIFIER +4

BIOGRAPHY

Real Name: Rocket
Height: 4' **Weight:** 55 lbs. **Gender:** Male
Eyes: Brown (with tapetal reflection)
Hair: Brown, black and white
Size: Small
Distinguishing Features: Raccoon-like alien
Occupation: Criminal, Outsider
Origin: Alien
Teams: Guardians of the Galaxy
Base: None

HISTORY
 He may look cute and fuzzy at first glance, but the space ranger known as Rocket has a bite just as nasty as his attitude. Fortunately, he puts his uncanny technical aptitude to use for good as a member of the Guardians of the Galaxy.

When Star-Lord signed on for a mission to explore Klyntar, Rocket tagged along for some easy target practice shooting symbiotes. But when their ship crashed, Rocket unexpectedly found himself in a fight for his life, trying to keep his fellow Guardians safe until help arrived.

PERSONALITY
 Rocket may not look like a tech genius or an expert tactician, but anyone who's ever made his hit list has quickly regretted underestimating him. This savvy space soldier is equally eager to boost his teammates and to collect bounties on his foes.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
1 MELEE	15	+1
4 AGILITY	15	+5
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
3 EGO	13	+3
0 LOGIC	10	0

TRAITS & TAGS

- | | |
|---|--|
| TRAITS <ul style="list-style-type: none"> ♦ Combat Reflexes ♦ Connections: Criminal ♦ Connections: Outsiders ♦ Extra Occupation ♦ Fresh Eyes ♦ Small ♦ Stranger ♦ Surprising Power (Boost Powers) ♦ Surprising Power (Cure-All) | TAGS <ul style="list-style-type: none"> ♦ Alien Heritage ♦ Black Market Access ♦ Extreme Appearance ♦ Heroic ♦ Public Identity ♦ Signature Weapon: Rifle ♦ Streetwise |
|---|--|

POWERS

- | | | |
|--|--|---|
| BASIC <ul style="list-style-type: none"> ♦ Accuracy 1 ♦ Evasion ♦ Flight 1 | ELEMENTAL CONTROL (ENERGY) <ul style="list-style-type: none"> ♦ Elemental Burst (Energy) | POWER CONTROL <ul style="list-style-type: none"> ♦ Boost Powers ♦ Bump Power |
| | HEALING <ul style="list-style-type: none"> ♦ Cure-All ♦ Healing Hands ♦ Let's Go | SPIDER-POWERS <ul style="list-style-type: none"> ♦ Wallcrawling |

DAMAGE

MELEE	3 <small>MULTIPLIER</small>	+	1 <small>ABILITY</small>
AGILITY	4 <small>MULTIPLIER</small>	+	4 <small>ABILITY</small>
EGO	3 <small>MULTIPLIER</small>	+	3 <small>ABILITY</small>
LOGIC	3 <small>MULTIPLIER</small>	+	0 <small>ABILITY</small>

TEAM-UP POWERS

OLD FRIENDS (DEFENSIVE, LEVEL 1)
 Rocket can jump onto Groot's shoulders occupying the same space as Groot and granting Rocket Sturdy 1 for free while in that position. This effect lasts for the rest of the battle.

SCARLET WITCH (MARVEL RIVALS)



RANK 3	KARMA 3
HEALTH 90	DAMAGE REDUCTION —
FOCUS 120	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +5E

BIOGRAPHY

Real Name: Wanda Maximoff
Height: 5'7" **Weight:** 132 lbs. **Gender:** Female
Eyes: Green **Hair:** Auburn
Size: Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Weird Science, Magic: Chaos Magic
Teams: None
Base: None

HISTORY
Wanda Maximoff's ability to manipulate Chaos Magic makes her one of the most powerful living beings in the universe. As the Scarlet Witch, she seeks to harness that chaos, restoring some semblance of order to a world that is constantly on the brink of destruction.

Since the Timestream Entanglement, Chaos Magic is one of the few forces holding the threads of reality together. Should her powers fail, the Scarlet Witch truly believes that this universe will disintegrate, along with everyone in it. It is a fate she refuses to allow... no matter the cost...

PERSONALITY
Wanda Maximoff is adept at harnessing formidable Chaos Magic, casting hexes with the power to twist and reshape reality itself. Energy, space, and matter are mere playthings in the hands of Scarlet Witch!

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
0 MELEE	10	0
2 AGILITY	12	+2
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
6 EGO	16	+8
3 LOGIC	13	+3

TRAITS & TAGS

- | | |
|---|---|
| TRAITS | TAGS |
| <ul style="list-style-type: none"> ♦ Combat Expert ♦ Connections: Super Heroes ♦ Extraordinary Origin ♦ Fearless ♦ Situational Awareness ♦ Weird | <ul style="list-style-type: none"> ♦ Black Market Access ♦ Chaotic ♦ Heroic ♦ Hounded ♦ Public Identity ♦ Sorcerous ♦ Supernatural |

POWERS

- | | | |
|--|--|---|
| BASIC | MAGIC (CHAOS) | PHASING |
| <ul style="list-style-type: none"> ♦ Discipline 2 | <ul style="list-style-type: none"> ♦ Hex Bolt | <ul style="list-style-type: none"> ♦ Phase Self ♦ Phase Walk ♦ Quick Phase |
| | MAGIC (SORCERY) | |
| | <ul style="list-style-type: none"> ♦ Bolts of Balthakk ♦ Mists of Morpheus | |

DAMAGE

MELEE	MARVEL × 3 dMarvel MULTIPLIER	+	0 ABILITY
AGILITY	MARVEL × 3 dMarvel MULTIPLIER	+	2 ABILITY
EGO	MARVEL × 5 dMarvel MULTIPLIER	+	6 ABILITY
LOGIC	MARVEL × 3 dMarvel MULTIPLIER	+	3 ABILITY

TEAM-UP POWERS

CHAOTIC BOND (OFFENSIVE, LEVEL 1)
Scarlet Witch infuses Chaos Energy into Magneto's greatsword. While they're within 10 spaces of each other, Magneto's Melee damage multiplier is increased by 1.

SPIDER-MAN (PETER PARKER) (MARVEL RIVALS)



RANK 3	KARMA 3
HEALTH 90	DAMAGE REDUCTION —
FOCUS 90	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Swingline: 18	INITIATIVE MODIFIER +3E

BIOGRAPHY

Real Name: Peter Parker
Height: 5'10" **Weight:** 170 lbs. **Gender:** Male
Eyes: Hazel **Hair:** Brown
Size: Average
Distinguishing Features: None
Occupation: Journalist
Origin: Weird Science
Teams: Web-Warriors
Base: New York City

HISTORY
 Bitten by a radioactive spider, young Peter Parker gained the ability to cling to almost any surface, a "Spider-Sense" that warns him of danger, and the proportional speed, strength and agility of an arachnid. Now he strives to use his great power responsibly as the wall-crawling wonder known as Spider-Man.

Since the Timestream Entanglement, Spider-Man has been swinging between two battlefronts. When he's not rallying New York's heroes to fight against ancient forces of darkness, he's busy protecting the Web of Life and Destiny with his fellow Web-Warriors in Tokyo Webworld.

PERSONALITY
 Swinging around the arena on his signature weblines, your friendly neighborhood Spider-Man, A.K.A. Peter Parker, catches his rivals by surprise with sneaky, sticky bursts of webbing and unexpected attacks from above. Look out...here comes the Spider-Man!

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	17	+5
5 AGILITY	17	+5
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
0 EGO	10	0
2 LOGIC	12	+3

TRAITS & TAGS

- | | |
|---|--|
| TRAITS | TAGS |
| <ul style="list-style-type: none"> ◆ Audience ◆ Combat Reflexes ◆ Connections: Sources ◆ Free Running ◆ Inventor ◆ Pundit ◆ Weird | <ul style="list-style-type: none"> ◆ Heroic ◆ Obligation: Aunt May ◆ Poor ◆ Secret Identity |

POWERS

- | | |
|---|---|
| BASIC | SPIDER-POWERS |
| <ul style="list-style-type: none"> ◆ Brilliance 1 ◆ Combat Trickery ◆ Evasion ◆ Mighty 1 ◆ Wisecracker | <ul style="list-style-type: none"> ◆ Jump 1 ◆ Spider-Sense ◆ Wallcrawling ◆ Webcasting ◆ Webgrabbing ◆ Webslinging ◆ Webtrapping |

DAMAGE

MELEE	x 4 <small>MULTIPLIER</small>	+	4 <small>ABILITY</small>
AGILITY	x 3 <small>MULTIPLIER</small>	+	5 <small>ABILITY</small>
EGO	x 3 <small>MULTIPLIER</small>	+	0 <small>ABILITY</small>
LOGIC	x 4 <small>MULTIPLIER</small>	+	2 <small>ABILITY</small>



TEAM B SPAWN

MISSION AREA

TEAM A SPAWN

ONE SQUARE EQUALS 5 FT.

LEVEL



TEAM SPAWN

MISSION AREA

TEAM SPAWN

ONE SQUARE EQUALS 5 FT.

LEVEL

