

MARVEL MULTIVERSE ROLE-PLAYING GAME

Frequently Asked Questions

The Marvel Multiverse Role-Playing Game is an easy system to pick up and play, but—as with any new rules—questions will arise. Submit your questions at marvel.com/rpg, and we will do our best to answer them here.

Q: Do Iconic Weapon or regular weapon damage multipliers stack?

A: No. As a rule, damage multipliers do not stack.

Q: Do the powers and traits from the Vampire and Skrull origins count against your regular picks for powers and traits?

A: Powers do, but—as with any other origin or occupation—traits do not.

Q: Can you use Logic and Ego attacks without a power just like you can do with Melee and Agility attacks? How would this work?

A: In general, no, not without some sort of power.

Q: If you have 0 or less in Resilience or Vigilance, what would your Health and Focus be?

A: The minimum is 10 for either score, as stated on page 19 of the *Core Rulebook*.

Q: What does an “E” mean next to a character’s initiative modifier?

A: It means that the character has an edge on their initiative roll. This allows a character to reroll one of their dice when rolling for initiative.

Q: Why would a character use a power pick such as Mighty to get a +1 to their Melee damage multiplier when they can take a weapon such as a sword for free and get +2?

A: The Mighty power has additional benefits other than simply adding to the character’s damage multiplier. For example, a character has a permanent +1 to their non-combat Melee checks.

Q: When you roll a Fantastic success and have the Mighty power, do you have to choose between 2x damage or knockback?

A: No. When using a close attack, you get both. However, if the character is using a specific power, they must choose between knockback and the power’s special effect (if any), as stated on page 34 of the *Core Rulebook*.

Q: The power “Time-Out” needs added clarity. Does this allow Quicksilver to have up to eight standard actions, four movement actions and twelve reactions due to Lightning actions + Combat reflexes?

A: As written, it does. However, the cost for the power should be listed as 15 Focus per round rather than a flat cost of 15 Focus.

Q: When should I give a character edge or trouble?

A: As covered on page 15 of the *Core Rulebook*, a character gains an edge when the situation in the game is more favorable to them than normal. They have trouble when the situation is less favorable to them.

For example, if Elektra is sneaking up behind Arcade in the dark to stab him, she gains an edge on her Melee attack against him. Arcade, on the other hand, would have trouble making a Vigilance check to spot her. If he spots her, that will negate her edge for her Melee attack.

Q: Why do some powers explicitly say to deal 2x damage on a Fantastic success and others don't? Isn't 2x damage the default on a Fantastic success?

A: Unless a power description explicitly states otherwise, double damage is the default for a Fantastic success with any attack or power that does damage.

Q: When it comes to the Skrull origin, do you have to take all of the associated powers before you can choose other powers? Does this mean that you wouldn't be able to create a Rank 1 Skrull since there are five powers required for the origin?

A: Yes, and yes. Note that a character doesn't have to use all of their power picks. A Skrull could be Rank 2 and have only those powers and no more.

Q: Does a character have to pay the Focus cost every time they chain an attack with a power like Chain Strikes?

A: Yes. However, if the Narrator agrees, the character could instead make a normal attack—and automatically end the Chain Strikes—without paying the Focus.