

**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](https://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 3 and have only those powers and no more. A Rank 2 Skrull could be created by using Surprising Power to select Shape-Shift.

**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.

**Q: Does damage reduction protect a character from damage from conditions like being set ablaze?**

**A:** Yes. Each level of damage reduction protects a character from 5 points of such damage per turn. For example, Sturdy 2 protects a character from up to 10 points of damage from conditions per turn. Any damage over and above that protection affects the character normally.

**Q: Does damage from various kinds of conditions add up?**

**A:** Yes, but only from different conditions. If a character is ablaze, for instance, they take 5 points of damage at the end of their turn. They cannot be more ablaze, even if they wind up being set on fire by several things at the same time.

However, if the character was somehow also suffering from another kind of damage that causes 5 points of damage at the end of their turn—much like being ablaze—they would take a total of 10 points of damage at the end of their turn. If they had Sturdy 1, that would protect them from 5 points of damage per turn, but the remaining 5 points of damage would get through.

**Q: When playing a character such as Hawkeye, how should a player and Narrator handle his trick arrows?**

**A:** The versions of Hawkeye (both Clint Barton in the *Core Rulebook* and Kate Bishop in *Cataclysm of Kang*) don't have any trick arrows, as the modern versions of these characters rarely use them. On top of that, the difference between an arrow with a pointed tip and one with a suction cup on the end of it doesn't matter for the game's purposes.



If there's a particularly powerful arrow you want Hawkeye to use often—as opposed to as a one-off—this should be an Iconic Weapon that has the desired powers.

We are working on more detailed rules for Iconic Weapons. Look for future updates in Tony's Workshop!

**Q: The Crimson Gem of Cyttorak negates any attack that does less than 30 points to the user. Do you apply Juggernaut's damage reduction before or after checking to determine if the damage is negated?**

**A:** The force-field generated by the Crimson Gem of Cyttorak lies beneath Juggernaut's armor. As such, apply his damage reduction to any attack before checking to see if the Crimson Gem negates any remaining damage.

**Q: How do I determine how large of an object a character with Telekinesis can lift?**

**A:** Use the rules for carrying and lifting on page 39 of the *Core Rulebook*. However, the character should make Logic checks rather than Melee checks when required.

In addition, a character can act as one size bigger for these purposes for each level of Brilliance that they have, much in the way Mighty amplifies doing such things physically.

**Q: Is there a difference between a Close Attack and Melee Attack?**

**A:** No, these are synonymous.

**Q: When Wasp shrinks down in combat, she has a movement speed of 0. That makes sense when she's running, but since she can fly, shouldn't she be able to fly around normally? Conversely, if she grows large, would that make her fly faster?**

**A:** Flight is not recalculated when a character's size changes. She can continue to fly at her regular Flight speed no matter her size.

**Q: What happens to objects and people next to a character who grows in size? If we take relative sizes, as with characters who are "little" size or smaller, could we take them to occupy the same space? Can a character pass through an area occupied by a larger (or "little") character?**

**A:** The rules specifically do not deal with relative sizes, as doing so complicates matters a great deal.

Characters who are little or smaller remain where they are and can occupy the same space as the growing character, just like normal. Characters who are regular size or larger are shoved aside by the growing character. Move them as few spaces as possible, leaving them in a space adjacent to the growing character. If the character or object the growing character pushes up against is normally unmovable, the growing character should move its center to accommodate this.

**Q: If you choose more than one element for Elemental Control powers, do you have to spend extra power picks for them? For example, if a character has Elemental Burst (Ice) and Elemental Burst (Fire), does that require two power picks?**

**A:** Yes. They are considered different powers and different power sets.

Note that this directly affects Crystal. The profile in *The Cataclysm of Kang* doesn't properly account for each version of the Elemental Control power sets she uses, but we have posted a corrected profile on [marvel.com/rpg](http://marvel.com/rpg).

(Narrators can choose to ignore these rules and use the version in the book if they want to give their players a much more challenging encounter.)

**Q: When statuses for elemental powers say they last “for 1 round,” what does this mean? Do they last until the end of the target’s turn, until the beginning of the attacker’s next turn, or the end of the attacker’s next turn?**

**A:** As stated on page 81 of the *Core Rulebook*:

**One round:** The power requires an action to use, and the effect lasts until the start of the character’s next turn (or the end of the next round at the latest).

This means the power lasts until the start of the attacker’s next turn. If the attacker holds or delays their turn, the longest the effect lasts is until the end of the next round. If the attacker is somehow removed from combat, the effect lasts until their next turn would have started instead.

**Q: Does a power such as Counterstrike Technique completely bypass damage reduction?**

**A:** No. Apply damage reduction normally on both the original attack and the counterattack.

Note that this power can only be used if the original attack actually does damage. If the defender’s damage reduction negates all damage, the trigger for the power doesn’t happen.

The damage done in return is half the attacker’s regular damage. That’s before damage reduction is applied. If the original attacker has damage reduction, they can apply it to the damage caused by Counterstrike Technique too.

Note that you always apply damage reduction before doing any math (like halving) to a result.

**Example:** *She-Hulk punches Black Panther (T’Challa), who is using his Attack Stance power. She hits, and her Marvel die is a 4. Her Melee Damage is  $dM \times 8 + 5$ . Normally the damage would be  $(4 \times 8) + 5 = 37$  points. Black Panther has damage reduction of  $-2$ , so the actual damage is  $(4 \times 6) + 5 = 29$  points.*

*Black Panther uses his reaction to activate his Counterstrike Technique power. Against a foe without damage reduction, this would do  $(37 \div 2 = 18.5, \text{ rounded up to } 19)$  points of damage. However, She-Hulk has damage reduction of  $-2$ , so the Counterstrike Technique does  $(29 \div 2 = 14.5, \text{ rounded up to } 15)$  points of damage.*

**Q: What qualifies as a non-combat check?**

**A:** Any check that’s not used as a direct attack is considered a non-combat check. This includes things that a character could do both during combat and outside of combat, like lifting a car or trying to intimidate someone.

For instance, if someone is trying to remove or destroy webbing, that’s a non-combat check, even if they attempt to do so in the middle of a fight.

**Q: Can you use multiple Reactions on the same Trigger?**

**A:** No.



**Q: If multiple characters use a Reaction on the same Trigger, how do you determine who goes first?**

A: The character with the higher initiative goes first. If there's a tie, the higher Vigilance goes first. If again there's a tie, roll a d6 until the tie is broken.

**Q: If a character participating in a Bonus Round attacks someone who isn't in the Bonus Round, can that target use reactions?**

A: Yes.

**Q: Do the Magic sub-power sets count as their own power sets for Thematic Bonus purposes?**

A: Yes.

**Q: Do the Discipline non-combat bonus values apply to Protection Hex if cast out of combat?**

A: Yes, the character can focus more, so they can apply better protection.

**Q: Should Immovable also negate being knocked prone?**

A: Yes.

**Q: Does powerful hex extra 5 focus cost, count toward the maximum focus you can spend in one action?**

A: Yes.

**Q: Can you use a power that exceeds your focus spending cap when taking it via the Surprising Power trait?**

A: No.

**Q: Can a telepath initiate a mental duel against a non-telepath?**

A: Yes.

**Q: When a mental duel is initiated and there is a telepathic network in place, does everyone in the network get included in the duel?**

A: When a mental duel starts, if there is a telepathic network involved on either side, those who are part of either network can choose to take part in the duel if they like. Starting a duel normally requires the consent of all participants, who are then committed to the duel, so the members of those networks who don't want to take part can decline to commit.

However, if a character forces a telepathic link with someone else, that forced link stands alone and is not part of any telepathic network that either character might be part of.

**Q: Does the prone condition have any effect on flying characters?**

A: A character that is knocked prone while flying is considered to be falling. Otherwise, it has no effect.

**Q: When using the "Getting Schooled" rules, can a character add ability points that exceed their current ability score cap? For example, a rank 2 character adding ability points to Melee to have a score of 6?**

A: Yes. However, their new cap is figured by the rank that they are working their way up to.

**Q: Can a character go past Rank 6 through an origin that gives a +1 to their Rank?**

**A:** No, Rank 6 is the cap for all characters. Beyond that, they are Rank X and Narrator controlled.

**Q: Does Elemental Protection protect against Health and Focus damage?**

**A:** No, just Health damage.

**Q: Why do some official profiles seem to be missing Traits or Tags?**

**A:** Some sharp-eyed players might have noticed that a few of the official profiles in our books seem to be missing some traits or powers that would normally be assigned to characters with a particular origin. This is rare, but it usually comes up in two cases.

The first case happens when a character has multiple origins with traits or powers that don't make sense with each other. When a character wants to make such a character, they should pick the Extraordinary Origins trait and then work with their Narrator to reconcile any inconsistencies.

A good example of this is the Sub-Mariner (Namor), who has both the Atlantean and Mutant origins. As an Atlantean, he should have the Breathe Different trait. However, because Namor also has human mutant ancestry, he doesn't have Breathe Different. He can breathe both air and water, so the Breathe Different trait is removed.

When such removals happen, they often cause related effects the character might have to deal with. In the case of Namor, for instance, he also does not have the blue skin of most Atlanteans, which marks him out as different from most people of the underwater kingdom he often rules.

The second case happens when a character has managed to eliminate certain traits from their origin. As described in the *Core Rulebook*, this can happen during the course of adventures, and many of the profiles in our books are for characters who have had countless adventures.

In both cases, the traits should not be removed from your original characters without the blessing (or hopefully encouragement) of your game's Narrator. Origins-based traits should not be removed during character creation lightly—especially ones that restrict the character. This should only be done to fit a character's unique backstory and to encourage intriguing stories.

Either way, removing a trait that would come with a character's origin does not allow the character to replace it with another trait.

**Q: Does the grab action use non-combat scores?**

**A:** No, any power or action that grabs a target is an attack and therefore does not use non-combat scores.

**Q: When a character is using Powerful Hex on a power, are they concentrating on Powerful Hex or the power it's using?**

**A:** They are concentrating on Powerful Hex.