Tony's Workshop

Tony Stark's ingenious Iron Man suit has come a long way from its original Mark I design. Each tweak gave birth to a new piece of tech for him to put to the test. As we've seen in many of his iterations, the first version isn't always the best. So, in the spirit of Tony's relentless work ethic, *Tony's Workshop* is a place for experimental rules and homebrew suggestions for your table. Grab some dice, give them a try, and let us know if you'd like to see these in the game at marvel.com/rpg.

Getting Schooled - Feedback Requested by February 9th

Below is a preview of new advancement rules from the *X-Men Expansion*:

Schools have always played a large role in X-Men stories, starting with Xavier's School for Gifted Youngsters. Under the tutelage of older and wiser mutants, the students study hard to learn how to make the most of their powers. This is often a gradual advancement that represents the benefits of constant training rather than happening in leaps and bounds.

For this reason, we're introducing a new means of advancement between ranks.

If a character has yet to hit their rank cap, they can use this method. While it's designed to work best with young mutants undergoing exhaustive training, the Narrator should feel free to use it with any kind of character.

Rising Through the Ranks

The space between one rank and the next is divided into tenths as shown on the Schooling Advancement Chart. Every time the character undergoes intensive training or has an adventure, they can check off one box of their controller's choice (player or Narrator) and take the bonus that goes with it.

Schooling Advancement Chart

- ☐ Ability Point
- ☐ Ability Point
- ☐ Ability Point
- ☐ Ability Point
- ☐ Ability Point
- ☐ Power
- ☐ Power
- ☐ Power
- ☐ Power
- ☐ Trait

Once the character has marked off all ten boxes, they rise up to the next rank and receive the remaining bonuses for ranking up that they haven't been awarded yet. This includes adding +1 to their damage multipliers and +1 to their Karma.

Recalculating
Every time the character gains an ability point, the player should make sure to recalculate any other values that might depend on that. This includes:

- Ability defenses
- Health
- Focus
- Damage bonuses
- Initiative Modifier
- Speeds

Rate of Advancement
How quickly characters can rise through the ranks is up to the Narrator. In general, a character should get to check one box every time they have a major battle or encounter in an adventure in which they use their powers. This should be one in which the outcome is uncertain, usually against foes of equal or higher rank.

A character can also check off a box after undergoing training. The X-Men could get one for training in the Danger Room, for instance. However, once a character checks off a box for training, they cannot do so again until they check off another box through adventuring.

An Ultimate Fantastic Success (616) on Initiative
If you get a Fantastic result on your initiative roll, your character gets to take part in a bonus round before the main combat begins. If you get an Ultimate Fantastic Success (616) on the roll, though, nothing extra happens. We'd like to change that, and here's what we propose.

> If a player rolls an Ultimate Fantastic Success on their initiative roll, they can turn their Marvel die to an M on any single action check they make during the bonus round.

Webcasting
We've heard that webbing is so tough that it can disrupt games, particularly at lower ranks. Because of that, we'd like to tinker with the target number for escaping it. The current target number for escaping webbing is 20.

> The target number for escaping webbing is 18.

Disarm
Sometimes a character wants to disarm an opponent rather than attacking them directly. When that happens, try this approach.

> The character makes a close or ranged attack with trouble on an object or weapon held by someone else. If the attacker has already grabbed the target, ignore the trouble. If the attacker wants to disarm someone another character has grabbed, the trouble stacks with the normal rules for attacking entangled characters.

If the attack succeeds, the target drops what they're holding in an adjacent space. On a Fantastic Success, the object or weapon is destroyed. On a Fantastic Success with a close attack, the attacker can choose to take the object or weapon instead of destroying it. Picking up and readying an item or weapon that was dropped due to a disarm requires an action.

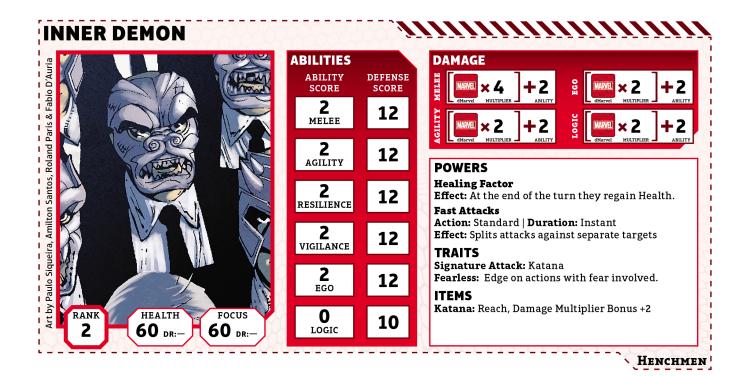Iconic Weapons cannot be destroyed in this manner.

The disarm action can only be used against handheld weapons—such as swords and guns—or improvised weapons used in similar ways. For example, a character cannot use it to destroy a mounted machine gun, but they could disarm someone attacking with a pistol or sword. Also, it cannot be used against weapons physically attached to the target.

Henchmen

Some Narrators have asked for a way to quickly generate henchmen for their villains on the fly. Here's a fast method.

In general, a henchman should only be Rank 1 or 2. Rank 3, tops. If they're tougher than that, they should have their own profile.

- The ability scores of a Henchman are equal to their rank, except for Logic, which is 0.
- Henchmen get 1 trait per rank.
- Henchmen get 1 power per rank, respecting any prerequisites. Choose them to fit the concept for this particular kind of henchman.
- Apply any tags that fit the concept for the henchman, but otherwise skip them.

INNER DEMON

Art by Paulo Siqueira, Amilton Santos, Roland Paris & Fabio D'Auria

RANK	HEALTH	FOCUS
2	60 DR:—	60 DR:—

ABILITIES

	ABILITY SCORE	DEFENSE SCORE
MELEE	2	12
AGILITY	2	12
RESILIENCE	2	12
VIGILANCE	2	12
EGO	2	12
LOGIC	0	10

DAMAGE

	MULTIPLIER	ABILITY
AGILITY MELEE	dMarvel ×4	+2
AGILITY	dMarvel ×2	+2
EGO	dMarvel ×2	+2
LOGIC	dMarvel ×2	+2

POWERS

Healing Factor
Effect: At the end of the turn they regain Health.

Fast Attacks
Action: Standard | Duration: Instant
Effect: Splits attacks against separate targets

TRAITS

Signature Attack: Katana
Fearless: Edge on actions with fear involved.

ITEMS

Katana: Reach, Damage Multiplier Bonus +2

Henchmen

The Battle Slider

Characters determine their Health by multiplying their Resilience by 30, and they determine their Focus by multiplying their Vigilance by 30. We did so after figuring that most battles between well-matched foes should last three to four rounds.

However, you might want your fights to be shorter or longer than that. If you want shorter fights, you can simply lower the Health/Focus multiplier, and if you prefer longer, knockdown battles, you can raise the Health/Focus multiplier.

For an instant battle, make the multiplier 10. For an epic fight that lasts days, try raising the multiplier all the way up to 100.