

MARVEL

MULTIVERSE ROLE-PLAYING GAME

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 what you think at marvel.com/rpg. Who knows, some of the rules you see here may even be added to future official releases.

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

Example: Doctor Strange casts *Shield of the Seraphim*, which requires 20 points to shatter. Dormammu punches him for 44 points of damage. This shatters the protection of *Shield of the Seraphim*, and the remaining damage of $(44-20=)$ 24 points gets through. Strange casts *Winds of Watoomb* with his reaction, which allows him to take the 24 points from his Focus instead of his Health, leaving the shield intact.

Lightning Actions

The character has lightning-fast moves.

Power Set: Super-Speed

Prerequisites: Rank 4

Duration: Permanent

Effect: Each 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.

Energy Absorption

The character turns damage into power.

Power Set: None

Prerequisites: Rank 4

Action: Reaction

Trigger: The character takes Health damage.

Duration: Instant

Cost: 15 Focus

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.

Time-Out

The character freezes time.

Power Set: Omniversal Travel

Prerequisites: Instant Replay, Rank 4

Action: Standard or reaction

Trigger: The character or an ally is attacked.

Duration: Concentration, up to 1 round per rank.

Cost: Varies, starts at 15 Focus per round

Effect: To start this power, the character pays 15 Focus and freezes time for everyone but themselves. This lasts for a single round, allowing them to take a standard and a movement action for free and without risk of interruption by another character's reaction.

If the character wishes, they can extend this power's duration for another round—or use it again later in the same battle—by paying 15 more Focus than they did for the round before. The second round, for instance, costs 30 Focus, the third costs 45, and so on.

The standard cap for spending Focus is lifted for this power. If used during a battle, the Focus cost for the power resets to the regular cost of 15 Focus at the end of the battle. Otherwise, it resets when the use of the power ends.

New Power Set

Omniversal Travel (Dreamtime)

This new subset of the Omniversal Travel power set allows the character to enter Dreamtime, the realm of dreams. They can travel through that manifestation of the collective unconscious, and they can even enter and affect the dreams of individuals.

Dreamtime represents the collective unconscious of every sentient species in the entire universe. Each such species has their own version of Dreamtime, and the one for humanity is known as the Dream Dimension, which is ruled by Nightmare. Technically, a character with Omniversal Travel (Dimensional) powers can reach these Dreamtime dimensions as

Dreamtime is also a nexus of myth and legends. Using these powers, a character can also travel from Dreamtime to any realm where gods live, including Asgard, Olympus and so on. If a dreamer awakens while characters are inside of their dream, the visitors are instantly shoved back to wherever they last came from. This is usually either Dreamtime or the real world.

To take direct action in a dream they are visiting, a character must spend 5 Focus as a reaction. This allows them to take regular actions inside the dream for one round. They can even use powers that require Focus.

Focus spent or lost inside a dream is actually lost. Health lost inside a dream, though, is restored the moment the character leaves the dream.

If a character dies in a dream, they are not actually killed. Instead, they are shattered. When this happens, they should make a Challenging Ego check. On a success, they wake up shattered. On a Fantastic success, they awaken with 1 Focus. Otherwise, they are stuck in a coma until they recover from being shattered.

Powers List

- Enter Dreams
- Enter Dreams Together
- Enter Dreamtime
- Enter Dreamtime Together

Enter Dreams

The character can enter another person's dream.

Power Set: Omniversal Travel

Prerequisites: Enter Dreamtime, Rank 3

Action: Standard or movement

Duration: Instant

Cost: 10 Focus

Effect: The character instantly moves either into or out of another person's dream. To do so, the dreamer must be asleep. The character has no direct control over the dream, but they can observe it and speak with people inside it, including the dreamer.

Enter Dreams Together

The character can bring others with them into a person's dream.

Power Set: Omniversal Travel

Prerequisites: Enter Dreams, Rank 4

Action: Standard, movement or reaction

Duration: Instant

Cost: 15 Focus

Effect: The character moves into another person's dream, taking any person they are touching with them. If the target does not wish to come along, the character must grab them first. The visitors to the dream have no direct control over the dream, but they can observe it and speak with people inside it, including the dreamer.

Enter Dreamtime

The character can enter the realm of dreams.

Power Set: Omniversal Travel

Prerequisites: Rank 2

Action: Standard or movement

Duration: Instant

Cost: 15 Focus

Effect: The character instantly moves either into or out of Dreamtime. While there, they can observe the dreams of anyone who is asleep at the time. However, they cannot enter any individual's dream. When they leave Dreamtime for the real world, they return to the place where they began their journey.

Enter Dreamtime Together

The character can bring others with them into Dreamtime.

Power Set: Omniversal Travel

Prerequisites: Enter Dreamtime, Rank 3

Action: Standard, movement or reaction

Duration: Instant

Cost: 10 Focus

Effect: The character instantly moves either into or out of Dreamtime, taking any person they are touching with them. If the target does not wish to come along, the character must grab them first. While there, they can observe the dreams of anyone who is asleep at the time. However, they cannot enter any individual's dream. When they leave Dreamtime for the real world, they return to the place where they began their journey.

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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



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

DAMAGE

<p>MELEE</p> 	<p>AGILITY</p> 	<p>EGO</p> 
<p>LOGIC</p> 		

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.

Getting Schooled - We've updated this in the *X-Men Expansion*

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.

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.

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.

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.