

MARVEL MULTIVERSE ROLE-PLAYING GAME

Marvel Multiverse Role-Playing Game: Update 1.2 Summary

We made a lot of changes in Update 1.2. Here's a quick summary.

UPDATE – 8/31/22

- **Ranks** changed from 1–25 to 1–6. Ranks are meant to be a narrative representation of a hero's power level, not an experience-point-based level system.
- Characters have more **Ability Score Points**.
- **Ability Score Caps** are lower.
- We eliminated **Archetypes** entirely.
- Each **Action Modifier** is now a character's Ability plus their Rank.
- Each **Defense Score** is now a character's Action Modifier plus 10.
- **Karma** now equals a character's Rank.
- The Power formerly known as **Mighty** is now **Super-Strong**. Characters with this power add their **Super-Strong** level to their **Rank** to determine their damage multiplier. Let's look at Captain Marvel (Rank 6, Super-Strong 4) for example:

Standard Fight Damage: dMarvel x 6

Plus 4 Ranks for Super-Strong 4

Actual Fight Damage: dMarvel x 10

- The **Initiative Modifier** is now equal to a character's Vigilance Action Modifier.
- There are now only three kinds of **actions**: Move, Action, Reaction.
- Maintained and Sustained powers now last with **Concentration**.
- **Health** is now equal to a character's Resilience Modifier multiplied by 20.



MULTIVERSE ROLE-PLAYING GAME

- **Focus** is now equal to a character's Vigilance Modifier multiplied by 20.
- The stats for **weapons** changed to fit the new Damage rules.
- We defined **lethal vs. nonlethal damage**.
- We eliminated **damage modifiers**.
- **Double damage is the default** result for a Fantastic Roll.
- **Downed heroes** can use Karma to recover Health or Focus in battle.
- We eliminated **damage subtypes**.
- We eliminated **botches**.
- For **Trouble**, the person rolling the dice now just rerolls the highest die.
- **Movement** is expressed in 5-foot spaces rather than feet.
- Many **powers will now cost Focus** to use.
- We revised all the current character profiles to fit this, and we released a new profile for **Shang-Chi**.



HEALTH
140

FOCUS
140

ABILITIES

	Score	Modifier	Defense
MIGHT	8	+12	22
AGILITY	7	+11	21
RESILIENCE	3	+7	17
VIGILANCE	3	+7	17
EGO	5	+9	19
LOGIC	4	+8	18

Initiative Modifier: +7

Run Speed: 7 spaces

Fight Damage: dMarvel × 4

Ranged Damage: dMarvel × 4

Damage Reduction: 30

Size: Average

Karma: 4

POWERS

Battlesuit

- Armor 3

Martial Arts

- Always Ready
- Brace for Impact
- Do This All Day

Utility Powers

- Heightened Senses
- Inspiration

Tactical Mastery

- Battle Plan
- Change of Plans
- Combat Support
- Operations Center

RANK

4

BIOGRAPHY

Real Name: T'Challa

Gender: Male

Height: 6'

Weight: 200 lbs.

Eyes: Brown

Hair: Black, short

Distinguishing Features: None

Occupation: Ruler of Wakanda

Teams: Agents of Wakanda, Avengers, Fantastic Four, Panther Cult, Ultimates

Base: Wakanda

HISTORY

As the young heir of Wakanda, T'Challa went through a grueling series of tests to prove his worthiness to become the Black Panther and lead his nation, the most technologically advanced country on the planet. At one point, he lost the powers given to him as the Black Panther by the heart-shaped herb, but he regained them by pledging himself to the panther god Bast and becoming King of the Dead, ruler of the Necropolis under Wakanda.

Today, T'Challa not only leads Wakanda and the Avengers but also the Agents of Wakanda, which provides support for the Avengers on their vital missions. He also spends as much time as he can with his ex-wife, Storm, with whom he has renewed their romance.

PERSONALITY

T'Challa is serious, competent, and regal. He was born to his position, but knew that he would always have to work hard to attain it and keep it. He takes nothing for granted, especially his responsibilities, the greatest of which is the welfare of his people. While Wakandan to his core, he was educated in Europe and America.

BACKSTORY

- **Origin:** High Tech
- **Origin:** Magic
- **Profession:** Ruler

TRAITS

- Authority
- Combat Finesse
- Enhanced Physique
- **Extraordinary Origin:** Magic
- Famous
- **Headquarters:** Wakanda
- **Obligation:** Wakanda
- Powerful
- Public Identity
- Regal
- Rich
- Supernatural
- Tech Reliance
- **Weapon:** Electrified vibranium claws in battlesuit


HEALTH
180

FOCUS
185

ABILITIES

	Score	Modifier	Defense
MIGHT	8	+12	22
AGILITY	6	+10	20
RESILIENCE	5	+9	19
VIGILANCE	5	+9	19
EGO	4	+8	18
LOGIC	2	+6	16

Initiative Modifier: +9 (With an Edge)

Run Speed: 7 spaces

Fight Damage: dMarvel × 4

Ranged Damage: dMarvel × 4

Damage Reduction: 40 vs. Health Damage
(with Shield)

Size: Average

Karma: 4

POWERS

Shield Bearer

- Do This All Day
- Hurlled Shield Bash
- Immovable
- Rico-Shield
- Shield 4
- Shield Bash

Tactical Mastery

- Battle Plan
- Change of Plans
- Combat Support
- Operations Center

Utility

- Inspiration

RANK

4

BIOGRAPHY

Real Name: Steve Rogers

Gender: Male

Height: 6'2"

Weight: 240 lbs.

Eyes: Blue

Hair: Blond

Distinguishing Features: None

Occupation: Adventurer

Teams: Avengers, S.H.I.E.L.D., U.S. Army

Base: Avengers Mountain

HISTORY

At the dawn of World War II, scrawny Steve Rogers was rejected by the U.S. Army as unfit for service, but Dr. Abraham Erskine saw something in him and selected him for the first human trials for his Super-Soldier Serum. A Nazi sympathizer assassinated Erskine during the procedure, but not before Rogers was improved to the peak of human physical ability. As Captain America, Rogers fought Nazis on the front lines in Europe, alongside his sidekick Bucky Barnes—right up until 1945 when they were presumed killed while stopping a plot by the evil Baron Zemo.

Decades later, the newly formed Avengers found Rogers frozen in a block of ice and revived him. He immediately leaped back into action, defending American ideals and saving the entire planet again and again.

PERSONALITY

Rogers is serious about helping people out, and he's a natural leader, both in and out of combat. He knows that when he's in his costume and carrying his shield he represents everything that is great about the land and people he loves so much.

BACKSTORY

- **Origin:** Weird Science
- **Profession:** Soldier

TRAITS

- Battle Ready
- Combat Expert
- Combat Reflexes
- Combat Trickery
- **Connections:** Military
- Public Identity
- Public Speaking
- **Signature Weapon:** Captain America's shield. [Grants the user one extra level of the power Shield, up to Shield 4.]
- Situational Awareness
- Weird


HEALTH
245

FOCUS
303

ABILITIES

	Score	Modifier	Defense
MIGHT	9	+15	25
AGILITY	9	+15	25
RESILIENCE	5	+11	21
VIGILANCE	8	+14	24
EGO	2	+8	18
LOGIC	2	+8	18

Initiative Modifier: +14

Run Speed: 7 spaces

Flight Speed: 40 spaces

Fight Damage: dMarvel × 10

Ranged Damage: dMarvel × 6

Size: Average

Karma: 6

POWERS

Super-Strength

- Super-Strong 4

Energy Control

- Energy Absorption
- Energy Beam
- Energy Blast
- Energy Wave
- Illumination
- Supernova

Utility

- Environmental Protection
- Flight 2
- Healing Factor
- Inspiration
- Ram
- Sturdy
- Tough

RANK

6

BIOGRAPHY

Real Name: Carol Danvers

Gender: Female

Height: 5'11"

Weight: 145 lbs.

Eyes: Blue

Hair: Blond, length varies

Distinguishing Features: None

Occupation: Adventurer

Teams: Alpha Flight (space program), Avengers, Ultimates, U.S. Air Force

Base: New York City

HISTORY

While serving as a pilot for the U.S. Air Force and NASA, Carol Danvers became involved with Captain Mar-Vell, a super-powered visitor from the Kree Empire, and was caught in an explosion she thought gave her super-powers too. She later discovered the blast activated the Kree DNA she was previously unaware she'd inherited from her mother.

Danvers joined the Avengers, but lost her powers to Rogue. Over the years, she has struggled with fluctuating power levels, alcoholism, and low self-confidence, but after using the names Binary, Warbird, and Ms. Marvel, Danvers claimed the Captain Marvel name to honor Mar-Vell, who had died of cancer.

PERSONALITY

Danvers is a strong-willed and pragmatic person who has embraced her role as a mentor to younger heroes like the new Ms. Marvel (Kamala Khan). She cares for her friends deeply and does whatever it takes to protect them and the worlds in which they live.

BACKSTORY

- **Origin:** Alien
- **Profession:** Soldier
- **Profession:** Spy

TRAITS

- Alien Heritage
- Authority
- Battle Ready
- Black Market Access
- Combat Expert
- Combat Finesse
- Combat Reflexes
- Combat Trickery
- **Connections:** Espionage
- **Connections:** Military
- Enhanced Physique
- Extra Career
- Fearless
- Leverage
- **Linguist:** Arabic, English, Imperial Shi'ar, Kree, Russian
- Piloting
- Situational Awareness

HEALTH
240FOCUS
140

ABILITIES

	Score	Modifier	Defense
MIGHT	10	+14	24
AGILITY	5	+9	19
RESILIENCE	8	+12	22
VIGILANCE	3	+7	17
EGO	2	+6	16
LOGIC	2	+6	16

Initiative Modifier: +7**Run Speed:** 12 spaces**Climb Speed:** 12 spaces**Glide Speed:** 24 spaces**Fight Damage:** dMarvel × 6**Ranged Damage:** dMarvel × 4**Damage Reduction:** 20 vs. Health damage or 40 vs. Health damage (with Body Sphere)**Size:** Average**Karma:** 4

POWERS

Super-Strength

- Crushing Grip
- Quick Toss
- Super-Strong 2

Plasticity

- Body Sheet
- Body Sphere
- Extended Reach 2
- Flexible Bones 2
- Stilt Steps

Utility

- Environmental Protection
- Healing Factor

RANK

4

BIOGRAPHY

Real Name: Groot**Gender:** Male**Height:** Varies**Weight:** Varies**Eyes:** Black**Hair:** Branches**Distinguishing Features:** Plantlike alien**Occupation:** Adventurer**Team:** Guardians of the Galaxy**Base:** Mobile**HISTORY**

Groot hails from Planet X and is an alien member of the *Flora colossi* race, a people who resemble trees and educate their young via photosynthesis. After rebelling against the way his people treated other intelligent species, Groot was banished from his homeworld, and he took to adventuring around the galaxy. There he met his best friend, Rocket Raccoon, and along with him, joined the Guardians of the Galaxy led by Star-Lord (Peter Quill).

Groot has nearly been killed a number of times, but on each occasion, he managed to regrow himself from as little remaining of himself as a splinter. He seems dedicated to helping others, especially Rocket and their fellow teammates in the Guardians.

PERSONALITY

Groot is talkative and intelligent, but due to his stiff and inflexible larynx, it appears to others that he can only say "I am Groot." In actuality, those with a trained ear can discern what Groot is saying in the subtle sigh and breeze under the words.

BACKSTORY

- **Origin:** Alien
- **Profession:** Outsider

TRAITS

- Alien Heritage
- Combat Expert
- **Connections:** Outsiders
- Enhanced Physique
- Extreme Appearance
- Fearless
- First Aid
- Fresh Eyes
- Mute (Can only say "I am Groot.")
- Scientific Expertise
- Stranger
- Streetwise
- Weird

HEALTH
120FOCUS
200

ABILITIES

	Score	Modifier	Defense
MIGHT	5	+9	19
AGILITY	6	+10	20
RESILIENCE	2	+6	16
VIGILANCE	6	+10	22
EGO	4	+8	18
LOGIC	7	+11	21

Initiative Modifier: +10**Run Speed:** 7 spaces**Flight Speed:** 28 spaces**Fight Damage:** dMarvel × 6**Ranged Damage:** dMarvel × 4**Damage Reduction:** 20**Size:** Average**Karma:** 4

POWERS

Battlesuit

- Armor 2
- Lock-On
- Super-Strong 2

Energy Control

- Energy Beam
- Energy Blast
- Energy Wave

Utility

- Environmental Protection
- Flight 2
- Ram
- Thermal Vision

RANK

4

BIOGRAPHY

Real Name: Anthony "Tony" Stark**Gender:** Male**Height:** 6'1"**Weight:** 225 lbs.**Eyes:** Black**Hair:** Black, short**Distinguishing Features:** Van Dyke beard**Occupation:** Businessman, inventor, philanthropist, adventurer**Teams:** Avengers, Guardians of the Galaxy, S.H.I.E.L.D.**Base:** New York City**HISTORY**

Tony Stark is the adopted son of Maria Stark and weapons manufacturer Howard Stark, founder of Stark Enterprises. He inherited the business when his parents were killed in a car crash, and he transformed it into a global conglomerate worth billions. During an overseas weapons demonstration, a terrorist attack caused an explosion that lodged shrapnel near Stark's heart. After being captured by the terrorists, instead of producing a weapon for them, he built a suit of powered armor in which he escaped.

After returning home, Stark improved his armor and pretended that Iron Man was his personal bodyguard. He decided to use his powers and his amazing fortune for good by co-founding and then funding the Avengers.

PERSONALITY

Stark is one of the smartest, wealthiest, and most famous people on Earth, something that can make him both arrogant and sarcastic. He's all too aware of his shortcomings and tries to temper his sharp tongue, especially around his longtime friends, to whom he is extremely loyal.

BACKSTORY

- **Origin:** High Tech
- **Profession:** Tycoon

TRAITS

- Combat Finesse
- **Connections:** Celebrities
- Famous
- Glibness
- Headquarters
- Heroic
- Inventor
- Lab Access
- **Linguist:** Chinese (Mandarin), English, French, Japanese, Russian, Korean, Urdu
- Public Identity
- Quick Learner
- Rich
- Tech Reliance

ROCKET RACCOON



HEALTH
100

FOCUS
200

ABILITIES

	Score	Modifier	Defense
MIGHT	1	+4	14
AGILITY	4	+7	17
RESILIENCE	2	+5	15
VIGILANCE	7	+10	20
EGO	4	+7	17
LOGIC	7	+10	22

Initiative Modifier: +10

Run Speed: 5 spaces

Fight Damage: dMarvel × 3

Ranged Damage: dMarvel × 3

Damage Reduction: 15

Size: Small

Karma: 3

POWERS

Cybernetics

- Augmented Intelligence
- Reinforced Skeleton

Firearms

- Both Guns Blazing
- Dance of Death
- Slow-Motion Shoot-Dodge
- Suppressive Fire

Utility

- Inspiration

Tactical Mastery

- Battle Plan
- Change of Plans
- Combat Support

RANK

3

BIOGRAPHY

Gender: Male

Height: 4'

Weight: 55 lbs.

Eyes: Brown (with tapetal reflection)

Hair: Brown, black, and white

Distinguishing Features: Raccoon-like alien

Occupation: Adventurer

Teams: Avengers, Guardians of the Galaxy

Base: Mobile

HISTORY

Rocket is a genetically and cybernetically engineered extraterrestrial created to resemble an Earth raccoon and to work as one of the protectors of the Loonies, a group of criminally insane aliens sentenced to life on the prison planet Halfworld, in the Keystone Quadrant. After leaving his position, Rocket made his way into the wider galaxy, where he wound up involved in questionable activities that landed him in a Kree prison. There, he met his best friend, Groot, and together, they helped form the Guardians of the Galaxy.

With the rest of the Guardians, Rocket saved the galaxy from being destroyed by the alien hive fleet known as the Phalanx. After that, they decided to band together permanently, becoming a family as much as a team. Rocket has even stepped up to lead the team when Star-Lord wasn't available.

PERSONALITY

Rocket is sharp and conniving, one of the smartest people around, especially when it comes to tactics and logistics. He carries larceny in his heart and is always looking for a better angle on any problem that presents itself.

BACKSTORY

- **Origin:** Alien
- **Profession:** Outsider
- **Profession:** Criminal

TRAITS

- Abrasive
- Alien Heritage
- Black Market Access
- Combat Reflexes
- Combat Trickery
- **Connections:** Criminal
- **Connections:** Outsiders
- Debate Champ
- Dealmaker
- Eidetic Memory
- Extra Career
- Extreme Appearance
- Fresh Eyes
- Piloting
- Short
- Stranger
- Streetwise

HEALTH
100FOCUS
260

ABILITIES

	Score	Modifier	Defense
MIGHT	9	+13	23
AGILITY	4	+8	18
RESILIENCE	1	+5	15
VIGILANCE	9	+13	23
EGO	2	+6	16
LOGIC	1	+5	15

Initiative Modifier: +13 (With an Edge)**Run Speed:** 6 spaces**Fight Damage:** dMarvel × 4 (× 8 with Attack Stance)**Ranged Damage:** dMarvel × 4**Size:** Average**Karma:** 4

POWERS

Martial Arts

- Attack Stance
- Brace for Impact
- Chain Strikes
- Counterstrike Technique
- Defense Stance
- Do This All Day
- Fast Strikes
- Focused Strike
- Grappling Technique
- Regain Focus
- Reverse Momentum Throw
- Spin and Throw
- Unflappable Poise
- Untouchable Position

RANK

4

BIOGRAPHY

Real Name: Zheng Shang-Chi**Gender:** Male**Height:** 5'10"**Weight:** 175 lbs.**Eyes:** Brown**Hair:** Black, short**Distinguishing Features:** None**Occupation:** Adventurer, Supreme Commander of the Five Weapons Society**Teams:** Agents of Atlas, Avengers, Five Weapons Society, Heroes for Hire, Protectors**Base:** Chinatown, New York City**HISTORY**

As the son of the criminal mastermind Zheng Zu, Shang-Chi—who believed his father to be a good man—was trained from an early age to become the ultimate martial artist. When sent on a mission to assassinate one of his father's enemies, he learned the truth and vowed to destroy his father's criminal empire instead.

After Zheng Zu's death, Shang-Chi inherited his father's position as the Supreme Commander of the Five Weapons Society. He also learned that his mother—Jiang Li—hailed from the pocket dimension Ta Lo, and that her father—Chieftain Xin—wanted to destroy Shang-Chi's entire family and take possession of the mystical Ten Rings.

PERSONALITY

Shang-Chi is a loyal friend and a determined leader who works hard to refute his father's criminal legacy. He regularly resists the temptations of power and respects the rule of law. Despite this, he tries to maintain a light and friendly demeanor.

BACKSTORY

- **Origin:** Special Training
- **Profession:** Spy

TRAITS

- Black Market Access
- Combat Expert
- Combat Trickery
- **Connections:** Espionage
- Determination
- Free Running
- **Leader:** Five Weapons Society
- Leverage
- Situational Awareness

HEALTH
220FOCUS
120

ABILITIES

	Score	Modifier	Defense
MIGHT	10	+14	24
AGILITY	4	+8	18
RESILIENCE	7	+11	21
VIGILANCE	2	+6	16
EGO	3	+7	17
LOGIC	4	+8	18

Initiative Modifier: +6**Run Speed:** 6 spaces**Jump Speed:** 24 spaces**Fight Damage:** dMarvel × 8**Ranged Damage:** dMarvel × 4**Size:** Big**Karma:** 4

POWERS

Super-Strength

- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Jump 3
- Quick Toss
- Smash
- Super-Strong 4
- Unrelenting Smash

Utility

- Environmental Protection

RANK

4

BIOGRAPHY

Real Name: Jennifer Walters**Gender:** Female**Height:** 5'10"/6'7"**Weight:** 150 lbs./700 lbs.**Eyes:** Green**Hair:** Brown/dark green**Distinguishing Features:** Green hair and skin (as She-Hulk)**Occupation:** Attorney, adventurer**Teams:** Avengers, Fantastic Four**Base:** New York City**HISTORY**

Young attorney Jennifer Walters nearly died after being shot by a criminal. A blood transfusion from her cousin Bruce Banner—also known as the Hulk—saved her life, but the gamma-irradiated blood granted her powers similar to those of her cousin. Unlike the Hulk though, Walters can control the transformations into her emerald-skinned alter ego and retains her intelligence.

In the years since, Walters has proven herself a valuable member of the Avengers and a regular substitute member of the Fantastic Four. While she spent some time as a bounty hunter, she regularly returns to the law. Her skills as a sharp litigator with hands-on experience with super-powered people keeps her in high demand.

PERSONALITY

In her regular form, Walters is often an introverted homebody, but when in her She-Hulk form, she is much more extroverted, to the point of aggressiveness. She struggles to balance these two sides of her personality and sometimes prefers to simply remain She-Hulk, who she considers more fun.

BACKSTORY

- **Origin:** Weird Science
- **Profession:** Lawyer

TRAITS

- Combat Expert
- Dealmaker
- Debate Champ
- Extreme Appearance
- Green Door
- Interrogation
- Legal Eagle
- Massive
- Public Identity
- Public Speaking
- Weird

SPIDER-MAN (MILES MORALES)



HEALTH
120

FOCUS
120

ABILITIES

	Score	Modifier	Defense
MIGHT	5	+8	18
AGILITY	9	+12	22
RESILIENCE	3	+6	16
VIGILANCE	3	+6	16
EGO	3	+6	16
LOGIC	2	+5	15

Initiative Modifier: +6 (With an Edge)

Run Speed: 7 spaces

Climb Speed: 7 spaces

Swingline Speed: 21 spaces

Fight Damage: dMarvel × 4

Ranged Damage: dMarvel × 3

Size: Average

Karma: 3

POWERS

Spider-Powers

- Jump 1
- Spider-Dodge
- Spider-Sense
- Spider-Strike
- Super-Strong 1
- Venom Blast
- Wallcrawling
- Webcasting
- Webgrabbing
- Webslinging
- Webtrapping

Utility

- Camouflage

RANK

3

BIOGRAPHY

Real Name: Miles Morales

Gender: Male

Height: 5'8"

Weight: 160 lbs.

Eyes: Brown

Hair: Black, short

Distinguishing Features: None

Occupation: Student

Teams: Champions, Spider-Army, Order of the Web

Base: New York City

HISTORY

Born in an alternate universe (Earth-1610), high-school student Miles Morales was bitten by a genetically modified spider that granted him amazing spiderlike abilities. After witnessing the death of his universe's Spider-Man (Peter Parker), Morales decided to take on the hero's mantle and become the new Spider-Man.

When Morales' universe was destroyed, he managed to escape to the main Marvel Universe (Earth-616), and the Molecule Man integrated Morales' past life and family into his new home, restoring some of them to life. Today, Morales attends the Brooklyn Visions Academy and adventures alongside the original Spider-Man, the Order of the Web (a team of Spider-Man-related heroes), and the Champions (a team of teenaged heroes), as well as establishing himself as a hero all his own.

PERSONALITY

Morales is an excellent student and a loyal friend. He remembers little of his old life on Earth-1610, but he is dedicated to making the most of his second chances on Earth-616 with his family. He looks up to Peter Parker as a mentor, but at the same time, he is determined to carve out his own path and become his own kind of hero.

BACKSTORY

- **Origin:** Weird Science
- **Profession:** Student

TRAITS

- Combat Finesse
- Combat Reflexes
- Combat Trickery
- Free Running
- **Mentor:** Peter Parker
- **Obligation:** School
- Quick Learner
- Secret Identity
- Sneaky
- Weird

SPIDER-MAN (PETER PARKER)



HEALTH
100

FOCUS
120

ABILITIES

	Score	Modifier	Defense
MIGHT	5	+8	18
AGILITY	9	+12	24
RESILIENCE	2	+5	15
VIGILANCE	3	+6	16
EGO	2	+5	15
LOGIC	4	+7	17

Initiative Modifier: +6 (With an Edge)

Run Speed: 7 spaces

Climb Speed: 7 spaces

Swingline Speed: 21 spaces

Glide Speed: 14 spaces

Fight Damage: dMarvel × 4

Ranged Damage: dMarvel × 3

Size: Average

Karma: 3

POWERS

Spider-Powers

- Jump 1
- Spider-Dodge
- Spider-Sense
- Spider-Strike
- Super-Strong 1
- Wallcrawling
- Webcasting
- Webgliding
- Webgrabbing
- Webslinging
- Webtrapping

Utility

- Wisecracker

RANK

3

BIOGRAPHY

Real Name: Peter Parker

Gender: Male

Height: 5'10"

Weight: 170 lbs.

Eyes: Hazel

Hair: Brown, short

Distinguishing Features: None

Occupation: Reporter, inventor, photographer, student

Teams: Avengers, Fantastic Four, Spider-Army

Base: New York City

HISTORY

Bitten by a radioactive spider when he was in high school, Peter Parker gained a suite of spider-related powers. He exploited them for profit until he let a robber get away who later shot and killed his Uncle Ben in a botched burglary, driving home the lesson, "with great power there must also come great responsibility." Since then, Parker has dedicated himself to fighting crime and helping those who have less power than him.

Over the years, Parker has been cloned, discovered one of his costumes was an alien symbiote, and learned more about his deep connection to the Spider-Totem. At the same time, he's battled against the most colorful rogues' gallery around. Meanwhile, he's met up with several different variations on Spider-Man hailing from alternate dimensions, including the younger Miles Morales, also known as Spider-Man.

PERSONALITY

Parker is a genius who often lets his sense of responsibility get in the way of taking care of the basics of his life. He's known for his sharp wit and his wisecracking ways, which he often uses to enrage his foes. Despite the problems that often plague his personal life, it's rare that he lets feeling sorry for himself stop him from helping others, especially when he's in costume, webswinging through the city's streets.

BACKSTORY

- **Origin:** Weird Science
- **Profession:** Journalist

TRAITS

- Audience
- Combat Finesse
- Combat Reflexes
- Combat Trickery
- **Connections:** Sources
- Free Running
- Heroic
- Inventor
- Pundit
- Secret Identity
- Scientific Expertise
- Weird


HEALTH
140

FOCUS
220

ABILITIES

	Score	Modifier	Defense
MIGHT	4	+8	18
AGILITY	3	+7	17
RESILIENCE	3	+7	17
VIGILANCE	7	+11	21
EGO	9	+13	23
LOGIC	4	+8	18

Initiative Modifier: +11

Run Speed: 6 spaces

Flight Speed: 24 spaces

Fight Damage: dMarvel × 4

Ranged Damage: dMarvel × 4

Size: Average

Karma: 4

POWERS

Weather Control

- Blow Back
- Blow Down
- Control Weather 3
- Group Flight
- Lightning Barrage
- Lightning Strike
- Nature Sense
- Thunder
- Weather Chill
- Weather Warm

Utility

- Flight 2

RANK

4

BIOGRAPHY

Real Name: Ororo Munroe

Gender: Female

Height: 5'11"

Weight: 145 lbs.

Eyes: Blue

Hair: White, length varies

Distinguishing Features: Her eyes turn white when using her powers

Occupation: Adventurer

Teams: Avengers, Gods of Wakanda, Marauders (Pryde's team), Quiet Council of Krakoa, X-Men

Base: Krakoa, Wakanda

HISTORY

The latest in a long line of witch-priestesses from Africa, Ororo Munroe was orphaned during a war in Egypt and wound up living on the streets of Cairo as a thief. Later, Professor X found her and convinced her to join the X-Men where she quickly became one of the team's strongest members and has long served as one of its leaders.

Munroe fell in love with and married the Black Panther (T'Challa), but conflict between the X-Men and the Avengers led to their marriage being annulled. She has since reconciled with him, but she spends much of her time on the island of Krakoa, serving in the government there, while his duties require him to live in Wakanda.

PERSONALITY

Munroe is a force of nature in her powers and her personality. She is comfortable as a thief and a queen, and she is majestic in both roles. Despite her regal nature, she has a sharp sense of humor.

BACKSTORY

- **Origin:** Mutant
- **Profession:** Criminal
- **Profession:** Ruler

TRAITS

- Authority
- Beguiling
- Black Market Access
- Combat Expert
- Combat Trickery
- **Connections:** Criminal
- Extra Career
- Hounded
- Krakoaan
- Powerful
- Public Identity
- Regal
- Sneaky
- Streetwise
- X-Gene

THOR (JANE FOSTER)



HEALTH
200

FOCUS
160

ABILITIES

	Score	Modifier	Defense
MIGHT	9	+14	24
AGILITY	6	+11	21
RESILIENCE	5	+10	20
VIGILANCE	3	+8	18
EGO	8	+13	23
LOGIC	4	+9	19

Initiative Modifier: +8

Run Speed: 8 spaces

Flight Speed: 40 spaces

Fight Damage: dMarvel × 9

Ranged Damage: dMarvel × 5

Size: Big

Karma: 5

POWERS

Super-Strength

- Super-Strong 4

Weather Control

- Blow Away
- Blow Back
- Blow Down
- Control Weather 4
- Lightning Barrage
- Lightning Strike
- Thunder

Utility

- Flight 2

RANK

5

BIOGRAPHY

Real Name: Jane Foster

Gender: Female

Height: 5'7"/5'9"

Weight: 135 lbs./450 lbs.

Eyes: Brown

Hair: Brown/blond

Distinguishing Features: None

Occupation: Doctor

Teams: Avengers

Base: New York City, Asgard

HISTORY

Jane Foster served as a nurse for Doctor Donald Blake, the alter ego of Thor Odinson, with whom she fell in love. Thor's father, Odin, separated them though, and Foster went on to become a doctor herself, as well as a wife and mother. She later divorced her husband, who retained custody of their son.

While Foster battled breast cancer, Thor Odinson lost the ability to use his magic hammer, Mjolnir. The hammer reached out to Foster, who took possession of it and gained the power of Thor. Odinson gave his blessing and approved of Foster using the name Thor. Becoming Thor purged Foster's body of the chemotherapy drugs fighting her cancer though and after a series of adventures that nearly killed her, she gave up being Thor and successfully fought her cancer. She later became a Valkyrie to help shepherd the souls of dead heroes to Valhalla.

PERSONALITY

Foster is smart, capable, and determined, able to stand up to Asgardian gods. Life has not always been kind to her, but she's survived it all and come out more independent and capable than ever.

BACKSTORY

- **Origin:** God
- **Origin:** Special Training
- **Profession:** Health Care Worker

TRAITS

- Clinician
- Combat Expert
- Combat Reflexes
- Combat Trickery
- **Connections:** Asgardian gods
- Determination
- Enhanced Physique
- Extraordinary Origin
- First Aid
- God Heritage
- Massive
- Prescription Pad
- Secret Identity
- **Signature Weapon:** Mjolnir



HEALTH
260

FOCUS
145

ABILITIES

	Score	Modifier	Defense
MIGHT	12	+17	27
AGILITY	4	+9	19
RESILIENCE	8	+13	23
VIGILANCE	2	+7	17
EGO	8	+13	23
LOGIC	1	+6	16

Initiative Modifier: +7

Run Speed: 7 spaces

Flight Speed: 35 spaces

Fight Damage: dMarvel × 9

Ranged Damage: dMarvel × 5

Size: Big

Karma: 5

POWERS

Super-Strength

- Super-Strong 4

Weather Control

- Blow Away
- Blow Back
- Blow Down
- Control Weather 4
- Lightning Barrage
- Lightning Strike
- Thunder

Utility

- Flight 2

RANK

5

BIOGRAPHY

Real Name: Thor Odinson

Gender: Male

Height: 6'6"

Weight: 640 lbs.

Eyes: Blue

Hair: Blond, length varies

Distinguishing Features: None

Occupation: God of Thunder, King of Asgard

Teams: Gods of Asgard, Avengers, God Squad

Base: Asgard

HISTORY

As the son of Odin—ruler of the Asgardian gods—Thor was destined for greatness. Raised alongside his adopted brother, Loki—the God of Mischief—Thor had many adventures as a youth. When Odin realized Thor needed to learn humility, he erased Thor's memories and sent him to Earth as medical student Donald Blake. After learning his lesson, he recovered his powers and memories, and served both Asgard and Earth as Thor.

After Thor (and a number of variants) defeated Malekith in the War of the Realms, he became the new All-Father of Asgard. Ruling over his people does not suit the thunder god well as he prefers to be an active hero instead.

PERSONALITY

Thor can be grim when faced with his responsibilities, but he feels most himself when given something he can strike with his enchanted hammer, Mjolnir, preferably a worthy foe. There is little he enjoys more than a drink after a well-fought battle. Despite all his time on Earth—and in America—he still speaks with an Asgardian accent and often in an old-fashioned way.

BACKSTORY

- **Origin:** God
- **Profession:** Outsider
- **Profession:** Ruler

TRAITS

- Authority
- Battle Ready
- Combat Expert
- Combat Reflexes
- **Connections:** Outsiders
- Enhanced Physique
- Extra Career
- Fresh Eyes
- God Heritage
- Massive
- Powerful
- Public Identity
- Regal
- **Signature Weapon:** Mjolnir
- Stranger
- Worshipped

WOLVERINE (LOGAN)



HEALTH
260

FOCUS
185

ABILITIES

	Score	Modifier	Defense
MIGHT	9	+13	23
AGILITY	4	+8	18
RESILIENCE	9	+13	23
VIGILANCE	5	+9	19
EGO	2	+6	16
LOGIC	1	+5	15

Initiative Modifier: +9 (With an Edge)

Run Speed: 6 spaces

Fight Damage: dMarvel × 4

Ranged Damage: dMarvel × 4

Damage Reduction: 15

Size: Average

Karma: 4

POWERS

Blades

- Fast Slashes
- Focused Fury
- Slashback
- Slice and Dice
- Vicious Slash
- Whirling Frenzy

Cybernetics

- Reinforced Skeleton

Utility

- Fastball Special
- Healing Factor
- Heightened Senses

RANK

4

BIOGRAPHY

Real Name: James Howlett (A.K.A. Logan)

Gender: Male

Height: 5'3"

Weight: 195 lbs. (300 lbs. with adamantium)

Eyes: Blue

Hair: Black, short, thick

Distinguishing Features: Retractable blades, muttonchops

Occupation: Adventurer

Teams: Avengers, Fantastic Four, X-Force, X-Men

Base: Krakoa, Summer House (the Blue Area of the Moon)

HISTORY

Born in Canada in the late 1800s, James Howlett wandered the world under the name Logan. At one point, the Weapon X program captured him and bonded adamantium metal to his entire skeleton, including his retractable claws; his mutant healing factor enabled him to survive the experience. He escaped, but with large gaps in his memory.

Logan later joined the X-Men and became a valued member of various X-teams. Over time, he recovered most of his memories. He was killed in recent years, but returned to life in time to help establish a new mutant nation on the island of Krakoa.

PERSONALITY

Logan can be cold-blooded and slow to trust others, but the restoration of his memory blunted those edges. He's still a no-nonsense man, but that's tempered with the wisdom age brings. After living as a loner for so long, he treasures his found family.

BACKSTORY

- **Origin:** High Tech
- **Origin:** Mutant
- **Profession:** Soldier

TRAITS

- Abrasive
- Battle Ready
- Berserker
- Combat Expert
- Combat Reflexes
- Combat Trickery
- **Connections:** Military
- Determination
- **Enemy:** Sabretooth
- **Extraordinary Origin:** High Tech
- Fearless
- Hounded
- Krakoan
- **Signature Attack:** Claws
- Situational Awareness
- Tech Reliance
- X-Gene



HEALTH
40

FOCUS
45

ABILITIES

	Score	Modifier	Defense
MIGHT	1	+2	12
AGILITY	1	+2	12
RESILIENCE	1	+2	12
VIGILANCE	1	+2	12
EGO	1	+2	12
LOGIC	0	+1	11

Initiative Modifier: +2 (With an Edge)
Speed: 26 (5 spaces)
Fight Damage: dMarvel × 1
Ranged Damage: dMarvel × 1
Size: Average

POWERS

- Firearms
- Sniping



RANK

1

BIOGRAPHY

Real Name: Varies
Gender: Varies
Height: Varies
Weight: Varies
Eyes: Varies
Hair: Varies, often covered by uniform
Distinguishing Features: The green-and-yellow Hydra uniform
Occupation: Organized crime, fascists
Teams: Hydra
Base: Secret

HISTORY
Hydra has reportedly been around in one form or another since the days of Ancient Egypt, and it's evolved into one of the most dangerous criminal organizations on Earth. The latest incarnation sprang from the ruins of World War II-era Germany and Japan, and various factions of it have wavered back and forth between organized crime and fascist power.
Hydra recruits agents all around the world. In public, they know each other by secret signals and whispers of "Hail Hydra." In secret, they don their green-and-yellow uniforms and chant the Hydra oath: "Hail, Hydra! Immortal Hydra! We shall never be destroyed! Cut off one head, two more shall take its place! We serve none but the Master—as the world shall soon serve us! Hail Hydra!"

PERSONALITY
Agents join Hydra for a number of reasons that usually boil down to money and power. They believe that Hydra can take over any organization or government, and they want to be on the winning side, no matter what they have to do to manage it. The Hydra uniform makes them mostly anonymous, fitting well with their oath to replace one fallen agent with two more just like them.

BACKSTORY

- **Origin:** Special Training
- **Profession:** Soldier

TRAITS

- Battle Ready
- **Connections:** Military (Hydra)
- Determination
- **Signature Attack:** Pistol attacks
- Situational Awareness

KINGPIN (WILSON FISK)



HEALTH
140

FOCUS
80

ABILITIES

	Score	Modifier	Defense
MIGHT	6	+8	18
AGILITY	1	+3	13
RESILIENCE	5	+7	17
VIGILANCE	2	+4	14
EGO	4	+6	16
LOGIC	2	+4	14

Initiative Modifier: +4
Run Speed: 6 spaces
Fight Damage: dMarvel × 2
Ranged Damage: dMarvel × 2
Size: Big

POWERS

Martial Arts

- Attack Stance
- Crushing Grip
- Do This All Day
- Grappling Technique
- Spin and Throw

Utility

- Inspiration

RANK

2

BIOGRAPHY

Real Name: Wilson Fisk
Gender: Male
Height: 6'7"
Weight: 450 lbs.
Eyes: Blue
Hair: Bald
Distinguishing Features: None
Occupation: Crime lord, Mayor of New York City
Teams: Power Elite, Fisk Industries
Base: New York City

HISTORY

Born and raised in New York City, Wilson Fisk started on his path to become the Kingpin of Crime at an early age. He developed a skill for uncovering secrets and using them as leverage, while at the same time, he dedicated himself to becoming an astonishing bodybuilder with the strength (and shape) of the most powerful sumo wrestlers.

As Fisk's criminal organization spread throughout New York City, he butted heads several times with both Spider-Man and Daredevil. The only thing that seemed to soften him was his love for his wife Vanessa and their son Richard, both of whom were killed. He has since remarried, this time to Typhoid Mary.

Fisk recently became the mayor of New York City after helping save the city during an alien invasion. He has since divested himself of his criminal enterprises—but not his crooked ways.

PERSONALITY

Fisk can be charming and savvy, but he is also a schemer who is usually in control of most things around him. He's used to being the boss and having his people leap to obey him. When his plans are thwarted though, he can become murderously violent.

BACKSTORY

- **Origin:** Special Training
- **Profession:** Criminal

TRAITS

- Black Market Access
- **Connections:** Criminal
- Determination
- Leverage
- Massive
- Streetwise



HEALTH
283

FOCUS
185

ABILITIES

	Score	Modifier	Defense
MIGHT	9	+13	23
AGILITY	6	+10	20
RESILIENCE	9	+13	23
VIGILANCE	5	+9	19
EGO	0	+4	14
LOGIC	0	+4	14

Initiative Modifier: +9 (With an Edge)
Run Speed: 7 spaces
Fight Damage: dMarvel × 4
Ranged Damage: dMarvel × 4
Damage Reduction: 15
Size: Average

POWERS

Blades

- Fast Slashes
- Focused Fury
- Furious Slashes
- Slash and Dash
- Slashback
- Slice and Dice
- Unstoppable Assault
- Vicious Slash
- Whirling Frenzy

Cybernetics

- Reinforced Skeleton

Utility

- Healing Factor
- Heightened Senses
- Sturdy

RANK

4

BIOGRAPHY

Real Name: Victor Creed
Gender: Male
Height: 6'6"
Weight: 275 lbs.
Eyes: Amber, with slitted pupils
Hair: Blond, shaggy
Distinguishing Features: Muttonchops, long canines, claws
Occupation: Assassin
Teams: 1959 Avengers, Brotherhood of Evil Mutants, the Hand, Marauders, Team X, X-Factor
Base: Krakoa

HISTORY

Victor Creed's father treated him like an animal as a child, keeping him chained in the basement of their home. Once freed, Creed entered a life of murder and betrayal that caused him to cross paths several times with Wolverine (Logan), often with fatal results for those around them, despite their many similarities.

Magik killed Creed during the War of the Realms, but the mutants of Krakoa eventually brought him back to life. While on a mission for Krakoa, he killed a couple of humans, breaking one of Krakoa's main laws, for which he was sentenced to being imprisoned inside Krakoa for life.

PERSONALITY

Creed is vicious and callous, caring little for anyone but himself. He shows no mercy to those who dare cross his path. He likes to give into his animalistic nature and has never opted to take up any of the chances at redemption offered to him.

BACKSTORY

- **Origin:** High Tech
- **Origin:** Mutant
- **Profession:** Soldier

TRAITS

- Abrasive
- Battle Ready
- Berserker
- Combat Expert
- Combat Reflexes
- Combat Trickery
- **Connections:** Military
- Extreme Appearance
- **Extraordinary Origin:** High Tech
- Hounded
- Krakoan
- **Signature Attack:** Claws
- Situational Awareness
- Tech Reliance
- X-Gene



HEALTH
100

FOCUS
100

ABILITIES

	Score	Modifier	Defense
MIGHT	5	+7	17
AGILITY	3	+5	15
RESILIENCE	3	+5	15
VIGILANCE	3	+5	15
EGO	2	+4	14
LOGIC	4	+6	16

Initiative Modifier: +5

Run Speed: 5 spaces

Flight Speed: 10 spaces

Fight Damage: dMarvel × 3

Ranged Damage: dMarvel × 3

Damage Reduction: 10

Size: Average

POWERS

Battlesuit

- Armor 1
- Super-Strong 1

Martial Arts

- Grappling Technique

Utility

- Flight 1
- Ram

RANK

2

BIOGRAPHY

Real Name: Adrian Toomes

Gender: Male

Height: 5'11"

Weight: 175 lbs.

Eyes: Hazel

Hair: Bald

Distinguishing Features: None

Occupation: Criminal

Teams: Sinister Six, Sinister Twelve, Savage Six

Base: New York City

HISTORY

Adrian Toomes invented a magnetic harness that allowed the person wearing it to fly and gave them superhuman strength. Frustrated after catching his business partner embezzling from their company, he used his invention to turn to crime, robbing places and then flying away before anyone could catch him. Spider-Man consistently puts a stop to him.

Over the years, Toomes has been put in and broken out of prison several times. He's run casinos and organized crime rings and worked at improving the technology that gives him his powers. He's at his most dangerous when working with others, but he usually prefers to work on his own.

PERSONALITY

Toomes is an old man who's bitter about how his life turned out, and he uses that as an excuse for his criminal behavior. His one soft spot is his granddaughter Tiana Toomes, who uses his technology as the costumed adventurer Starling.

BACKSTORY

- **Origin:** High Tech
- **Profession:** Criminal

TRAITS

- Black Market Access
- Combat Reflexes
- Combat Trickery
- **Connections:** Criminal
- Public Identity
- Streetwise
- Tech Reliance