

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**.

GET TO WORK!

WITH J. JONAH JAMESON

1.2

RULES CHANGES

THANKS TO ALL our playtesters—both public and private—for their invaluable feedback. We tried out a few small improvements in the previous update, and that seemed to go well.

This time, we're making some major changes.

While most playtesters already love the game as it stands, we're dedicated to streamlining it and making it as accessible and fun as it can be.

To that end, we'd like to try out these rules changes.

RANKS

Original rules on pages 14 & 34

Instead of running from 1 to 25, the new ranks go from 1 to 6.

- ▶ **Rank 1—Rookie:** A regular person or a brand-new hero.
- ▶ **Rank 2—Protector:** A character who protects a neighborhood, such as Daredevil or Iron Fist.

- ▶ **Rank 3—Champion:** A hero who protects a major city, such as Spider-Man.
- ▶ **Rank 4—Legend:** A hero who protects an entire nation, such as Captain America.
- ▶ **Rank 5—Mythic:** A hero who walks among the gods, such as Thor.
- ▶ **Rank 6—Cosmic:** A hero who can influence the course of a galaxy, such as Captain Marvel.

To convert from the previous system, divide the old rank by 5 and add 1. If you wind up with a fraction, round normally (i.e., round up if it's $\frac{1}{2}$ or more; otherwise, round down).

Example: Captain America (Steve Rogers) was Rank 15. He is now Rank 4.

Ability Scores
Original rules on pages 35–36

The Ability Score Points table now looks like this:

| ABILITY SCORE POINTS | |
|----------------------|----------------|
| Rank | Ability Points |
| 1 | 5 |
| 2 | 20 |
| 3 | 25 |
| 4 | 30 |
| 5 | 35 |
| 6 | 40 |

Note that there are now more Ability Points available at each Rank above 1 than there were with the old Ranks.

Ability Score Caps
Original rules on pages 35– 36, 42

The standard Ability Score Cap is now +3 plus the character’s Rank for all Abilities. For a Rank 1 character, this keeps the Ability Score Cap at +4. A Rank 6 character has an Ability Score Cap of +9.

Power Sets can still affect Ability Score Caps. However, these are now lower too.

- ▶ A +12 to a cap is now +4.
- ▶ A +6 to a cap is now +2.
- ▶ A +3 to a cap is now +1.

Action Modifiers
Original rules on page 36

Instead of using Archetype Action Modifiers from an archetype table, simply add your character’s Rank to your Ability Scores to get your Action Modifiers for each ability score.

Example: Captain America’s Might is +4. Adding his Rank of 4 to that makes his Might Action Modifier +8.

Defense Scores
Original rules on page 36

Instead of using Archetype Defense Scores from an archetype table, just add 10 to your

character’s Action Modifier to get their Ability Defense Score.

Example: Captain America’s Might Action Modifier is +8. His Might Defense Score is then 18.

KARMA
Original rules on page 36

A hero’s starting Karma is now equal to their Rank.

INITIATIVE
Original rules on page 37

A character’s Initiative Modifier is now always their Vigilance Action Modifier.

ACTIONS
Original rules on pages 22–26

There are now three types of things a character can do in a turn, and each character gets one of each per turn.

- ▶ Move
- ▶ Action
- ▶ Reaction

You can use your Action to make a second Move. This effectively allows you to Move twice in a turn—sprint—at the cost of performing a regular Action.

You cannot use your Move to take a second Action.

Easy Actions vs. Actions
Original rules on page 23

We’ve eliminated Easy actions, so characters can now do whatever small things they would like during a turn without worrying about limits on them beyond common sense.

It’s up to the Narrator to determine when something a character wants to do rises to the level of an Action. As a rule of thumb, anything that requires an Action Check during a character’s turn is an Action.

Some examples:

- ▶ **Shouting at a teammate:**
not an Action.
- ▶ **Unholstering a weapon:**
not an Action.

- ▶ **Reloading a pistol, rifle, or shotgun:** not an Action.
- ▶ **Reloading a submachine gun:** an Action.
- ▶ **Attacking someone:** an Action.
- ▶ **Trying to intimidate someone:** an Action.
- ▶ **Opening a door:** not an Action.
- ▶ **Kicking down a bolted door:** an Action for most characters.

POWER DURATIONS

Original rules on page 63

There are now four different types of durations for a power (rather than five).

- ▶ **Permanent:** This is always on and never costs Focus to use.
- ▶ **Instant:** The power requires an Action to use, and the effect is over instantly.
- ▶ **1 round:** The power requires an Action to use, and the effect lasts till the start of the character's next turn.
- ▶ **Concentration:** The power requires an Action to use, and the effect lasts (with no Action cost) until the character's concentration is broken or they willingly end it.

All powers that had Maintained or Sustained durations now have Concentration.

Breaking Concentration

Things that can break a character's concentration include:

- ▶ Losing all their Health.
- ▶ Losing all their Focus.
- ▶ Being stunned.
- ▶ Being blinded, if the power requires line of sight.
- ▶ Being deafened, if the power requires hearing a target.
- ▶ Being paralyzed, if the power requires a Might or Action check.
- ▶ Using another power with an Action (not a Reaction).

ARCHETYPES

Original rules on pages 42–48

We've eliminated Archetypes and the massive tables that go with them. Just use the new rules under "Ranks" instead.

HEALTH

Original rules on page 36

To calculate a character's Health, multiply their Resilience Modifier by 20.

FOCUS

Original rules on page 36

To calculate a character's Focus, multiply their Vigilance Modifier by 20.

Spending Focus

Original rules on page 63

A character can spend up to five times their Rank in Focus on a single action. They cannot spend enough points to reduce their Focus to less than 1.

DAMAGE

Original rules on page 37

This remains the same as it was with *Rules Update 1.1*. The difference is that the Ranks are smaller now, so the damage is smaller too.

This should make it easier to figure damage, as the most you should have to multiply in most cases is 6×6 . The only exceptions are when an attack does double damage or if a character has the Super-Strong power (formerly known as Mighty).

Lethal vs. Nonlethal Damage

Barefisted characters are presumed to be doing nonlethal damage unless they declare otherwise. This means that the amount of damage they do stops when the target's Health reaches 0. They cannot accidentally kill a foe this way.

Characters using weapons and powers may do lethal or nonlethal damage as they choose, but the default is lethal.

Common Weapons

Original rules on page 28

We’re revising the damages for common weapons. They all do standard Health damage now.

| WEAPON RANGES | |
|----------------|-----------------|
| Weapon | Range (Squares) |
| Pistol | 10 |
| Rifle | 20 |
| Shotgun | 6 |
| Submachine Gun | 10 |
| Club | Reach |
| Knife | Reach |
| Sword | Reach +1 |

Rifle: Attacks with this weapon against targets 5 spaces away or fewer have Trouble.

Shotgun: This weapon can attack up to two targets in adjacent spaces to which the attacker can draw a line of sight. Make a single attack roll and compare it to the Ability Defense Scores of both targets. Split the damage from that roll equally.

Submachine Gun: This weapon can attack up to three targets in adjacent spaces to which the attacker can draw a line of sight. Make a single attack roll and compare it to the Ability Defense Scores of all targets. Split the damage from that roll equally. Attacks with this weapon against targets 5 spaces away or fewer have Trouble. Reloading requires an Action.

Damage Modifiers

Original rules in Rules Update 1.1

Previously, to calculate damage, you multiplied your Rank by your Marvel die and added the Action Modifier for the ability you used with the attack.

Now: Ignore the modifier. Do not add it. Just use Rank times Marvel die for damage. This should make the math simpler.

Fantastic Damage

Original rules on page 27

If you get a Fantastic Roll on an attack, the standard effect is to do double damage with the attack.

Any powers that do double damage with no extra effects on a Fantastic Roll still do double damage, but they also apply the regular amount of damage to the target’s Focus. (We will tweak these all later, but this should serve for now.)

Knockback

Original rules on page 27

When figuring out how much knockback an attack might do, make sure to deduct any Damage Reduction first.

Healing

Original rules on pages 28–29

If a hero is knocked out or demoralized, they can spend a Karma point to make an Action Check to recover.

For a Health recovery, make a Resilience Action Check. For a Focus recovery, make a Vigilance Action Check. The Target Number is 10.

On a success, treat the roll like a Damage roll, but instead of deducting the points of damage, the character regains them. A Fantastic roll gives double that amount back.

You cannot spend additional Karma on this check to reroll a die.

If a member of a character’s team is down and the character could normally communicate with them, they can spend a point of Karma on their turn to give their teammate a chance to recover too.

Damage Types

Original rules on page 27

We’re reducing damage to two types: Health and Focus. We’re removing subtypes.

TROUBLE

Original rules on pages 10–11

Currently, when a character has Trouble, their foe’s player can choose the die to reroll in an Action Check. Now instead, the affected character’s player simply rerolls the highest die and uses the lower result.

A 1 on the Marvel die is always considered the highest die.

In case of a tie between two highest dice, the reroller gets to choose which die to reroll.

BOTCHES

Original rules on page 8

We're removing this. If you roll three 1's, it's just a not-so-good roll. Because you got a 1 on the Marvel die, that's actually a total of 8.

This means the worst roll you can get is two 1's on the regular dice and a 2 on the Marvel die, which totals 4.

MOVEMENT

Original rules on page 25

In the future, all movement will be expressed in 5-foot spaces rather than feet.

Every step in Size away from Average gives or takes away 1 space from a character's Running Speed.

For every 5 full points of a character's Agility Action Modifier, add 1 space to their Running Speed.

POWERS

Original rules on pages 60–92

Rank Requirements

All Rank requirements for any power convert like this:

RANK REQUIREMENT CHANGES

| Former Rank Requirement | Current Rank Requirement |
|-------------------------|--------------------------|
| 5 | 2 |
| 10 | 3 |
| 15 | 4 |
| 20 | 5 |
| 25 | 6 |

Focus Costs

We are reworking many of the powers so that characters have to spend Focus to use them. We need to tweak each of them, but in general:

- ▶ Permanent powers do not require spending Focus.
- ▶ Focus costs for other powers vary by their Rank requirement as shown on the table below. If there's a variable cost to the power, this is the minimum that must be spent to activate it.

POWER COSTS IN FOCUS

| Rank Requirement | Focus Cost |
|------------------|------------|
| 1 | — |
| 2 | 5 |
| 3 | 10 |
| 4 | 15 |
| 5 | 20 |
| 6 | 25 |

Split Attacks

Several powers split attacks into two. When this happens, rather than making two attack rolls, make a single attack roll and compare it to the Ability Defense Scores of both targets. Split the damage from that roll equally.

Attack Stance

Original rules on page 69

The character adds +5 damage per Rank to successful Fight attacks.

Battle Plan

Original rules on page 70

The potential number of characters affected is up to the character's Ego Action Modifier.

Blow Away

Original rules on page 70

The distance the target can be blown away is 5 spaces times the character's Rank.

Blow Back

Original rules on page 70

The distance the target can be blown back is 5 spaces times the character's rank.

Control Fog

Original rules on page 73

The character creates a thick fog for up to 500 yards per rank.

Control Weather

Original rules on page 73

All levels of Control Weather now affect a region up to 5 miles across per the character's Rank.

Flight 1

Original rules on page 77

The Rank Requirement is now Rank 2.

Using the new Rank system to determine a character's Flying Speed lowers that number substantially, which is fine. Replace the original rule with this:

Effect: The character can fly. Their combat Flight Speed is equal to their Rank times their Running Speed. Outside of combat, they can move three times as fast.

Flight 2

Original rules on page 77

The Rank Requirement is now Rank 3.

Focus Fire

Original rules on page 78

The potential number of characters affected is up to the character's Ego Action Modifier.

Ground-Shaking Stomp

Original rules on page 78

Targets affected by this power must now be within the character's reach, plus their Rank in spaces. Damage is equal to half the standard damage for the Might attack.

Group Flight

Original rules on page 78

For every point of Ego Action Modifier the character has, they can hoist one

ally into the air. Such allies must remain within 10 spaces times the character's Rank.

Healing Factor

Original rules on page 79

The character regains Health equal to their Resilience Action Modifier at the end of every turn.

Hurled Shield Bash

Original rules on page 80

Range: 50 times the character's Rank.

Hurled Shield Block

Original rules on page 80

Range: 25 times the character's Rank.

Hurled Shield Deflection

Original rules on page 80

Range: 25 times the character's Rank.

Jump 2

Original rules on page 80

Using the new Rank system to determine a character's Jump 2 Speed lowers that number substantially, which is fine. Replace the original rule with this:

Effect: The character's combat Jump Speed is equal to their Rank times their Running Speed. Outside of combat, they can move three times as fast.

Mighty

Original rules on page 82

We're going to change the name of this to Super-Strong so it doesn't get confused with Might.

Also, the Fight Damage bonus for each level of the power is now figured by adding a bonus to the character's Rank.:

- ▶ **Super-Strong 1:** +1
- ▶ **Super-Strong 2:** +2
- ▶ **Super-Strong 3:** +3
- ▶ **Super-Strong 4:** +4

Example: Spider-Man is Rank 3 and has Super-Strong 1. When figuring damage, add +1 to his Rank, so his damage roll is now dMarvel × 4.

Nature Sense

Original rules on page 82

The character can predict the weather for one week per Rank.

Operations Center

Original rules on page 82

The potential number of characters affected is up to the character's Ego Action Modifier.

Rally on Me

Original rules on page 84

The potential number of characters affected is up to the character's Ego Action Modifier. They can regain Focus equal to 5 times the character's Rank.

Rico-Shield

Original rules on page 85

Range: 10 spaces times the character's Rank.

Shield 1

Original rules on page 86

Action: Action, Reaction

Duration: Concentration

Effect: The character has 10 Damage Reduction (Health).

Shield 2

Original rules on page 86

Action: Action, Reaction

Duration: Concentration

Effect: The character has 20 Damage Reduction (Health).

Shield 3

Original rules on page 86

Action: Action, Reaction

Duration: Concentration

Effect: The character has 30 Damage Reduction (Health).

Shield 4

Original rules on page 87

Action: Action, Reaction

Duration: Concentration

Effect: The character has 40 Damage Reduction (Health).

Webtrapping

Original rules on pages 92

The Target Number for a Might check to free a character from webbing is now 20.

TRAITS

Original rules on pages 52-59

In the future, we are going to be converting the current Traits into two sets: Traits (which have numerical effects) and Tags (which have narrative-only effects). This should help players keep track of which ones may affect action checks.

Also, the following Trait has changed.

Combat Expert

Original rules on page 54

This grants the character an Edge against Rank 1 foes.