

MARVEL MULTIVERSE ROLE-PLAYING GAME

Marvel Multiverse Role-Playing Game: Update 1.3 Summary

We've clarified some rules, and continued to streamline the game in Update 1.3. Here's a quick summary.

UPDATE – 11/21/22

- **Might** is now **Melee**. The new name reflects the ability's purpose better.
- The number of **ability points** a character gets per rank has changed. These are mostly much lower.
- We're getting rid of **Action Modifiers**, which were the ability score plus Rank. Now we're just using the ability score.
- **Defense scores** are now 10+ the ability score.
- **Health** and **Focus** are now 25x Resilience/Vigilance.
- The **initiative modifier** is now the character's Vigilance score.
- **Running Speed** is now 5 + 1 for every 5 points of Agility, modified by Size.
- Effects from powers, traits, weapons, or any other item that add to or subtract from damage multipliers do not stack.
- Add the character's **ability modifier** to damage rolls.
- **Damage Reduction** now affects the attacker's damage multiplier rather than being a flat number.
- Characters can **heal** their Health or Focus at any time by spending a Karma point.
- **Weapons** now add to the **damage multiplier**. We also added rules for grenades.
- We updated the **falling damage** rules.
- We added a number of **reaction maneuvers**.
- Characters who are not heroic can gain and spend Karma but do not start with any.

MARVEL

MULTIVERSE ROLE-PLAYING GAME

- We altered the number of **power sets** and powers a character can have per rank. This mostly went up.
- We clarified how **concentration** works with powers.
- We clarified a bunch of powers and added a few new ones too.
- We changed the number of extra traits a character gets per rank.
- We changed a number of traits to tags and made the number of tags you can have unlimited.
- We removed a couple traits and turned Combat Trickery into a power.



1.3

RULES CHANGES

THANKS ONCE AGAIN to all our playtesters—both public and private—for their invaluable feedback. Most people seemed to like the major revisions from our previous update (1.2), so we're going to try a few more radical changes this time around too.

Remember, what you see here is a playtest. There's no guarantee what will make it into the final rules.

ABILITIES

Original rules on page 15.

Each of the abilities has a certain use in the game. To clarify, they are:

- ▶ **Melee:** Close combat
- ▶ **Agility:** Ranged combat

- ▶ **Resilience:** Health
- ▶ **Vigilance:** Focus (and Initiative)
- ▶ **Ego:** Magical combat
- ▶ **Logic:** Psychic combat

You may notice that we changed **Might** to **Melee**. This helps to bring the ability name in line with its purpose.

Ability Scores

Original rules on pages 35–36.

We're changing the number of Ability Points you get at each rank.

This reduces the points for each rank above Rank 2 by 10 points.

Action Modifiers

Original rules on page 36.

We're getting rid of these. You don't add your rank to your modifiers anymore. You just use your ability scores instead.

ABILITY SCORE POINTS

Rank	Ability Points
1	5
2	10
3	15
4	20
5	25
6	30

Defense Scores

Original rules on page 36.

In Update 1.1, we asked you to add 10 to your character's action modifier to get their ability defense score. Now you just add 10 to each ability score to get the corresponding ability defense.

Example: *Captain America (Steve Rogers) has a Melee score is +6. His Melee defense score is then 16.*

HEALTH

Original rules on page 36.

To calculate a character's Health, multiply their Resilience by 25. The minimum is 10 Health, even if the character's Resilience is less than 1.

FOCUS

Original rules on page 36.

To calculate a character's Focus, multiply their Vigilance by 25. The minimum is 10 Focus, even if the character's Vigilance is less than 1.

INITIATIVE MODIFIER

Original rules on page 37.

In Update 1.2, we changed this so that you always used a character's Vigilance modifier score. Since we're getting rid of those

modifier scores, just use the character's Vigilance instead.

RUNNING SPEED

Original rules on page 37.

In Update 1.2, we changed this, but with the removal of action modifiers, we need to tweak it again.

A character's Running Speed is their base Speed (5 spaces) + 1 point for every 5 points in Agility. On top of that, add +1 for every step of size above average or take -1 for every step of size below average.

DAMAGE

We're making a few tweaks to various parts of the damage rules to bring them in line with the current system.

Damage Multiplier

Original rules on page 18.

Instead of talking about fight damage and ranged damage or any other kind of damage, we're consolidating those to a single number: the character's damage multiplier. We represent this on the character profile as dMarvel (the Marvel die result) × X.

A character's basic damage multiplier (that X) is their rank, but some powers—like Super-Strong or a few of the new ones in this update—can add to it. These may give a character a bonus to their damage multiplier for certain types of attacks and should be kept track of separately. Many characters, though, only ever have to use one kind of damage multiplier.

Things that grant bonuses to damage multipliers **do not stack**.

Damage Modifiers

Original rules in Rules Update 1.1.

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

In Update 1.2, we asked you to ignore the modifier.

We're going back to something like what we had in Update 1.1. Since we got rid of

ability modifiers, though, you just add your ability score to the damage roll instead.

On the character profile, we represent this as $(d\text{Marvel} \times X) + Y$.

Example: Captain America's Melee score is 6, so his Melee damage modifier is +6. Since he's Rank 4, his damage for Melee is $(d\text{Marvel} \times 4) + 6$.

Damage Reduction

Original rules on page 27.

Originally called *damage resistance*, this came with a flat number that reduced the amount of damage the character takes, and it was often pretty powerful.

We're changing it. Now, instead of reducing the attacker's damage result, it reduces the attacker's damage multiplier. In the case of powers like Armor or Shield, this reduces the damage multiplier by 1 for every level in the power.

If the damage multiplier is reduced to 0 or less, the damage multiplier does no damage, but the damage modifier from the attacker's ability still does.

If the attacker gets a result that increases the damage (like double damage), figure the damage increase before applying the damage reduction.

Things that grant damage reduction **do not stack**.

Example: Spider-Man (Miles Morales) punches Iron Man (Tony Stark) and hits. Spider-Man's Melee damage is $(d\text{Marvel} \times 4) + 3$. Iron Man's Armor 2 reduces the damage multiplier by 2, so the damage that gets through is $(d\text{Marvel} \times 2) + 3$ instead.

Spider-Man takes another shot at Iron Man and gets a fantastic success. This makes his damage $(d\text{Marvel} \times 8) + 6$. Iron Man's Armor 2 reduces that to $(d\text{Marvel} \times 6) + 6$.

Iron Man switches over to his Hulkbuster armor, which grants him Armor 4. Spider-Man hits him again, but this time, the Armor 4 reduces his attack multiplier to 0, so only Spider-Man's +3 damage modifier gets through.

HEALING

Original rules on pages 28-29 and Rules Update 1.2.

As of Update 1.2, if a hero is knocked out or demoralized during combat, they can spend a Karma point to make an action check to recover Health or Focus.

Characters can now do this outside of combat too, even without their Health or Focus reaching 0. They just spend the point of Karma to make the recovery roll whenever they like. They can spend as much Karma as they like in this way.

Common Weapons

Original rules on page 28. Modified in Rules Update 1.2.

We're revising the damage for common weapons. They all do standard Health damage now, but they also get a damage multiplier bonus. This **does not stack** with any other damage multiplier bonus, so don't add them together. Instead use the greater of the two.

Rifle: Attacks with this weapon against targets 5 spaces away or less have trouble.

COMMON WEAPONS

Weapon	Range (Squares)	Damage Multiplier Bonus
Pistol	10	+1
Rifle	20	+1
Shotgun	6	+1
Submachine Gun	10	+1
Frag Grenade	10	+2
Flash-Bang Grenade	10	—
Club	Reach	+1
Knife	Reach	+1
Sword	Reach+1	+1

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 Agility 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 Agility defense scores of the targets. Split the damage from that roll equally. Attacks with this weapon against targets 5 spaces away or less have trouble. (Reloading no longer requires an action.)

Frag Grenade: This weapon affects all targets within 2 spaces of where it lands and to which the grenade (not its thrower) has a line of sight. Make a single attack roll and compare it to the Agility defense score of the targets. Each of them takes the regular amount of damage.

On a failed action check, the grenade still winds up somewhere. Roll 1d6 to see how many spaces away from its intended target it lands. It's up to the Narrator which direction it goes.

Flash-Bang Grenade: This works much like a frag grenade, but it does no Health damage. Instead, compare the attack roll against the target's Vigilance. Those who are affected are blinded and stunned for 1 round.

Falling

Original rules on page 26.

If a character is falling, at the end of their turn, they fall up to 100 spaces.

To calculate falling damage, the affected character's player makes a standard action check. The damage multiplier for the roll is 1 for every 3 spaces fallen, up to a maximum damage multiplier of 20.

REACTION MANEUVERS

Several powers are only usable with a reaction. There are two standard maneuvers any character can use: Interpose and Skulk. (See page 24 of the *Playtest Rulebook*.)

We're adding some new ones. These are reactions that any character can attempt, given the right circumstances.

Note that most characters only have a single reaction per turn.

Aid Teammate

Trigger: A teammate (someone on the same team as the character, as listed on their character sheets) fails an action check.

Effect: The teammate gains an edge on that action check.

Break Webbing

Trigger: The character has been paralyzed by webbing.

Effect: The character can make an immediate Melee check (TN 20) to break out of the webbing.

Fastball Special

This was formerly a power (see page 76) but is now a reaction maneuver.

Trigger: An ally throws or fires the character at an enemy and succeeds at their Agility check.

Effect: The character makes a fight attack at the enemy they were thrown or fired at. If the attack is a success, the enemy takes double damage. If the attack is a fantastic success, the enemy takes triple damage.

Ram

This was formerly a power (see page 84) but is now a reaction maneuver.

Trigger: The character moves their full speed in a straight line toward an enemy and then uses their standard action for additional movement.

Effect: The character makes a fight attack at the enemy they moved into. If the attack is a success, the character takes regular damage, and the enemy takes double damage. If the attack is a fantastic success, the enemy takes triple damage and is knocked prone.

Retaliate

Trigger: The character is harmed by an attack.

Effect: The character can attack the enemy who harmed them.

KARMA

Only characters with the tag heroic start out with Karma, but other characters can earn Karma by doing good things—even if they are not generally heroic people. This includes villains, like Doctor Doom or Killmonger, and antiheroes, like the Punisher.

To get any use out of the Karma they earn, these nonheroes should spend it that same day. Otherwise, after they have a full night's sleep, their earned Karma vanishes.

POWERS

Original rules in the Powers chapter, pages 60–92.

We're adding a number of new powers. At the moment, these are listed as utility powers (**Power Sets:** None), but we may restrict them to certain power sets in the *Core Rulebook*.

Power Sets and Powers

We're going to try a slightly different table for giving characters power sets and powers. Use the table below to determine how many power sets and powers a character has at any given rank.

POWER SETS & POWERS

Rank	Power Sets	Powers
1	1	3
2	2	6
3	3	9
4	4	12
5	5	15
6	6	18

Concentration

Original rules in Rules Update 1.2.

There are a few things about concentration we should clarify:

- ▶ Being knocked back or prone immediately ends concentration.
- ▶ A character can voluntarily end concentration at any time for free. Doing so does not require an action.

- ▶ You can only concentrate on one power that requires concentration at a time.

Armor

Original rules on page 69.

Each level of Armor you have now grants a damage reduction of 1, which reduces the attacker's damage multiplier by 1.

We're also limiting the maximum Armor level for powers to 3. There may be some exceptions (as with Iron Man's Hulkbuster armor in the example under damage reduction).

Body Sheet

Original rules on page 70.

Instead of offering a damage reduction of 40, this now reduces the attacker's damage multiplier by 3.

Body Sphere

Original rules on pages 70–71.

Instead of offering a damage reduction of 40, this now reduces the attacker's damage multiplier by 3.

Brawling

This is a new power.

The character is hard to shoot.

Power Sets: None

Prerequisites: None

Action: None

Duration: Permanent

Effect: The character can use their Melee defense score against Agility attacks too.

Brilliance

This is a new power. A character can have it up to four times: Brilliance 1–4.

The character is brutally smart.

Power Sets: None

Prerequisites: None

Action: None

Duration: Permanent

Effect: Each level of this power adds a +1 bonus to the character's damage multiplier with Logic-based attacks. The character also gains a +1 bonus to Logic ability checks other than attacks.

Combat Trickery

This was originally a trait, but we're turning it into a utility power.

The character is a tricky one!

Power Sets: None

Prerequisites: None

Action: Reaction

Trigger: The character makes an attack that does not have a fantastic result.

Duration: Instant

Effect: Once per battle, during an attack, the character can change the Marvel die to produce a fantastic result. Do this after all edges and trouble have been applied to the attack.

Discipline

This is a new power. A character can have it up to four times: Discipline 1-4.

The character is a master of self-control.

Power Sets: None

Prerequisites: None

Action: None

Duration: Permanent

Effect: Each level of this power adds a +1 bonus to the character's damage multiplier with Ego-based attacks. The character also gains a +1 bonus to Ego ability checks other than attacks.

Effect Resistance

Original rules on page 75.

Since we got rid of damage subtypes, we're getting rid of this power too.

Evasion

This is a new power.

The character is hard to hit.

Power Sets: None

Prerequisites: None

Action: None

Duration: Permanent

Effect: The character can use their Agility defense score against Melee attacks too.

Fastball Special

This has been changed to a reaction maneuver.

Flexible Bones

Original rules on page 72.

Instead of offering damage reduction, each level of Flexible Bones you have now reduces the attacker's damage multiplier by 1.

Integrity

This is a new power.

The character can think their way through.

Power Sets: None

Prerequisites: None

Action: None

Duration: Permanent

Effect: The character can use their Logic defense score against Ego attacks too.

Lightning Barrage

We're changing this so that it does half damage to each affected foe.

Accuracy

This is a new power. A character can have it up to four times: Accuracy 1-4.

The character is an ace with ranged weapons.

Power Sets: None

Prerequisites: None

Action: None

Duration: Permanent

Effect: Each level of this power adds a +1 bonus to the character's damage multiplier with Agility-based attacks. The character also gains a +1 bonus to Agility ability checks other than attacks.

Reinforced Skeleton

Original rules on page 85.

Instead of offering damage reduction, this now reduces the attacker's damage multiplier by 1.

Shield

Original rules on pages 86-87.

Each level of Shield you have now grants a damage reduction of 1, which reduces the attacker's damage multiplier by 1.

We're also limiting the maximum Shield level for powers to 3. There may be some exceptions (as with Captain America's shield).

Super-Strong

Original rules on page 82, under Mighty.
Modified in Rules Update 1.2.

We changed how the fight damage bonus for Super-Strong works in Update 1.2, but we're going to make another change—this time to the Melee ability checks for things other than attacks. These used to be +5 for each level of Super-Strong (Mighty). We're reducing that to +1.

Titanic Frame

Original rules on page 90.

The bonus to all Melee checks other than attacks is now +1.

Wisdom

This is a new power.

The character knows their own mind.

Power Sets: None

Prerequisites: None

Action: None

Duration: Permanent

Effect: The character can use their Ego defense score against Logic attacks too.

TRAITS AND TAGS

Original rules on pages 52–59.

We're converting the current traits into two different things: traits and tags.

Traits have mechanical effects in the game, and tags have only narrative effects.

For instance, secret identity is a tag. It describes something important about the character, but it doesn't have a mechanical effect.

We're also eliminating some traits, and we're evaluating whether certain traits should be powers and vice versa.

TRAITS

Rank	Traits
1	1
2	2
3	3
4	4
5	5
6	6

As for how many traits you get per rank, we've changed that a bit. It's now 1 trait per rank.

Challenging Tags

Just like with traits, you can have challenging tags. When they come up and affect the game, the Narrator can give the affected character Karma.

Extra Tags

There's no limit to the number of tags a character can have. Some characters are more complex than others and so can wind up with many more tags. Others are more straightforward and only have a few tags.

It's up to you as to how many you want your character to have. Just keep in mind that the tags you pick should fit well with your character concept.

TAGS

This is our current list of tags. Many of them were formerly traits, but we've also added a few new ones.

There will be more in the *Core Rulebook*, along with guidelines for how to create your own.

- ▶ Alien Heritage
- ▶ Authority
- ▶ Black Market Access
- ▶ Blind
- ▶ Deaf
- ▶ Dependents
- ▶ Enemy
- ▶ Extreme Appearance
- ▶ Gamma Mutate
- ▶ God Heritage
- ▶ Green Door
- ▶ Hard of Hearing
- ▶ Headquarters
- ▶ Heroic
- ▶ Hounded
- ▶ Hunted
- ▶ Krakoa
- ▶ Lab Access
- ▶ Leader

- ▶ Linguist
- ▶ Mentor
- ▶ Mute
- ▶ Obligation
- ▶ Poor
- ▶ Powerful
- ▶ Prescription Pad
- ▶ Public Identity
- ▶ Rich
- ▶ Secret Identity
- ▶ Streetwise
- ▶ Supernatural
- ▶ Vision Issues
- ▶ Weapon
- ▶ Worshipped
- ▶ X-Gene

Gamma Mutate

Gamma radiation does not harm the character. Instead, it's the source of their powers. This automatically comes with the Green Door tag.

Heroic

This tag now affects whether the character starts with Karma. Note that the tag itself doesn't have any mechanics, but the mechanics of Karma rules depend on the tag.

Linguist

You can choose this as many times as you like, and the character can speak one new language each time.

Weapon

The character has a weapon or type of weapon that they prefer.

TRAITS

The following traits have been changed.

Combat Finesse

We're removing this trait.

Combat Trickery

We're turning this into a utility power.

Debate Champ

We're removing this trait.

Enhanced Physique

We're changing this so that the bonus to the character's Melee, Agility and Resilience caps at +1 each.