

MARVEL MULTIVERSE ROLE-PLAYING GAME

ERRATA

Hydra hooligans have tampered with our *Marvel Multiverse Role-Playing Game: Playtest Rulebook*! Marvel's magnificent Bullpen has been hard at work correcting these errors in digital editions, but we want readers who bought the print edition to have the correct information when they play the game. Below is a list of changes we made to the book, as well as PDF's of those pages.

UPDATE – 7/11/22

Page 44: Bruiser chart – The modifiers on Resilience and Logic from levels 20-25 were corrected.

Page 45: Genius chart – The modifiers on Resilience and Ego from levels 20-25 were corrected.

Page 46: Captain Marvel was incorrectly used to represent Polymath. She is a Blaster. We have replaced the image with one of Spider-Man (Miles Morales).

Page 48: In the Striker chart, the modifiers for Ego levels 20 – 25 were corrected.

Page 67: The SHIELD BEARER power set was corrected so that Rico-Shield follows Hurling Shield Bash.

Page 28 and 118: Shotgun entry — Added the word “three” in “Can attack up to three adjacent Average-sized targets.”

If you spot any further errors in the book, please feel free to take our feedback survey and let us know.



BRUISER

A bruiser uses their incredible toughness to absorb all sorts of damage in a fight, and they use their amazing strength to deal out even more of it. They like to wade into the center of things and start throwing punches. Sometimes they pick up other things—cars, other heroes, and so on—and throw them instead.

Examples: Colossus, the Hulk (Bruce Banner), Juggernaut, Ms. Marvel (Kamala Khan), She-Hulk, Titania, and the Thing.

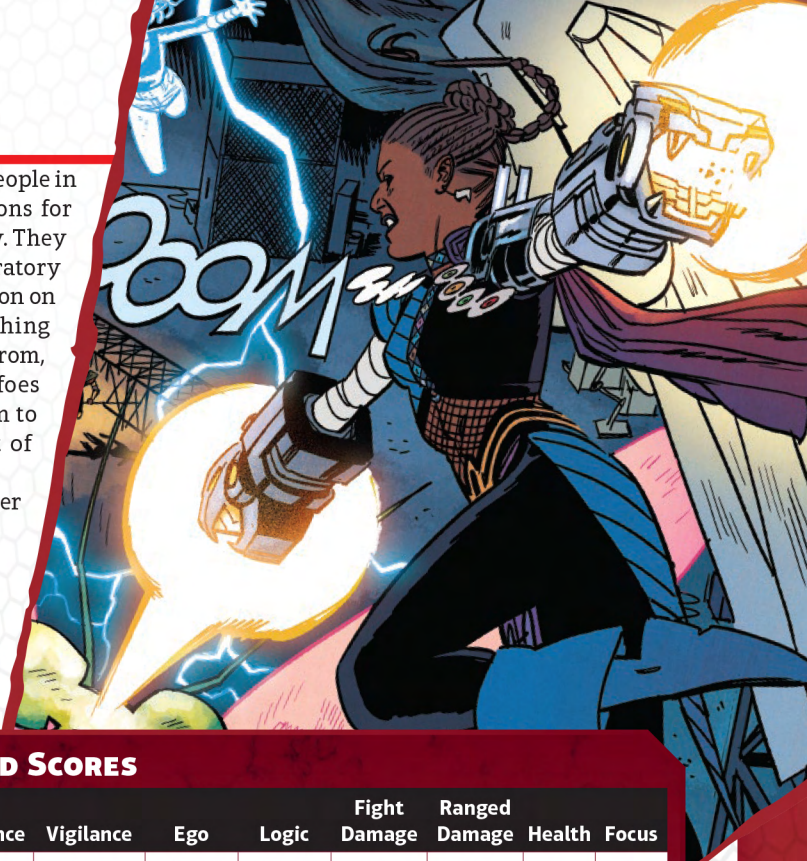
BRUISER MODIFIERS AND SCORES

| Rank | Might | Agility | Resilience | Vigilance | Ego | Logic | Fight Damage | Ranged Damage | Health | Focus |
|------|--------|---------|------------|-----------|-------|-------|--------------|---------------|--------|-------|
| 1 | +2 14 | +2 14 | +2 14 | +2 13 | +1 13 | +1 12 | 1d6 | 1d6 | 8 | 6 |
| 2 | +3 15 | +3 15 | +3 15 | +3 14 | +1 14 | +1 12 | 1d6 | 1d6 | 16 | 12 |
| 3 | +3 16 | +3 16 | +3 16 | +3 14 | +2 14 | +2 13 | 2d6 | 2d6 | 24 | 18 |
| 4 | +4 16 | +4 16 | +4 16 | +4 15 | +2 15 | +2 13 | 3d6 | 2d6 | 32 | 24 |
| 5 | +4 17 | +4 17 | +4 17 | +4 15 | +2 15 | +2 13 | 3d6+4 | 3d6 | 40 | 30 |
| 6 | +5 18 | +5 18 | +5 18 | +5 16 | +3 16 | +3 14 | 3d6+4 | 3d6 | 48 | 36 |
| 7 | +5 18 | +5 18 | +5 18 | +5 16 | +3 16 | +3 14 | 3d6+7 | 3d6+4 | 56 | 42 |
| 8 | +6 19 | +6 19 | +6 19 | +6 17 | +3 17 | +3 14 | 3d6+11 | 3d6+4 | 64 | 48 |
| 9 | +6 20 | +6 20 | +6 20 | +6 17 | +4 17 | +4 15 | 3d6+11 | 3d6+7 | 72 | 54 |
| 10 | +7 20 | +7 20 | +7 20 | +7 18 | +4 18 | +4 15 | 3d6+14 | 3d6+7 | 80 | 60 |
| 11 | +7 21 | +7 21 | +7 21 | +7 18 | +4 18 | +4 15 | 3d6+18 | 3d6+11 | 88 | 66 |
| 12 | +8 22 | +8 22 | +8 22 | +8 19 | +5 19 | +5 16 | 3d6+18 | 3d6+11 | 96 | 72 |
| 13 | +8 22 | +8 22 | +8 22 | +8 19 | +5 19 | +5 16 | 3d6+21 | 3d6+14 | 104 | 78 |
| 14 | +9 23 | +9 23 | +9 23 | +9 20 | +5 20 | +5 16 | 3d6+25 | 3d6+14 | 112 | 84 |
| 15 | +9 24 | +9 24 | +9 24 | +9 20 | +6 20 | +6 17 | 3d6+28 | 3d6+18 | 120 | 90 |
| 16 | +10 24 | +10 24 | +10 24 | +10 21 | +6 21 | +6 17 | 3d6+28 | 3d6+18 | 128 | 96 |
| 17 | +10 25 | +10 25 | +10 25 | +10 21 | +6 21 | +6 17 | 3d6+32 | 3d6+21 | 136 | 102 |
| 18 | +11 26 | +11 26 | +11 26 | +11 22 | +7 22 | +7 18 | 3d6+35 | 3d6+21 | 144 | 108 |
| 19 | +11 26 | +11 26 | +11 26 | +11 22 | +7 22 | +7 18 | 3d6+35 | 3d6+25 | 152 | 114 |
| 20 | +12 27 | +12 27 | +12 27 | +12 23 | +7 23 | +7 18 | 3d6+39 | 3d6+25 | 160 | 120 |
| 21 | +12 28 | +12 28 | +12 28 | +12 23 | +8 23 | +8 19 | 3d6+42 | 3d6+28 | 168 | 126 |
| 22 | +13 28 | +13 28 | +13 28 | +13 24 | +8 24 | +8 19 | 3d6+42 | 3d6+28 | 176 | 132 |
| 23 | +13 29 | +13 29 | +13 29 | +13 24 | +8 24 | +8 19 | 3d6+46 | 3d6+32 | 184 | 138 |
| 24 | +14 30 | +14 30 | +14 30 | +14 25 | +9 25 | +9 20 | 3d6+49 | 3d6+32 | 192 | 144 |
| 25 | +14 30 | +14 30 | +14 30 | +14 25 | +9 25 | +9 20 | 3d6+53 | 3d6+35 | 200 | 150 |

GENIUS

A genius is one of the smartest people in the world, able to invent solutions for the thorniest problems on the fly. They are often just as home in a laboratory as they are analyzing the situation on the field of battle. To them, anything they can observe they can learn from, and a conflict with a group of foes is just another problem for them to solve—with the right amount of mental sweat.

Examples: Doctor Doom, Mister Fantastic, Moon Girl, and Shuri.



GENIUS MODIFIERS AND SCORES

| Rank | Might | Agility | Resilience | Vigilance | Ego | Logic | Fight Damage | Ranged Damage | Health | Focus |
|------|--------|---------|------------|-----------|-------|--------|--------------|---------------|--------|-------|
| 1 | +2 13 | +2 13 | +2 12 | +3 13 | +1 13 | +3 14 | 1d6 | 1d6 | 4 | 6 |
| 2 | +3 14 | +3 14 | +3 12 | +4 14 | +1 14 | +4 15 | 1d6 | 1d6 | 8 | 12 |
| 3 | +3 14 | +3 14 | +3 13 | +5 14 | +2 14 | +5 16 | 2d6 | 2d6 | 12 | 18 |
| 4 | +4 15 | +4 15 | +4 13 | +5 15 | +2 15 | +5 16 | 2d6 | 3d6 | 16 | 24 |
| 5 | +4 15 | +4 15 | +4 13 | +6 15 | +2 15 | +6 17 | 3d6 | 3d6+4 | 20 | 30 |
| 6 | +5 16 | +5 16 | +5 14 | +7 16 | +3 16 | +7 18 | 3d6 | 3d6+4 | 24 | 36 |
| 7 | +5 16 | +5 16 | +5 14 | +7 16 | +3 16 | +7 18 | 3d6+4 | 3d6+7 | 28 | 42 |
| 8 | +6 17 | +6 17 | +6 14 | +8 17 | +3 17 | +8 19 | 3d6+4 | 3d6+11 | 32 | 48 |
| 9 | +6 17 | +6 17 | +6 15 | +9 17 | +4 17 | +9 20 | 3d6+7 | 3d6+11 | 36 | 54 |
| 10 | +7 18 | +7 18 | +7 15 | +9 18 | +4 18 | +9 20 | 3d6+7 | 3d6+14 | 40 | 60 |
| 11 | +7 18 | +7 18 | +7 15 | +10 18 | +4 18 | +10 21 | 3d6+11 | 3d6+18 | 44 | 66 |
| 12 | +8 19 | +8 19 | +8 16 | +11 19 | +5 19 | +11 22 | 3d6+11 | 3d6+18 | 48 | 72 |
| 13 | +8 19 | +8 19 | +8 16 | +11 19 | +5 19 | +11 22 | 3d6+14 | 3d6+21 | 52 | 78 |
| 14 | +9 20 | +9 20 | +9 16 | +12 20 | +5 20 | +12 23 | 3d6+14 | 3d6+25 | 56 | 84 |
| 15 | +9 20 | +9 20 | +9 17 | +13 20 | +6 20 | +13 24 | 3d6+18 | 3d6+28 | 60 | 90 |
| 16 | +10 21 | +10 21 | +10 17 | +13 21 | +6 21 | +13 24 | 3d6+18 | 3d6+28 | 64 | 96 |
| 17 | +10 21 | +10 21 | +10 17 | +14 21 | +6 21 | +14 25 | 3d6+21 | 3d6+32 | 68 | 102 |
| 18 | +11 22 | +11 22 | +11 18 | +15 22 | +7 22 | +15 26 | 3d6+21 | 3d6+35 | 72 | 108 |
| 19 | +11 22 | +11 22 | +11 18 | +15 22 | +7 22 | +15 26 | 3d6+25 | 3d6+35 | 76 | 114 |
| 20 | +12 23 | +12 23 | +12 18 | +16 23 | +7 23 | +16 27 | 3d6+25 | 3d6+39 | 80 | 120 |
| 21 | +12 23 | +12 23 | +12 19 | +17 23 | +8 23 | +17 28 | 3d6+28 | 3d6+42 | 84 | 126 |
| 22 | +13 24 | +13 24 | +13 19 | +17 24 | +8 24 | +17 28 | 3d6+28 | 3d6+42 | 88 | 132 |
| 23 | +13 24 | +13 24 | +13 19 | +18 24 | +8 24 | +18 29 | 3d6+32 | 3d6+46 | 92 | 138 |
| 24 | +14 25 | +14 25 | +14 20 | +19 25 | +9 25 | +19 30 | 3d6+32 | 3d6+49 | 96 | 144 |
| 25 | +14 25 | +14 25 | +14 20 | +19 25 | +9 25 | +19 30 | 3d6+35 | 3d6+53 | 100 | 150 |

POLYMATH

A polymath is good at all sorts of things, often in amazing ways that don't typically match up. They might not be the best there is at any particular thing, but they're better than just about everyone in general.

If you don't see a particular kind of archetype that fits with your character concept, try going with a polymath. They're more flexible than other archetypes and make good fits for all sorts of different kinds of characters.

Examples: Captain America (Steve Rogers), Iron Man (Tony Stark), Misty Knight, Spider-Man (Miles Morales), Spider-Man (Peter Parker), and Thor (Thor Odinson).



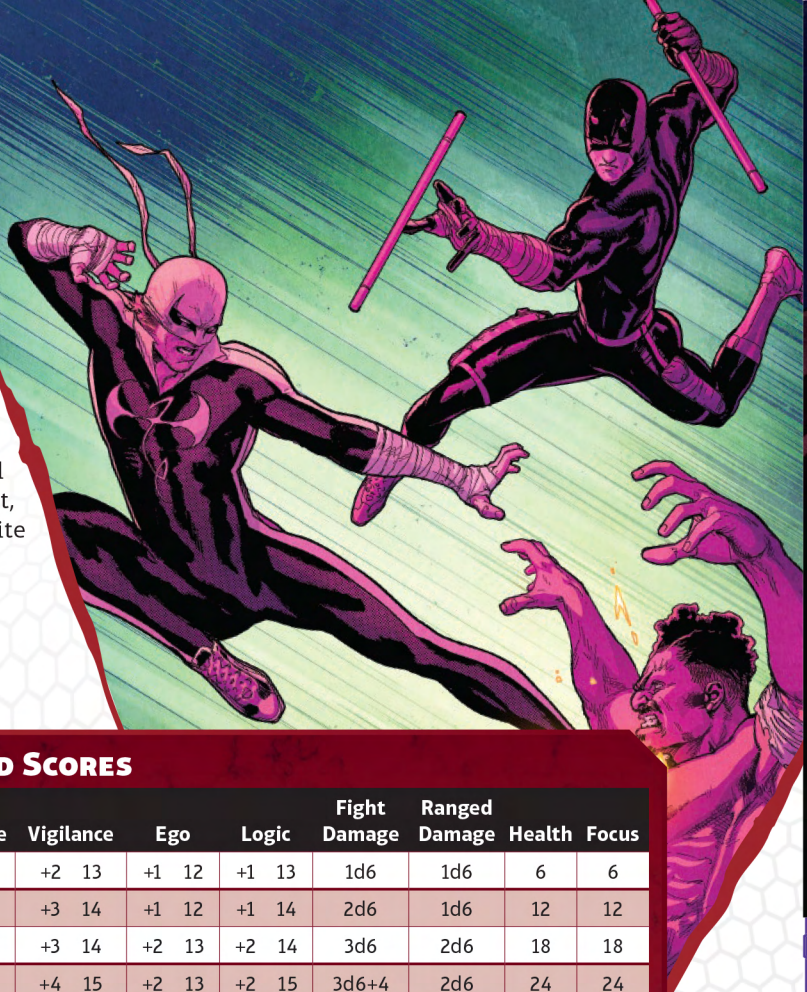
POLYMATH MODIFIERS AND SCORES

| Rank | Might | Agility | Resilience | Vigilance | Ego | Logic | Fight Damage | Ranged Damage | Health | Focus |
|------|--------|---------|------------|-----------|--------|--------|--------------|---------------|--------|-------|
| 1 | +2 13 | +2 13 | +2 13 | +2 13 | +2 13 | +2 13 | 1d6 | 1d6 | 6 | 6 |
| 2 | +3 14 | +3 14 | +3 14 | +3 14 | +3 14 | +3 14 | 1d6 | 1d6 | 12 | 12 |
| 3 | +3 14 | +3 14 | +3 14 | +3 14 | +3 14 | +3 14 | 2d6 | 2d6 | 18 | 18 |
| 4 | +4 15 | +4 15 | +4 15 | +4 15 | +4 15 | +4 15 | 3d6 | 3d6 | 24 | 24 |
| 5 | +4 15 | +4 15 | +4 15 | +4 15 | +4 15 | +4 15 | 3d6+4 | 3d6+4 | 30 | 30 |
| 6 | +5 16 | +5 16 | +5 16 | +5 16 | +5 16 | +5 16 | 3d6+4 | 3d6+4 | 36 | 36 |
| 7 | +5 16 | +5 16 | +5 16 | +5 16 | +5 16 | +5 16 | 3d6+7 | 3d6+7 | 42 | 42 |
| 8 | +6 17 | +6 17 | +6 17 | +6 17 | +6 17 | +6 17 | 3d6+11 | 3d6+11 | 48 | 48 |
| 9 | +6 17 | +6 17 | +6 17 | +6 17 | +6 17 | +6 17 | 3d6+11 | 3d6+11 | 54 | 54 |
| 10 | +7 18 | +7 18 | +7 18 | +7 18 | +7 18 | +7 18 | 3d6+14 | 3d6+14 | 60 | 60 |
| 11 | +7 18 | +7 18 | +7 18 | +7 18 | +7 18 | +7 18 | 3d6+18 | 3d6+18 | 66 | 66 |
| 12 | +8 19 | +8 19 | +8 19 | +8 19 | +8 19 | +8 19 | 3d6+18 | 3d6+18 | 72 | 72 |
| 13 | +8 19 | +8 19 | +8 19 | +8 19 | +8 19 | +8 19 | 3d6+21 | 3d6+21 | 78 | 78 |
| 14 | +9 20 | +9 20 | +9 20 | +9 20 | +9 20 | +9 20 | 3d6+25 | 3d6+25 | 84 | 84 |
| 15 | +9 20 | +9 20 | +9 20 | +9 20 | +9 20 | +9 20 | 3d6+28 | 3d6+28 | 90 | 90 |
| 16 | +10 21 | +10 21 | +10 21 | +10 21 | +10 21 | +10 21 | 3d6+28 | 3d6+28 | 96 | 96 |
| 17 | +10 21 | +10 21 | +10 21 | +10 21 | +10 21 | +10 21 | 3d6+32 | 3d6+32 | 102 | 102 |
| 18 | +11 22 | +11 22 | +11 22 | +11 22 | +11 22 | +11 22 | 3d6+35 | 3d6+35 | 108 | 108 |
| 19 | +11 22 | +11 22 | +11 22 | +11 22 | +11 22 | +11 22 | 3d6+35 | 3d6+35 | 114 | 114 |
| 20 | +12 23 | +12 23 | +12 23 | +12 23 | +12 23 | +12 23 | 3d6+39 | 3d6+39 | 120 | 120 |
| 21 | +12 23 | +12 23 | +12 23 | +12 23 | +12 23 | +12 23 | 3d6+42 | 3d6+42 | 126 | 126 |
| 22 | +13 24 | +13 24 | +13 24 | +13 24 | +13 24 | +13 24 | 3d6+42 | 3d6+42 | 132 | 132 |
| 23 | +13 24 | +13 24 | +13 24 | +13 24 | +13 24 | +13 24 | 3d6+46 | 3d6+46 | 138 | 138 |
| 24 | +14 25 | +14 25 | +14 25 | +14 25 | +14 25 | +14 25 | 3d6+49 | 3d6+49 | 144 | 144 |
| 25 | +14 25 | +14 25 | +14 25 | +14 25 | +14 25 | +14 25 | 3d6+53 | 3d6+53 | 150 | 150 |

STRIKER

A striker hits hard and fast, relying on their reflexes and training to keep them out of harm's way. They make good loners if they can avoid getting hurt too badly, but they can be even better on a team, where they can rely on others for protection and support so they can really cut loose.

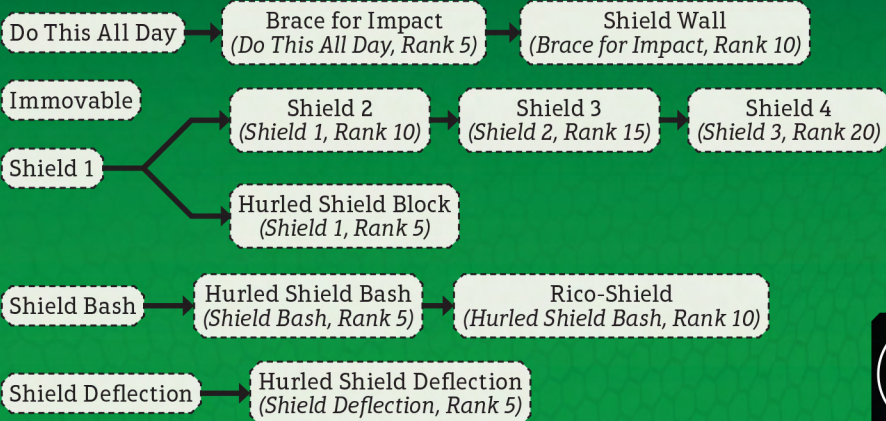
Examples: Blade, Daredevil (Matt Murdock), Elektra, Iron Fist, Wolverine (Laura Kinney), White Tiger, and Wolverine (Logan).



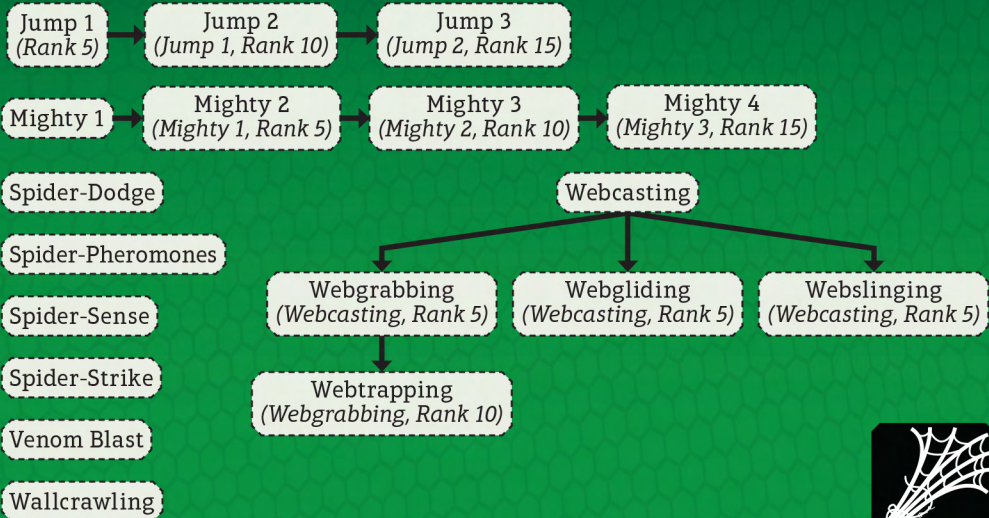
STRIKER MODIFIERS AND SCORES

| Rank | Might | Agility | Resilience | Vigilance | Ego | Logic | Fight Damage | Ranged Damage | Health | Focus |
|------|--------|---------|------------|-----------|-------|-------|--------------|---------------|--------|-------|
| 1 | +3 13 | +2 14 | +2 13 | +2 13 | +1 12 | +1 13 | 1d6 | 1d6 | 6 | 6 |
| 2 | +4 14 | +3 15 | +3 14 | +3 14 | +1 12 | +1 14 | 2d6 | 1d6 | 12 | 12 |
| 3 | +5 14 | +3 16 | +3 14 | +3 14 | +2 13 | +2 14 | 3d6 | 2d6 | 18 | 18 |
| 4 | +5 15 | +4 16 | +4 15 | +4 15 | +2 13 | +2 15 | 3d6+4 | 2d6 | 24 | 24 |
| 5 | +6 15 | +4 17 | +4 15 | +4 15 | +2 13 | +2 15 | 3d6+7 | 3d6 | 30 | 30 |
| 6 | +7 16 | +5 18 | +5 16 | +5 16 | +3 14 | +3 16 | 3d6+11 | 3d6 | 36 | 36 |
| 7 | +7 16 | +5 18 | +5 16 | +5 16 | +3 14 | +3 16 | 3d6+14 | 3d6+4 | 42 | 42 |
| 8 | +8 17 | +6 19 | +6 17 | +6 17 | +3 14 | +3 17 | 3d6+18 | 3d6+4 | 48 | 48 |
| 9 | +9 17 | +6 20 | +6 17 | +6 17 | +4 15 | +4 17 | 3d6+21 | 3d6+7 | 54 | 54 |
| 10 | +9 18 | +7 20 | +7 18 | +7 18 | +4 15 | +4 18 | 3d6+25 | 3d6+7 | 60 | 60 |
| 11 | +10 18 | +7 21 | +7 18 | +7 18 | +4 15 | +4 18 | 3d6+28 | 3d6+11 | 66 | 66 |
| 12 | +11 19 | +8 22 | +8 19 | +8 19 | +5 16 | +5 19 | 3d6+32 | 3d6+11 | 72 | 72 |
| 13 | +11 19 | +8 22 | +8 19 | +8 19 | +5 16 | +5 19 | 3d6+35 | 3d6+14 | 78 | 78 |
| 14 | +12 20 | +9 23 | +9 20 | +9 20 | +5 16 | +5 20 | 3d6+39 | 3d6+14 | 84 | 84 |
| 15 | +13 20 | +9 24 | +9 20 | +9 20 | +6 17 | +6 20 | 3d6+42 | 3d6+18 | 90 | 90 |
| 16 | +13 21 | +10 24 | +10 21 | +10 21 | +6 17 | +6 21 | 3d6+46 | 3d6+18 | 96 | 96 |
| 17 | +14 21 | +10 25 | +10 21 | +10 21 | +6 17 | +6 21 | 3d6+49 | 3d6+21 | 102 | 102 |
| 18 | +15 22 | +11 26 | +11 22 | +11 22 | +7 18 | +7 22 | 3d6+53 | 3d6+21 | 108 | 108 |
| 19 | +15 22 | +11 26 | +11 22 | +11 22 | +7 18 | +7 22 | 3d6+56 | 3d6+25 | 114 | 114 |
| 20 | +16 23 | +12 27 | +12 23 | +12 23 | +7 18 | +7 23 | 3d6+60 | 3d6+25 | 120 | 120 |
| 21 | +17 23 | +12 28 | +12 23 | +12 23 | +8 19 | +8 23 | 3d6+63 | 3d6+28 | 126 | 126 |
| 22 | +17 24 | +13 28 | +13 24 | +13 24 | +8 19 | +8 24 | 3d6+67 | 3d6+28 | 132 | 132 |
| 23 | +18 24 | +13 29 | +13 24 | +13 24 | +8 19 | +8 24 | 3d6+70 | 3d6+32 | 138 | 138 |
| 24 | +19 25 | +14 30 | +14 25 | +14 25 | +9 20 | +9 25 | 3d6+74 | 3d6+32 | 144 | 144 |
| 25 | +19 25 | +14 30 | +14 25 | +14 25 | +9 20 | +9 25 | 3d6+77 | 3d6+35 | 150 | 150 |

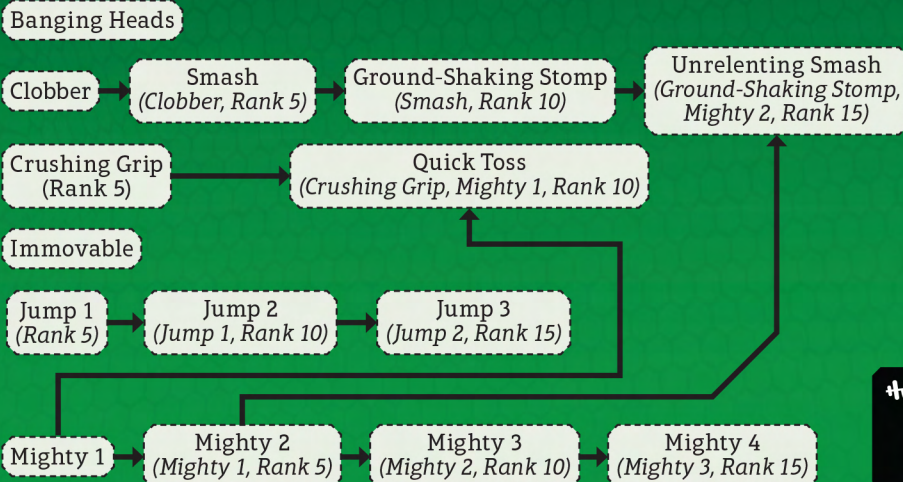
SHIELD BEARER



SPIDER-POWERS



SUPER-STRENGTH



If a character's Focus is reduced to 0, they are *demoralized*. Any conditions or powers they were maintaining or sustaining end immediately. While demoralized, they have trouble on all actions. If their Focus is reduced to a negative value equal in magnitude to their maximum Focus, or worse, they are *shattered*: frozen in place by fear and stress.

Holding Back

Most heroes don't want to kill anyone. As such—unless their player expressly says otherwise—any attack a hero makes that would kill a target instead leaves that target 1 point away from dying.

Similarly most heroes don't want to shatter anyone. Any attack they make that would shatter a target instead leaves that target 1 point away from being shattered.

The Narrator can overrule this in certain circumstances, however, so players should be careful with how their characters attack others. If the player drops a building on a crowd, for instance, they shouldn't expect to not cause any casualties.

If a player wants to be even more careful, they can tell the Narrator that their character is holding back with any given attack. In such a case, they can even leave their target at 0 Health or 0 Focus instead.

Weapons

When using a weapon, a character can decide whether to use the weapon's damage or their own damage, depending on the kind of weapon.

A pistol, for instance, does 2d6 Health (piercing) damage. If the character has a Ranged Damage of 3d6 or more, they can use their own Ranged Damage rather than that of the pistol.

This represents the fact that higher-rank characters know how to damage their targets better than regular folks.

The main reason for many characters to use a weapon is not to increase damage but give them the ability to deal the kind of damage they wish. For instance, without a ranged weapon (or power), a character cannot do Ranged Damage to a target.

By default, Fight Damage is Health (bashing) damage. A weapon can change that to another type, like slashing or piercing, which can cause bleeding.

Guns

Most Marvel heroes don't use guns, but plenty of their enemies do.

Characters with firearms are assumed to have plenty of ammunition for them, so don't bother counting bullets. However, most firearms must be reloaded after every turn, which requires an easy action. Also, if the character botches an attack with a firearm, they run out of ammunition for that weapon.

Some weapons have different challenges or additional requirements.

- ▶ **Rifle:** Attacks at targets within 25 feet have trouble.
- ▶ **Shotgun:** Can attack up to three adjacent Average-sized targets, with a single shot. Make one attack roll and compare it against each target's defense.
- ▶ **Submachine Gun:** Reloading requires a standard action.

HEALING

After a tough day of combat, characters want to get back to full fighting form. A character who is not unconscious, demoralized, or worse regains lost Health and Focus equal to the character's rank every hour they take it easy. For every hour they actually sleep, they regain double that.

COMMON WEAPONS

| Weapon | Damage | Range |
|-----------------------|--------------------------|-------|
| Pistol | 2d6 Health (piercing) | 50 |
| Rifle | 3d6+4 Health (piercing) | 100 |
| Shotgun | 3d6 Health (piercing) | 30 |
| Submachine Gun | 3d6+11 Health (piercing) | 50 |
| Club | 2d6 Health (bashing) | Reach |
| Knife | 2d6 Health (slashing) | Reach |
| Sword | 3d6 Health (slashing) | Reach |

ACTION CHECK

1. Roll d616
2. Apply action modifiers
3. Compare the total to the target number

Roll d616

Roll your three six-sided dice and add them up. If you meet or beat the target number, you succeed. Otherwise, you fail.

Fantastic Roll: If you roll a 1 on the Marvel die and anything other than a pair of 1s on the ordinary dice, that's a *fantastic roll*. Count the Marvel die as a 6 and add the other two dice to it to get your result. A roll 1 on the Marvel die and a 6 on each of the ordinary dice makes for an *ultimate fantastic roll* of 18, the best possible roll.

- ▶ If the result meets or beats the TN, that's a *fantastic success*.
- ▶ If the result is less than the TN, that's a *fantastic failure*.

Botched Roll: If you roll a 1 on all three dice, that's a *botched roll*. Count the Marvel die as a 1, and your roll equals 3, the worst possible result. You automatically fail at whatever you were attempting and something particularly bad happens.

SEQUENCE OF COMBAT

The order of events for combat:

1. Determine positions.
2. Roll initiative checks to determine the initiative order.
3. Start a new round.
4. Each character takes their turn in initiative order.
5. If the combatants still are able and want to fight, go back to Step 3.
6. Otherwise, the combat ends.

FIREARMS

Most firearms must be reloaded after every turn, which requires an easy action. If the character botches an attack with a firearm, they run out of ammunition.

- ▶ **Rifle:** Attacks at targets within 25 feet have trouble.
- ▶ **Shotgun:** Can attack up to three adjacent Average-sized targets, with a single shot. Make one attack roll and compare it against each target's defense.
- ▶ **Submachine Gun:** Reloading requires a standard action.

CHALLENGING TN BY RANK

| Rank | Challenging TN |
|------|----------------|
| 1 | 15 |
| 2 | 16 |
| 3 | 17 |
| 4 | 18 |
| 5 | 19 |
| 6 | 20 |
| 7 | 21 |
| 8 | 22 |
| 9 | 23 |
| 10 | 23 |
| 11 | 24 |
| 12 | 24 |
| 13 | 25 |
| 14 | 25 |
| 15 | 26 |
| 16 | 26 |
| 17 | 27 |
| 18 | 27 |
| 19 | 28 |
| 20 | 28 |
| 21 | 29 |
| 22 | 29 |
| 23 | 30 |
| 24 | 30 |
| 25 | 31 |

TN MODIFIERS BY ADJECTIVES

| Adjective | TN Modifier |
|-------------|-------------|
| Trivial | -7 |
| Easy | -4 |
| Routine | -2 |
| Challenging | 0 |
| Difficult | +2 |
| Ridiculous | +4 |
| Impossible | +7 |