

HERO

SPIDER-MAN

(Miles Morales)



Art by Javier Garrón & David Curiel

TRAITS

- ☐ *Combat Reflexes*
- ☐ *Free Running*
- ☐ *Quick Learner*
- ☐ *Surprising Power*
- ☐ *Weird*

POWERS

BASIC

- ☐ *Evasion*
- ☐ *Mighty 1*

ILLUSION

- ☐ *Invisibility*

SPIDER-POWERS

- ☐ *Jump 1*
- ☐ *Spider-Dodge*
- ☐ *Spider-Sense*
- ☐ *Spider-Strike*
- ☐ *Venom Blast*
- ☐ *Wallcrawling*
- ☐ *Webcasting*
- ☐ *Webgrabbing*
- ☐ *Webslinging*
- ☐ *Webtrapping*

TAGS

- ☐ *Heroic*
- ☐ *Mentor: Peter Parker*
- ☐ *Obligation: School*
- ☐ *Secret Identity*
- ☐ *Young*

ABILITIES

ABILITY
SCORE

3

MELEE

5

AGILITY

3

RESILIENCE

2

VIGILANCE

1

EGO

1

LOGIC

DEFENSE
SCORE

17

17

13

12

11

11

NON-COMBAT
CHECK

+4

+5

+3

+2

+1

+1

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Role-Playing Game

DAMAGE

MELEE

[



x4

]

+3

dMARVEL

MULTIPLIER

ABILITY

AGILITY

[



x3

]

+5

dMARVEL

MULTIPLIER

ABILITY

EGO

[



x3

]

+1

dMARVEL

MULTIPLIER

ABILITY

LOGIC

[



x3

]

+1

dMARVEL

MULTIPLIER

ABILITY

RANK

3

HEALTH

90 DR: -

INITIATIVE

+2E

KARMA

3

FOCUS

60 DR: -

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SPEED

Run:	6
Climb/Jump:	6
Swim:	3
Swingline:	18

PROFILE

Real Name: Miles Morales
Height: 5'8" **Weight:** 160 lbs.
Gender: Male
Eyes: Brown **Hair:** Black
Size: Average
Distinguishing Features: None.
Origin: Weird Science
Occupation: Student
Teams: Champions, Spider-Army
Base: New York City

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Role-Playing Game

BACKSTORY

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.

ORIGIN

WEIRD SCIENCE

The character's powers arose from a scientific experiment or accident that's hard-if not impossible—to reproduce. Often, they had the latent genetic potential to develop powers and were somehow exposed to the right triggers-which would have likely killed most other people.

These kinds of characters are sometimes called mutates. The difference between a mutate and a mutant is that a mutant's powers come to them naturally, but a mutate's powers require a triggering incident that might never happen. In this sense, Inhumans are all mutates who share a gene with a known trigger: the Terrigen Mist.

Traits: Weird.

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OCCUPATION

STUDENT

The character attends school or college on a full-time basis. What they study or focus on is up to them and their school. Most people start out with this occupation, but once they graduate, they move on to something new. If that happens with your character, you can then select a new occupation to replace this one.

Tags: Mentor, **Obligation:** School.

Traits: Quick Learner.

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TRAIT

COMBAT REFLEXES

The character can react quickly in combat. This grants them one additional reaction each turn.

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TRAIT

FREE RUNNING

*The character has an **edge** on Agility checks made to perform acrobatics during a movement action.*

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TRAIT

QUICK LEARNER

*If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.*

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TRAIT

SURPRISING POWER (Invisibility)

The character can choose a power they normally wouldn't be able to use. The character will still need to have any prerequisite powers, but they can ignore rank and origin requirements. This trait can be selected multiple times.

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TRAIT

WEIRD

*The character has something weird (or even wonderful) about them. This causes people to have strong reactions to them, both good and bad. They have an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.*

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TAG

HEROIC

The character acts heroically. They help people in need, and they do their best not to kill—even with people who might deserve it. Characters with the Heroic tag can spend and earn Karma for doing heroic actions.

Restriction: *The character cannot also be **Villainous**.*

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TAG

MENTOR

(Peter Parker)

The character knows an older person they can ask for advice, even when it comes to having super-powers. This tag can be selected multiple times.

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TAG

OBLIGATION (School)

The character is responsible to certain people, places or organizations who rely on them. This tag can be selected multiple times, using many different categories. These include family, school, society, sports, work and so on.

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TAG

SECRET IDENTITY

The character's real identity is a secret to the public, and they must take precautions to maintain this status. This might help keep the people they care about safe from their enemies, but it can also cause strain in those same relationships.

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TAG

YOUNG

The character is a minor, under 18 years old. If possible, they must report in to their parents or guardians on a regular basis.

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1
RANK

POWER



EVASION

Action Type: *Passive*

Range: *Self*

Duration: *Permanent*

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



FOCUS

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Role-Playing Game

1
RANK

POWER



MIGHTY 1

Action Type: *Passive*

Range: *Self*

Duration: *Permanent*

Effect: *Treat the character as one size bigger for lifting, carrying, swinging and throwing things. They also add +1 to their Melee damage multiplier, and they gain a +1 bonus to Melee checks other than attacks.*



FOCUS

MARVEL

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Role-Playing Game

2
RANK

POWER



INVISIBILITY

Action Type: Standard

Range: Self

Duration: Concentration

Effect: The character becomes invisible. They have an **edge** on Agility checks to sneak past people, and enemies have **trouble** on Vigilance checks to perceive them. It's even harder to spot things that are invisible but aren't moving. Characters must be actively trying to do so to be able to make a Vigilance check.

5
FOCUS

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2

RANK

POWER



JUMP 1



Action Type: *Passive*

Range: *Self*

Duration: *Permanent*

Effect: *The character gains the Jump movement mode with a Jump Speed equal to their Run Speed. They can jump this distance in any direction, vertically as well as horizontally.*

5

FOCUS

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1
RANK

POWER



SPIDER-DODGE

Action Type: Reaction

Range: Self

Duration: Instant

Trigger: Someone makes an Agility attack against the character.

Effect: The attacker has **trouble** on the attack. If the attack misses, the character can leap in any direction at their Jump Speed.



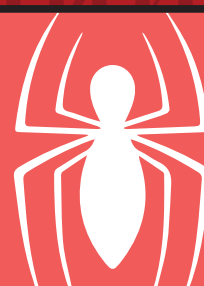
FOCUS

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1
RANK

POWER



SPIDER-SENSE

Action Type: *Passive*

Range: -

Duration: *Permanent*

Effect: *The character has an **edge** on initiative checks and on Vigilance checks to perceive danger. Enemies have **trouble** on Agility checks against the character's Vigilance defense. The character also gains a permanent +2 bonus to their Agility defense.*



FOCUS

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1
RANK

POWER



SPIDER-STRIKE

Action Type: Standard

Range: Close

Duration: Instant

Effect: The character splits their attack to make two close attacks against separate targets within reach (or they can focus a single attack on a single target). Make a single Melee check and compare it to the targets' Melee defenses. On a success, the affected target takes half regular damage. On a Fantastic success, the affected target takes full damage and is paralyzed by webbing. Breaking free from webbing requires a Melee check (target number 20).

After the attacks, the character may run, jump or climb at half speed for free.



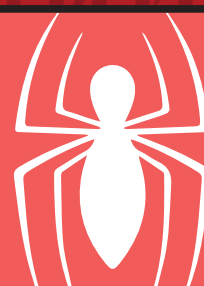
FOCUS

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1
RANK

POWER



VENOM BLAST

Action Type: Standard

Range: 5 spaces

Duration: Instant

Effect: The character makes a ranged attack. If the attack is a success, it does regular damage. On a Fantastic success, the attack does double damage, and if the target suffers any actual damage, they are also stunned for one round.



FOCUS

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1
RANK

POWER



WALLCRAWLING

Action Type: *Passive*

Range: *Self*

Duration: *Permanent*

Effect: *The character can climb at a speed equal to their regular speed. Under normal conditions, they never lose their grip, no matter the angle of the surface.*



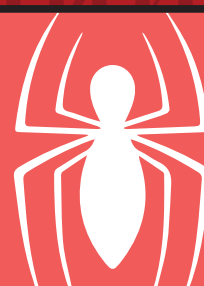
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1
RANK

POWER



WEBCASTING

Action Type: Standard

Range: 10 spaces

Duration: Instant

Effect: The character makes a ranged attack on an enemy. If the attack is a success, the web paralyzes the enemy. On a Fantastic success, the enemy is also pinned. Breaking free from webbing requires a Melee check (target number 20).



FOCUS

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Multiverse
Role-Playing Game

2
RANK

POWER



WEBGRABBING

Action Type: Standard

Range: 10 spaces

Duration: Instant

Effect: The character makes a ranged attack on an enemy. If the attack is a success, the character grabs the target with a web. On a Fantastic success, the target can also be pinned. Breaking free from webbing requires a Melee check (target number 20).

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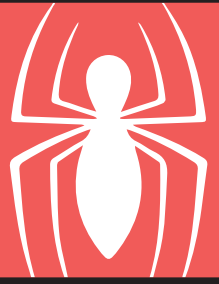
FOCUS

MARVEL

Multiverse
Role-Playing Game

2
RANK

POWER



WEBSLINGING

Action Type: *Passive*

Range: -

Duration: *Permanent*

Effect: *The character gains the swingline movement mode, with a Speed equal to triple their Run Speed. The reach of their swingline is equal to their Swingline Speed.*



FOCUS

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Role-Playing Game

3**RANK**

POWER



WEBTRAPPING

Action Type: Standard

Range: Close

Duration: 15 minutes x rank

Effect: The character fills up to 5 spaces with sticky webs, and the affected spaces are considered difficult terrain. Any creature that starts its turn in or moves into an affected space must make an Agility check (target number 20) or be paralyzed by the webbing. Breaking free from webbing requires a Melee check (target number 20).

10**FOCUS**

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