

OBJECTS & SIZES

Size	Height	Example	Attack Modifier	Damage Multiplier	Throwing Range	Potential Targets
Microscopic	1/4 inch	Ant	-5	-	20	1
Miniature	1 inch	Chess Piece	-4	-	20	1
Tiny	4 inches	Brick	-3	-	20	1
Little	1.5 feet	Cat	-2	-	10	1
Small	4 feet	Child	-1	-	5	1
Average	6 feet	Adult	-	-	5	1
Big	8 feet	Car	+1	+1	-	2
Huge	24 feet	Truck	+2	+2	-	5
Gigantic	100 feet	Airliner	+3	+3	-	20
Titanic	400 feet	Cruise Ship	+4	+6	-	80
Gargantuan	1600 feet	Skyscraper	+5	+8	-	150

COMMON WEAPONS

Weapon	Range (Spaces)	Damage Multiplier Bonus
Bo Staff	Reach+1	+1
Bow	15	+1
Club	Reach	+1
Grenade (Frag)	10	x2
Grenade (Flash-bang)	10	-
Knife	Reach	+1
Knife (Thrown)	5	+1
Pistol	10	+1
Rifle	20	+1
Shotgun	6	+1
Sniper Rifle	40	+1
Submachine Gun	10	+1
Sword	Reach	+2

ATTACKING OBJECTS

Unmoving Object: Ranged

TN 10, modified by object's size, relative to the attacker.

Unmoving Object: Close

Automatically succeed, but require a roll to determine damage.

Objects Wielded by Target

TN is user's Agility Defense, modified by object's size. If successful, the character holding the object makes an Agility check to hold on to it, using the damage caused as the TN.

Attacking Attended Vehicles

TN is operator's Agility Defense, modified by the object's size. If the attack succeeds, the operator makes an Agility check to maintain control with a TN equal to the damage caused.

PLOWING THROUGH THINGS

Smashed Item	Damage Threshold
Window	5
Awning	10
Door	10
Interior Wall	20
Exterior Wall	40
Car	40
Airplane	50
Battleship	100

KNOCKBACK

- Only applies to characters with the **Mighty** power and only with a **Fantastic Success**.
- Distance (spaces) knocked back is 5 x damage multiplier of the attacker.
- Colliding with something causes no additional damage.
- If the Total Damage Caused (TDC) to a character exceeds the threshold of an object they collide with, they plow through the obstacle. Remove that threshold value from the TDC and keep going until the TDC value reduces to 0 or when the distance knocked back ends.

IMPROVISED WEAPONS

Carrying/Swing/Throw: Anything character's own size or smaller (see Objects & Sizes table).

Lift: Anything one size larger requires a **Challenging Melee check**. Cannot carry, swing or throw it. This can be affected by traits and powers such as Big (Trait) and Mighty (Power).

Throwing Ranges: Listed under **Throwing Range** (see Objects & Sizes table).

Attacking (Close or Ranged): Inflicts attacker's **full damage** on the target. On a Fantastic success, **double the damage**, but the improvised weapon is **destroyed**.

Number of Targets: Dependant on size of weapon and listed under **Potential Targets** (see Objects & Sizes table). Attacker makes a single attack roll and compare roll against each target's appropriate Defense score.

Damage: Use **Damage Multiplier** column (see Objects & Sizes table). Damage multiplier modifiers do not stack with other things that affect damage multiplier modifiers in the same direction.

SEQUENCE OF PLAY

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 taking 1 action and 1 movement.
5. If any combatants are still able and want to fight, go back to step 3.
6. Otherwise, the combat ends.

KARMA

Heroic traited characters may spend 1 Karma (max 1/round) to do one of the following:

- ⦿ After an action check, gain an **edge** on that check.
- ⦿ Characters targeted by enemies who make action checks against them can give that enemy **trouble** on that check.
- ⦿ Make a TN 10 Resilience check to recover Health equal to that check's  x Rank (up to their maximum Health). A Fantastic success gives double that amount.
- ⦿ Make a TN 10 Vigilance check to recover Focus equal to that check's  x Rank (up to their maximum Focus). A Fantastic success gives double that amount.
- ⦿ If an unconscious or demoralized ally is within reach (Health) or earshot (Focus), a character can make either of the above recovery actions using their ability scores (rather than the ally's) granting the amount to that for that ally.

COMBAT RANGES

- ⦿ **Within Range:** Treat normally.
- ⦿ **Up to Double Range:** Gain **trouble**.
- ⦿ **Beyond Double Range:** Impossible.

Cover

Attacks against a target using something or someone for cover, but who can still be seen, gain **trouble**.

Line Of Sight 200 spaces

Other characters generally block line of sight. If it's unclear, make a **Vigilance** check against a TN the Narrator assigns. Apply **trouble** to this check due to environmental conditions such as darkness, fog, or smoke.

Earshot 100 spaces

If it's unclear, make a **Vigilance** check against a TN the Narrator assigns. Apply **trouble** to this check due to background noise, volume of the sound, distance, or condition of the speaker's voice.

TARGET NUMBER (TN) BY RANK

Rank	Trivial -6	Easy -4	Routine -2	Challenging -	Difficult +2	Ridiculous +4	Absurd +6
1	5	7	9	11	13	15	17
2	6	8	10	12	14	16	18
3	7	9	11	13	15	17	19
4	8	10	12	14	16	18	20
5	9	11	13	15	17	19	21
6	10	12	14	16	18	20	22

HEALING

Regain Health/Focus equal to character's rank for every hour of calm (x2 during sleep).

FALLING

Narrator makes a standard action check. Multiplier is x1 per 3 spaces fallen (max x20). May reduce distance fallen by their jump speed.

MARVEL Multiverse Role-Playing Game

TEAM MANEUVER LEVELS

Average Rank	Maneuver Level	Focus Cost
1-2	1	5 each
3-4	2	10 each
5-6	3	15 each

TEAM MANEUVERS

Type	Level	Effect
Offensive	1	All team members get an edge on any attack they make this round.
	2	All team members can reroll all their dice on any attack they make this round. They get to use the better result.
	3	All team members can turn their Marvel die to a Fantastic success on any attack roll they make this round against targets of equal or higher rank.
Defensive	1	All team members have Damage Reduction 2 for this round.
	2	All team members have Damage Reduction 4 for this round.
	3	All team members have Damage Reduction 8 for this round.
Rally	1	All actions taken against team members have trouble this round.
	2	Each member of the team can make a recovery roll for either Health or Focus, as if they had spent a point of Karma.
	3	A single member of the team who has been killed or shattered in this battle is healed to at least Health 0 and Focus 0.

CONDITIONS

Type	Description
Ablaze	Character loses 5 Health at the end of each of their turns until they die or the condition ends. Can end by rolling on the ground with a TN 10 Agility check.
Bleeding	Character loses 5 Health at the end of each of their turns until they die or the condition ends. Can stop the bleeding with TN 10 Logic check. The condition also ends by recovering 1+ Health.
Blinded	Powers that require concentration and line of sight end immediately. Reduce speed by half. Gain trouble on all action checks that require line of sight. Enemies gain edge on all action checks against character that require sight to defend against or dodge.
Corroding	Character loses 5 Health at the end of each turn until they die or the condition ends. Washed with water can remove the corrosion.
Deafened	Powers that require concentration and earshot end immediately. Gain trouble on all action checks that require hearing.
Demoralized	Any powers with concentration end immediately. Gain trouble on all action checks.
Grabbed	Neither attacker nor target can move. Any attacks against them gain trouble . If failed, may hit other person involved. If the grabber doesn't care, gain edge to attack but hit lowest defense first. If can hit both, determine randomly.
Infected	When exposed, make a Resilience check against the infection's TN or TN 12 (whichever is greater). May be infected each turn if within 3 spaces of the source.
Paralyzed	Cannot move or take actions requiring Melee or Agility. Agility defense reduced to 10 vs ranged attacks, and close attacks automatically hit.
Pinned	As grabbed except target has trouble on Melee and Agility checks and cannot use movement actions.
Poisoned	Make a TN 18 Resilience check at the start of each turn. If failed, lose 1 Health. Fantastic success means poison passed from their system and no longer affects them. If not killed within 24 hours, they beat the poison.
Prone	Gain trouble on Melee attacks. Close attacks against prone character gain edge . Ranged attacks targeting the prone character gain trouble .
Shattered	Permanently stunned (see below). Character cannot take any actions.
Stunned	Ends any concentration powers. The character cannot take any actions, and all attacks against them gain edge .
Surprised	Cannot act in bonus round. If surprised later, attacker gains edge .
Unconscious	Ends any concentration powers. Cannot take actions. Defenses reduce to 10, and close attacks automatically hit.

ACTIONS

Type	Description
Attack	Close: Melee vs. Melee def Ranged: Agility vs. Agility def
Dodge	Attacks gain trouble until characters next turn.
Escape	Melee vs. grabber's Melee def to break open pins/grabs.
Grab	As close attack, but target is grabbed; Fantastic Success, target also pinned (trouble on Melee/Agility checks).
Help	Target character gains edge on their next action.
Move	Move again.
Use a Power	See power description.

REACTIONS

Type	Description
Escape	Trigger: Grabbed, pinned or paralyzed. Effect: Attempt to Escape as left.
Fastball Special	Trigger: An ally throws character at an enemy and succeeds at Agility check. Effect: Make a close attack at that enemy. On Success, double damage. On Fantastic Success, triple damage.
Help Teammate	Trigger: Nearby ally fails a check. Effect: Give them an edge on check.
Interpose	Trigger: Someone in character's reach is targeted by an attack (that doesn't also target this character). Effect: Jump between target and attacker; and become the new target of the attack. Attack's TN is the lower of the two defenses.
Ram	Trigger: Character uses their action and movement to move at full speed towards a target in a straight line. Effect: Make a Melee attack against that target. Attacker automatically takes regular damage. If successful, target takes double damage. If Fantastic success, target takes triple damage.
Release	Trigger: Something/someone a character is holding moves/attacks. Effect: Let go.
Skulk	Trigger: Character is the target of a ranged attack and someone within their reach isn't. Effect: Hide behind nearby character and they become target of the attack. Attack's TN is the lower of the two defenses.

MOVEMENT

Run Speed:	5 spaces (+1 per 5 pts in Agility).
Climb/Jump/Swim Speed:	$\frac{1}{2}$ Run speed.
Swinglining Speed:	Equal to swingline reach.

Type	Description
Carry/Lift	May make a Challenging Melee check to lift something 1 size larger. Carrying something their own size cuts speed in half.
Crawling	While crawling, each space costs 2 spaces. Standing up costs 1 space.
Difficult Terrain	Each space costs 2 spaces each. Can ignore if flying above or similar.
Gliding	Move Glide Speed. At end of turn, you lose altitude of $\frac{1}{2}$ Glide speed.
Sneaking	Cuts speed in half. Observers must make a Vigilance check vs. Agility defense. Success means spotted.

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MARVEL

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HOLDING A TURN

- When a character holds their turn, they voluntarily reduce their own initiative check to a lower number.
- Specify the new number they want to occupy or leave it undefined until they decide to take their turn.
- Can take it just before or just after another character's turn.
- Cannot be interrupted by another held turn—except with a reaction.
- Their initiative position changes to its new place in the initiative order.
- If held until the next round starts, but before they would have acted, their initiative check rises to that new position.

RESERVING AN ACTION

- Instead of a standard or movement action, can reserve that action and use later as a reaction.
- State the action and action type (attack or movement) they plan to take and the conditions that trigger it.
- When taking the reserved action, the character must have a reaction available.
- The reserved action takes place immediately when the trigger conditions are met, interrupting the turn of whoever is currently acting until the reserved action is complete.
- The reserving character's place in the initiative order does not change.

MUTANT REPUTATION

Reputation	Effect	Ego Check Effect
Beloved	People cheer when the character arrives. They ask for autographs. They say their money is no good here. Mobs of admirers may form.	Double Edge
Liked	People smile when the character arrives. They feel safer having them around.	Edge
Neutral	No effect.	No Effect
Feared	People cross the street to avoid the character. They try to never be alone with them.	Trouble
Hated	People distrust the character. Given a chance, they might even attack them, if they think they can get away with it. Angry mobs may form.	Double Trouble

BASIC VEHICLES

- Operation:**
 - Characters operate a vehicle by making Agility checks using their movement action.

- Weapons:**
 - Characters operate vehicle weapons by making Agility checks.
 - Any Focus cost made for using the weapon is paid by the firer.
 - Weapons that fire automatically do so at the end of the turn.

- Defences:**
 - Use the pilot's Melee and Agility defenses (or 10 if unpiloted) modified by the vehicle's size.

- Vehicle Health:**
 - When Vehicle Health goes below $\frac{1}{2}$ maximum, its speed is halved.
 - When Vehicle Health falls below 1, the vehicle stops working and the pilot must make a TN 14 Agility check to maintain control with failure indicating a loss of control. On a Success, they can continue to steer it. On a Fantastic Success, the vehicle rises back up to 1 Health.
 - Ground or waterborne vehicles that stop working lose $\frac{1}{2}$ their current speed every turn. A vehicle with brakes can stop faster if the pilot likes. Winged aircraft can glide at $\frac{1}{2}$ Flight Speed, however, lose altitude equal to $\frac{1}{2}$ its Glide Speed each turn.

Vehicle	Speed	Health	Size	Powers
Boat	12	80	Huge	Sturdy 1, Speed Swim.
Car	20	100	Big	Sturdy 1, Speed Run 1.
Helicopter	16	100	Huge	Flight 2.
Motorcycle	24	40	Average	Speed Run 1.
Plane	36	100	Gigantic	Flight 2.

RESIZE EFFECTS

Power	Size	Height	Defense Modifier	Damage Multiplier	Size Multiplier
Shrink 4	Microscopic	$\frac{1}{4}$ inch	+5	-	0
Shrink 3	Miniature	1 inch	+4	-	0
Shrink 2	Tiny	4 inches	+3	-	0
Shrink 1	Little	1.5 feet	+2	-	$\frac{1}{4}$
Grow 1	Huge	24 feet	-2	+2	5
Grow 2	Gigantic	100 feet	-3	+4	20
Grow 3	Titanic	400 feet	-4	+6	80
Grow 4	Gargantuan	1600 feet	-5	+8	320

POWER SETS

 Basic	 Ranged Weapons
 Elemental Control	 Resize
 Healing	 Shield Bearer
 Illusion	 Sixth Sense
 Luck	 Spider-Powers
 Magic	 Super-Speed
 Martial Arts	 Super-Strength
 Melee Weapons	 Tactics
 Narrative	 Telekinesis
 Omniversal Travel	 Telepathy
 Phasing	 Teleportation
 Plasticity	 Translation
 Power Control	 Weather Control