

The top half of the page features a vibrant, red-toned illustration. It depicts a chaotic battle scene from the Marvel Multiverse. In the center, two black silhouettes of muscular figures are shown in a dynamic pose, one appearing to punch or grapple the other. Surrounding them are various Marvel characters in action: Iron Man is seen flying in the upper left, Thor with his hammer in the lower left, and several other heroes and villains engaged in combat. The background is filled with bright, radiating light beams and energy effects, creating a sense of intense action and cosmic scale. The overall color palette is dominated by shades of red and orange, with bright white highlights from the energy effects.

MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

A.I.

The character possesses an artificial intelligence in a computerized mind. Their digital nature means that copies or backups can be made of their mind and can even be transferred into other compatible forms.

The bottom section of the page has a white background with a repeating pattern of thin, light-gray hexagons. A thick, black, angular border separates this section from the one above.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

A.I.

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

ALIEN HERITAGE

The character—or at least one of their ancestors—is not from Earth. Pick an alien race that they belong to. If they were not raised on Earth, they should consider taking the Outsider occupation.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

ALIEN HERITAGE

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MARVEL MULTIVERSE ROLE-PLAYING GAME

ALTERNATE FORM

The character can change from their regular human form into another form and back. When in either form, the character can only access powers assigned to that form. In most cases, this means that the character can use powers only when in their alternate form.

This tag applies to characters that switch from one humanoid form to another, like Colossus, Emma Frost and many of the Hulks. It also applies to characters that have inhuman forms, like werewolves and vampires.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

ALTERNATE FORM

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

AMPHIBIOUS

The character can breathe just fine underwater and can see and hear well in it too.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

AMPHIBIOUS



MARVEL MULTIVERSE ROLE-PLAYING GAME

ARAKKII

The character hails from Arakko, which was once part of the same island as Krakoa before it was severed and sent into the dark dimension of Amenth. Arakko has since returned to the regular world and been transplanted onto a terraformed Mars.

Arakkii society emphasizes independence. Arakkii do not accept help from others and often settle disputes by means of formal duels. They refuse to allow the Five to resurrect them.

Restriction: For mutants only.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

ARAKKII

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

AUDITORY ISSUES

The character has trouble hearing that can range from partial to full deafness.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

AUDITORY ISSUES

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MARVEL

MULTIVERSE

ROLE-PLAYING GAME

AUTHORITY

The character has a legal authority of some kind. They might be a commissioned officer, privateer, bounty hunter, doctor, firearms dealer, lawyer, pharmacist, police officer, private investigator, mayor, governor and so on. This tag can be selected multiple times if appropriate.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

AUTHORITY

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

BACKUP

The character is part of an organization—like a police force—that they can call for immediate backup at any time.

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TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

BACKUP

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

BLACK MARKET ACCESS

The character knows how and where they can buy and sell hard-to-find and potentially illegal things.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

BLACK MARKET ACCESS



MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

CHAOTIC

The character has been affected by the chaos lord Chthon.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

CHAOTIC

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MARVEL

MULTIVERSE

ROLE-PLAYING GAME

CLONE

The character is a clone of another character. See Clones for more on how this may affect them (Spiderverse Expansion).

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

CLONE



MARVEL MULTIVERSE ROLE-PLAYING GAME

CONVICT

The character has been convicted of a crime, which is reflected on their record.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

CONVICT

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

CURSED

Willingly or not, the character is affiliated with Hell. This can open them up to all sorts of nefarious plots and plans.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

CURSED

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

DECEASED

The character is technically dead—although presumably still able to interact with the rest of the world in some way. They might be a vampire, a ghost, a zombie or even a brain floating in a jar.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

DECEASED

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MARVEL

MULTIVERSE

ROLE-PLAYING GAME

DEPENDENTS

The character has young children, elderly relatives or others who rely on them. They can't just abandon these people and must check on them and help care for them on a regular basis.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

DEPENDENTS

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

EARLY BLOOMER

The character is a rare kind of throwback mutant who gained their powers at birth. In most cases, this means their parents hid their powers as long as they could—or that the authorities took charge of them early on, supposedly for everyone's protection.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

EARLY BLOOMER

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MARVEL

MULTIVERSE

ROLE-PLAYING GAME

ENEMY

There's someone out there who has sworn to defeat the character. The enemy is of at least the same rank as the character and is obsessed with bringing them down. This tag can be taken multiple times, but it should be reserved for truly obsessed foes.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

ENEMY

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MARVEL MULTIVERSE ROLE-PLAYING GAME

ETERNALLY IMMORTAL

The character does not age and could theoretically live forever. If the character is killed, they can be brought back to life in the Activation Chamber found in the Exclusion, an Eternal base located beneath the South Pole. To make this happen, the Activation Chamber sacrifices the life of a random human anywhere on Earth.

Restriction: For Eternals only.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

ETERNALLY IMMORTAL

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MARVEL MULTIVERSE ROLE-PLAYING GAME

EXTERNALLY IMMORTAL

The character is nearly impossible to permanently kill. If they die, they are either revived somehow or reincarnated with their full memories, and then they age quickly till they reach the age of their first death, at which point they stop aging at all.

The only way for an External to permanently die is for another External to kill all the others within a certain period of time and either drain their life energies or eat their hearts, which grants the killer the victim's powers. Otherwise, they come back again.

Restriction: For Externals only.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

EXTERNALLY IMMORTAL

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MARVEL

MULTIVERSE

ROLE-PLAYING GAME

EXTREME APPEARANCE

The character looks very different than the average person (wherever they happen to be) and cannot easily hide their identity. When this tag appears in origins in this chapter, it may give other useful information, like whether an extreme appearance is common.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

EXTREME APPEARANCE

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MARVEL MULTIVERSE ROLE-PLAYING GAME

GREEN DOOR

After being killed, the character can come back to life by passing through the Green Door, a portal that connects a part of the afterlife to Earth. This makes them effectively immortal.

Restriction: For Gamma Mutates only.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

GREEN DOOR

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

HEADQUARTERS

The character has a base, cave or lair they can use to recover from wounds, repair or store equipment, work on inventions and so on. The location can be public or secret, and it can be as humble as a toolshed or as elaborate as an underground complex or a Manhattan skyscraper.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

HEADQUARTERS

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MARVEL MULTIVERSE ROLE-PLAYING GAME

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.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

HEROIC



MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

HOUNDED

The character is a member of a group of people who are persecuted for simply being themselves.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

HOUNDED

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

HUNTED

The character is hunted by the law for crimes they have supposedly (or actually) committed. If captured by the police, they may be arrested, tried for their crimes and potentially sent to jail.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

HUNTED

The background of the page is a vibrant, red-toned comic book illustration. It depicts a chaotic battle scene within the Marvel Multiverse. In the center, two black silhouettes of muscular figures are shown in dynamic poses, as if they are the primary characters. Surrounding them are various other Marvel characters and entities, including Iron Man, Thor, and several demons or monsters. Bright, glowing energy beams and lightning bolts crisscross the scene, creating a sense of intense action and cosmic power. The overall aesthetic is high-contrast and dramatic, typical of Marvel comic book art.

MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

IMAGELESS

The character casts no reflection, and their image cannot be captured by cameras.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

IMAGELESS



MARVEL MULTIVERSE ROLE-PLAYING GAME

IMMUNITY

The character is immune to the usual effects of something. This can be selected multiple times.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

IMMUNITY

The background of the top section is a vibrant, red-toned illustration. It depicts a chaotic battle scene from the Marvel Multiverse. In the center, two black silhouettes of muscular figures are shown in a dynamic pose, one appearing to punch or grapple the other. Surrounding them are various other characters in action: Iron Man is visible in the upper left, Thor with his hammer on the left, and several other heroes and villains are engaged in combat. Bright, glowing energy beams and lightning bolts crisscross the scene, creating a sense of intense action and cosmic power. The overall aesthetic is high-energy and dramatic, typical of Marvel comic book art.

MARVEL MULTIVERSE ROLE-PLAYING GAME

INHUMAN GENES

The character has latent Inhuman genes that cause them to develop super-powers when exposed to the Terrigen Mist.

Restriction: For Inhumans only.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

INHUMAN GENES

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MARVEL MULTIVERSE ROLE-PLAYING GAME

KRAKOAN

As a mutant, the character is automatically a citizen of the island-nation of Krakoa and can travel to and from there freely. Also, if they are killed and the Five—a group of powerful mutants—are able to work together, the character can be resurrected into an identical new body with most of their memories intact.

If killed in Otherworld, the character can still be resurrected, but they will be changed in unpredictable ways. Just how this might affect the character is up to the Narrator.

Restriction: For Mutants only.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

KRAKOAN

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

LAB ACCESS

The character either owns or has access to a laboratory filled with the technical equipment, supplies and tools they need for their work. This can be anything from a well-stocked high-school classroom to a forensics lab to an industrial site.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

LAB ACCESS



LINGUIST

The character is fluent in a language other than their native tongue. This tag can be selected multiple times, once for each language.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

LINGUIST

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MARVEL MULTIVERSE ROLE-PLAYING GAME

LUNAR TRANSFORMATION

On the three nights that the moon is at its fullest and while the moon is above the horizon, the character must transform into a werewolf and is ruled by their animal nature. They cannot help but hunt and attack any people or creatures they come across, no matter if they are friend or foe.

Restriction: For Werewolves only.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

LUNAR TRANSFORMATION

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MARVEL MULTIVERSE ROLE-PLAYING GAME

MAHD WY'RY

The character lives for so long that their accumulated memories have the potential to drive them insane. The only cure for this condition is to die and then be reborn with a restoration of their mind from a clean backup. This happens rarely, but the disease can progress quickly once it starts.

Restriction: For Eternals only.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

MAHD WY'RY

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

MENTAL HEALTH CONDITIONS

The character has mental health conditions. These might include anxiety, depression, dissociative identity disorder or other conditions.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

MENTAL HEALTH CONDITIONS

The background of the top section is a vibrant, red-toned comic book illustration. It depicts a chaotic battle scene within a cosmic, swirling vortex. In the center, two black silhouettes of muscular figures are shown in a dynamic pose, one appearing to punch or grapple the other. Surrounding them are various Marvel characters in action: Iron Man is seen flying in the upper left, Thor with his hammer in the lower left, and several other heroes and villains engaged in combat. Bright, glowing energy beams and sparks radiate from the center, creating a sense of intense action and power. The overall aesthetic is high-energy and dramatic, typical of Marvel comic book art.

MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

MENTOR

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.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

MENTOR

The background of the top section is a vibrant, red-toned comic book illustration. It depicts a chaotic battle scene within the Marvel Multiverse. In the center, two black silhouettes of muscular figures are shown in a dynamic pose, one appearing to punch or grapple the other. Surrounding them are various Marvel characters in action: Iron Man is seen flying in the upper left, Thor with his hammer in the lower left, and several other heroes and villains engaged in combat. Bright, glowing energy beams and lightning bolts crisscross the scene, creating a sense of intense action and cosmic scale. The overall aesthetic is high-energy and dramatic, typical of Marvel comic book art.

MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

MOBILITY ISSUES

The character has mobility issues. This can range from using a cane to using a wheelchair.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

MOBILITY ISSUES

The background of the page is a vibrant, red-toned illustration. At the top, the Marvel logo is centered above the title 'MULTIVERSE ROLE-PLAYING GAME' in large, bold, white letters with black outlines. The artwork depicts a chaotic battle scene with various Marvel characters. In the center, two black silhouettes of muscular figures are shown in a fighting stance. Surrounding them are numerous other characters, including Iron Man, Thor, Wolverine, and others, engaged in combat. Bright, glowing energy beams and lightning effects crisscross the scene, creating a sense of intense action. The overall color palette is dominated by shades of red and orange, with bright white highlights from the energy effects.

MARVEL MULTIVERSE ROLE-PLAYING GAME

MUTANT ASSOCIATE

Much of the public believes—or has believed—the character to be a mutant. While this isn't technically true, the character is lumped in with other mutants in most people's minds.

Restriction: For non-mutants or those with the Mutant: Artificial origin.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

MUTANT ASSOCIATE

The background of the top section is a vibrant, red-toned illustration. It depicts a chaotic battle scene within a multiverse. In the center, two black silhouettes of muscular figures are shown in a dynamic pose, one appearing to punch or grapple the other. Surrounding them are various Marvel characters in action: Iron Man is seen flying in the upper left, Thor with his hammer in the lower left, and several other figures, including one with large wings and another with a glowing sword, are scattered throughout the scene. Bright, glowing energy beams and sparks emanate from the central figures, creating a sense of intense conflict. The overall aesthetic is comic book-inspired and high-energy.

MARVEL

MULTIVERSE

ROLE-PLAYING GAME

MUTE

The character cannot speak. Unless otherwise specified, they can use other means to communicate.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

MUTE

The background of the page is a vibrant, red-toned comic book illustration. It depicts a chaotic battle scene within the Marvel Multiverse. In the center, two black silhouettes of muscular figures are shown in dynamic poses, one appearing to punch or grapple the other. Surrounding them are various Marvel characters and entities, including Iron Man, Thor, and several demons or monsters, all engaged in combat. Bright, glowing energy beams and lightning bolts crisscross the scene, creating a sense of intense action and cosmic scale. The overall aesthetic is high-contrast and dramatic, typical of Marvel comic book art.

MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

MYSTERIOUS

The character does not entirely understand how or why they have powers. This can prove unsettling and perhaps even dangerous, or they can just take it in stride.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

MYSTERIOUS

The background of the page is a vibrant, red-toned illustration. At the top, the word 'MARVEL' is in a small, white, blocky font. Below it, 'MULTIVERSE' is written in large, bold, white letters with a black outline. Underneath that, 'ROLE-PLAYING GAME' is also in bold, white letters with a black outline. The illustration depicts a chaotic battle scene with various Marvel characters. In the center, two black silhouettes of muscular figures are shown in a fighting stance. Surrounding them are other characters, including one with antlers, one with wings, and one with a large hammer. The scene is filled with bright, glowing energy beams and sparks, creating a sense of intense action.

MARVEL

MULTIVERSE

ROLE-PLAYING GAME

OBLIGATION

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.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

OBLIGATION

A dynamic, comic-style illustration featuring various Marvel characters in action. Iron Man is in the upper left, Thor in the lower left, and Spider-Man in the lower right. The background is a vibrant red with glowing energy beams and particle effects. The title 'MARVEL MULTIVERSE ROLE-PLAYING GAME' is prominently displayed in the center.

MARVEL MULTIVERSE ROLE-PLAYING GAME

PATRON

The character has a wealthy benefactor they can ask to purchase them anything within reason. The patron could be an individual, an organization or even a government. The character's access to the resources the patron provides depends on their relationship with the patron. If they anger or embarrass their patron, they might be cut off and have to remove this tag.

This is similar to the Rich tag, but the character is relying on someone else's wealth. One example of this happened recently when Peter Parker worked for a repentant Norman Osborn. Parker had access to Osborn's resources while he continued to work with him.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

PATRON



POOR

The character has little access to money and struggles to make ends meet. This can cause them all sorts of problems.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

POOR

The background of the entire page is a vibrant, red-toned comic book illustration. It depicts a chaotic battle scene within the Marvel Multiverse. In the center, two black silhouettes of muscular heroes are shown in dynamic poses, one appearing to punch or grapple the other. Surrounding them are various other characters, including Iron Man in the upper left, Thor with his hammer, and several other figures in various states of combat. Bright, glowing energy beams and lightning bolts crisscross the scene, creating a sense of intense action and power. The overall aesthetic is high-energy and dramatic, typical of Marvel comic book art.

MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

POWERFUL

The character has access to the resources of their entire community. In most cases, they must be careful about how they use such resources so that they don't lose that access.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

POWERFUL

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MARVEL

MULTIVERSE

ROLE-PLAYING GAME

PUBLIC IDENTITY

The character's real identity is known to the public. This can make it easier for them to ask their friends and family—and even strangers—for help. Unfortunately, it also makes it easier for their enemies to find them and even to threaten those same friends and family.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

PUBLIC IDENTITY

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

RADIOACTIVE

The character constantly emits low levels of some sort of radiation. This can be picked up by a Geiger counter.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

RADIOACTIVE

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

RICH

The character has access to plenty of money. If they want something normally and legally available to people, they can simply buy it.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

RICH

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MARVEL MULTIVERSE ROLE-PLAYING GAME

SECONDARY MUTATION

In rare cases, a mutant can experience a secondary mutation at some point after their original mutation. This is not a new origin but a new tag that serves as an extension of the regular Mutant origin (see X-Men Expansion).

Restriction: For mutants only.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

SECONDARY MUTATION

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

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.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

SECRET IDENTITY

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MARVEL

MULTIVERSE

ROLE-PLAYING GAME

SIGNATURE WEAPON

The character is known for owning and using a specific type of weapon, like Hawkeye's bow or Elektra's sai.

This tag can be taken more than once, but each time must be with a different weapon.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

SIGNATURE WEAPON

The background of the top section is a vibrant, red-toned comic book illustration. It depicts a chaotic battle scene within the Marvel Multiverse. In the center, two black silhouettes of muscular figures are shown in dynamic poses, one appearing to punch or block the other. Surrounding them are various Marvel characters and entities, including Iron Man in the upper left, Thor with his hammer on the left, Wanda Maximoff (Scarlet Witch) with her magic on the right, and several other figures in the background. Bright, glowing energy beams and magical effects radiate from the center, creating a sense of intense action and conflict. The overall color palette is dominated by shades of red and orange, with bright white and yellow highlights from the energy effects.

MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

SORCEROUS

The character has dedicated themselves to the study of traditional magic, also known as sorcery.

The bottom section of the page features a background of a repeating hexagonal pattern, similar to the one seen in the bottom right corner of the previous page. The pattern is rendered in a light, translucent red color against a darker red background.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

SORCEROUS

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

STREETWISE

The character knows how things are handled on the street, who's in charge of various criminal enterprises and how to avoid issues with them.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

STREETWISE

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

SUPERNATURAL

The character has powers that are magical or based on something magical.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

SUPERNATURAL

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MARVEL MULTIVERSE ROLE-PLAYING GAME

VILLAINOUS

The character is a villain, someone who cares little for the rights of others, up to and including their right to live. A character with the Villainous tag can earn and spend Karma for doing villainous acts.

Restriction: The character cannot also be Heroic.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

VILLAINOUS

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

VISION ISSUES

The character has trouble seeing that can range from partial to full blindness. This can also include color blindness, astigmatisms and being near-sighted or farsighted.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

VISION ISSUES



MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

WORSHIPPED

The character is worshipped by others as a god.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

WORSHIPPED

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MARVEL MULTIVERSE ROLE-PLAYING GAME

X-GENE

The character has mutant genes that cause them to develop super-powers.

Restriction: For Mutants only.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

X-GENE

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MARVEL **MULTIVERSE** **ROLE-PLAYING GAME**

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.

TAG

MARVEL MULTIVERSE

Role Playing Game



TAG

YOUNG