

The image is a vibrant, red-tinted illustration for the Marvel Multiverse Role-Playing Game. It features a central scene with two silhouetted figures in a dynamic pose, surrounded by various Marvel characters and cosmic energy. The title 'MARVEL MULTIVERSE ROLE-PLAYING GAME' is prominently displayed at the top in a bold, white, stylized font. The background is filled with bright, glowing lines and energy bursts, creating a sense of intense action and multiversal conflict.

MARVEL MULTIVERSE ROLE-PLAYING GAME

ABRASIVE

The character rubs people the wrong way. This gives them **trouble** when trying to make Ego checks to persuade someone to help them out. It gives them an **edge** when they're trying to make Ego checks to intimidate someone.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

ABRASIVE

The image is a vibrant, red-tinted illustration for the Marvel Multiverse Role-Playing Game. It features a central, bright, starburst-like light source from which numerous energy beams radiate outwards. In the foreground, two black silhouettes of muscular figures are shown in a dynamic, fighting pose. Surrounding them are various Marvel characters and creatures, including Thor with his hammer, Wolverine, and several demons or monsters. The background is filled with swirling energy and light effects, creating a sense of intense action and cosmic power.

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

ANATHEMA

The character suffers direct harm when exposed to a particular substance. They cannot voluntarily enter the same space with it. If they are touched by it, they instantly suffer the damage of a Rank 3 attack roll that automatically succeeds. This continues each turn until they are separated from the substance or are killed or destroyed.

Damage caused by Anathema ignores all damage reduction the character has and cannot be healed by their Healing Factor.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

ANATHEMA

The image is a vibrant, comic-style illustration for a Marvel game. It features a central, bright red and white energy burst or portal. In the foreground, two black silhouettes of muscular figures are shown in dynamic, fighting poses. Surrounding the central burst are various Marvel characters and elements: Iron Man is visible in the upper left and right corners; Thor's hammer, Mjolnir, is on the left; Wanda Maximoff (Scarlet Witch) is in the center-left; and other characters like Doctor Strange and the Hulk are partially visible. The background is a mix of red, orange, and blue energy streaks and starbursts.

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

AUDIENCE

Many people follow the character's work and treat them with the respect they deserve. By making an Ego check, the character can persuade their audience to provide help in the form of information or resources. The Narrator determines the TN of the Ego check based on the favor requested.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

AUDIENCE

The background of the top section is a vibrant, red-tinted comic book illustration. It depicts a chaotic battle scene with numerous Marvel characters. In the center, two black silhouettes of a man and a woman are shown in dynamic, fighting poses. Surrounding them are various other characters, including Thor with his hammer, Wolverine with his claws, and several others in action. The scene is filled with bright, glowing energy beams and lightning bolts, creating a sense of intense conflict. The overall color palette is dominated by reds, oranges, and yellows, with some blue and green highlights from the background elements.

MARVEL MULTIVERSE ROLE-PLAYING GAME

BATTLE READY

The character is always mentally prepared for any sort of conflict to start. Add +30 Focus.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

BATTLE READY

The image is a vibrant, red-tinted illustration for the Marvel Multiverse Role-Playing Game. It features a central scene with two black silhouettes of muscular figures in dynamic poses, facing each other. Surrounding them are various Marvel characters and cosmic elements. On the left, Thor is visible with his hammer, and on the right, Iron Man is shown. In the background, there are bright, glowing energy beams and other characters like Wanda Maximoff. The overall composition is energetic and heroic.

MARVEL MULTIVERSE ROLE-PLAYING GAME

BEGUILING

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

BEGUILING

The background of the top section is a vibrant, red-tinted illustration of various Marvel characters in action. At the top center, the word "MARVEL" is in a small, white, blocky font. Below it, the words "MULTIVERSE" and "ROLE-PLAYING GAME" are written in a large, bold, white font with a black outline. The characters depicted include Iron Man, Thor, Wolverine, and others, all set against a backdrop of bright, colorful energy beams and a starry space background.

MARVEL MULTIVERSE ROLE-PLAYING GAME

BERSERKER

The character often loses control of their temper. Any time they take physical damage, they must make an Ego check with a TN equal to the amount of damage done. If they fail, they go berserk and must charge at full speed into combat with the enemy who hurt them.

Being berserk gives the character an edge on all close attacks and adds +2 to their Melee, Resilience and Ego defenses. However, it takes -2 from their Agility defense, and they cannot use ranged weapons.

If the character defeats the enemy who hurt them, they must then charge to attack the next closest foe.

At the end of the character's turn, they lose 5 Focus. When their Focus is reduced to the point that the character could not voluntarily spend any more Focus—or if there are no enemies in sight—the berserk state automatically ends.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

BERSERKER

The image is a vibrant, red-tinted illustration for the Marvel Multiverse Role-Playing Game. It features a central scene with two black silhouettes of muscular figures in a fighting stance. Surrounding them are various Marvel characters in dynamic poses, including Thor with his hammer, Wolverine with his claws, and others. The background is filled with bright, glowing energy beams and a starry space-like pattern. The title 'MARVEL MULTIVERSE ROLE-PLAYING GAME' is prominently displayed at the top in a bold, white, stylized font with a red outline.

MARVEL MULTIVERSE ROLE-PLAYING GAME

BIG

The character's size is big, which applies -1 to their Melee and Agility defenses, adds +1 to their Run Speed, and increases their reach to 2. They still occupy a single space.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

BIG

The image is a vibrant, high-energy illustration for the Marvel Multiverse Role-Playing Game. It features a central, bright red and white energy burst or portal. In the foreground, two black silhouettes of muscular figures are shown in a dynamic, fighting pose. Surrounding this central point are various Marvel characters in action. On the left, Thor is visible with his hammer, and Iron Man is in flight. On the right, Wolverine is shown with his claws extended. Other characters like Spider-Man and the Hulk are also depicted in various poses. The background is a mix of red, orange, and yellow, with streaks of light and energy. The title 'MARVEL MULTIVERSE ROLE-PLAYING GAME' is prominently displayed at the top in a bold, white, sans-serif font with a red outline.

MARVEL MULTIVERSE ROLE-PLAYING GAME

BLOODTHIRSTY

The character likes hurting people—even killing them. After they knock someone unconscious, they must make a Challenging Ego check to keep from continuing to attack them until they're dead.

A character with this trait cannot take the **Heroic** tag.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

BLOODTHIRSTY

The background of the top section is a vibrant, red-tinted comic book illustration. It depicts a chaotic battle scene with numerous Marvel characters. 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, including Thor with his hammer, Wolverine with his claws, and several other heroes and villains in action. The scene is filled with bright, glowing energy beams and sparks, creating a sense of intense combat. The overall color palette is dominated by reds, oranges, and yellows, with some blue and green highlights from the background elements.

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

BREATHE DIFFERENT

The character cannot breathe Earth's air for long. They lose 1 point of Health for every minute they do not have some sort of assistance to allow them to breathe properly.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

BREATHE DIFFERENT

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MARVEL MULTIVERSE ROLE-PLAYING GAME

CLINICIAN

The character has an **edge** on Logic checks to determine what is medically wrong with someone they examine.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

CLINICIAN

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MARVEL MULTIVERSE ROLE-PLAYING GAME

CLUELESS

The character tends to shut out things they're not entirely focused on. They have **trouble** on any Vigilance checks to spot hidden or invisible things. Enemies have an **edge** on Agility checks to sneak near or past them.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

CLUELESS

The background of the top section is a vibrant, red-tinted 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, as if they are the protagonists. Surrounding them are various other characters and creatures, including a winged figure, a character with a large horned head, and several armored warriors. Bright, glowing energy beams and lightning bolts crisscross the scene, creating a sense of intense action and magical power. The overall aesthetic is high-energy and fantastical, typical of Marvel comic book art.

MARVEL MULTIVERSE ROLE-PLAYING GAME

COMBAT EXPERT

The character knows how to handle themselves better than most. They have an **edge** on Melee attacks against enemies of Rank 1.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

COMBAT EXPERT

The background of the top section is a vibrant, red-tinted comic book illustration. It depicts a chaotic battle scene with numerous Marvel characters. In the foreground, two black silhouettes of a man and a woman are shown in dynamic, fighting poses. Behind them, various characters like Thor, Wanda Maximoff, and others are engaged in combat, with bright energy blasts and lightning effects. The overall aesthetic is high-energy and dramatic.

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

COMBAT REFLEXES

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

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

COMBAT REFLEXES

The background of the top section is a vibrant, red-tinted 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 and entities, including Thor with his hammer, Wolverine with his claws, and several other heroes and villains engaged in combat. Bright, colorful energy beams and lightning bolts crisscross the scene, creating a sense of intense action and cosmic scale. The overall aesthetic is high-energy and visually striking, typical of Marvel comic book art.

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

CONNECTIONS

The character knows someone with access to and knowledge of a particular field. The connection could be a reporter, a police officer, a politician, a mobster and so on. By making an Ego check, the character can call on their contact to provide help in the form of clues, information or resources. The Narrator determines the TN of the Ego check based on the favor requested.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

CONNECTIONS

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MARVEL MULTIVERSE ROLE-PLAYING GAME

DEALMAKER

The character is skilled at the art of negotiation. They have an **edge** on action checks that have to do with making deals.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

DEALMAKER

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MARVEL MULTIVERSE ROLE-PLAYING GAME

DETERMINATION

The character never gives up, even when they feel like they're at their worst. While demoralized, they do not gain **trouble** on all actions, though they still cannot maintain concentration or spend further Focus.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

DETERMINATION

The image is a vibrant, red-tinted illustration for the Marvel Multiverse Role-Playing Game. It depicts a chaotic battle scene with numerous Marvel characters. In the foreground, two black silhouettes of muscular figures are shown in dynamic poses, one appearing to punch or block. Behind them, a variety of characters are engaged in combat, including Thor with his hammer, Wolverine with his claws, and several other heroes and villains. The background is filled with bright, glowing energy beams and lightning bolts, creating a sense of intense action. The overall composition is energetic and visually striking.

MARVEL MULTIVERSE ROLE-PLAYING GAME

EIDETIC MEMORY

The character rarely forgets anything. If their player forgets something, they can ask the Narrator to remind them.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

EIDETIC MEMORY

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MARVEL MULTIVERSE ROLE-PLAYING GAME

ENDURING CONSTITUTION

The character can function for up to 48 hours without sleep and has an **edge** on Resilience checks to overcome fatigue or weariness.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

ENDURING CONSTITUTION

The background of the top section is a vibrant, red-tinted 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 with the other. Surrounding them are various other characters and creatures, including a winged figure, a character with a large horned head, and several armored warriors. Bright, glowing energy beams and lightning bolts crisscross the scene, creating a sense of intense action and cosmic power. The overall color palette is dominated by reds, oranges, and yellows, with some blue and green highlights from the energy effects.

MARVEL MULTIVERSE ROLE-PLAYING GAME

ENHANCED PHYSIQUE

The character is stronger than regular humans. Treat them as one size bigger for lifting, carrying, swinging, and throwing things. (This does not stack with other factors).

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

ENHANCED PHYSIQUE

The background of the top section is a vibrant, red-tinted 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 and entities, including Thor with his hammer, Wolverine, and several demonic or monstrous figures. The scene is filled with bright, glowing energy beams and lightning bolts, creating a sense of intense action and conflict. The overall color palette is dominated by reds, oranges, and yellows, with some blue and green highlights from the background elements.

MARVEL MULTIVERSE ROLE-PLAYING GAME

EXTERNAL AWARENESS

The character has a telepathic link with all other Externals. This allows them to:

- ➔ Know where other Externals are.
- ➔ Know when other Externals are first killed.
- ➔ Know when an External kills another External.
- ➔ Telepathically call for other Externals.

Restriction: For Externals only.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

EXTERNAL AWARENESS

The background of the top section is a vibrant, red-tinted 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 fighting or blocking a powerful energy blast. Surrounding them are various Marvel characters and creatures, including Thor with his hammer, Wolverine with his claws, and several demonic or alien entities. The scene is filled with bright, glowing energy beams and sparks, creating a sense of intense action. The overall color palette is dominated by reds, oranges, and yellows, with some blue and green highlights from the background elements.

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

EXTRA OCCUPATION

The character has a busy life and has done all sorts of things. They can choose another occupation.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

EXTRA OCCUPATION

The background of the top section is a vibrant, red-tinted 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 fighting or blocking a powerful energy blast. Surrounding them are various Marvel characters and creatures, including Thor with his hammer, a winged demon-like figure, and other heroes and villains. The scene is filled with bright, glowing energy beams and lightning bolts, creating a sense of intense action and cosmic scale. The overall color palette is dominated by reds, oranges, and yellows, with some blue and green highlights from the background elements.

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

EXTRAORDINARY ORIGIN

The character has an additional origin. This trait can be selected multiple times, but each time must be cleared with the Narrator. Take care to make sure that the origins make some kind of sense when combined together.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

EXTRAORDINARY ORIGIN



FAMOUS

The character is widely known—at least among a certain group of people or a population. They may be well-liked or they may be hated, but either way, they are famous. They have an **edge** when making an Ego check to persuade someone who thinks favorably of them. They have **trouble** when making an Ego check to persuade someone who dislikes them.

If the character has a secret identity, this trait works for only one of their identities. However, it can be taken multiple times for multiple identities.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

FAMOUS

The background of the top section is a vibrant, red-tinted 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, fighting poses. Surrounding them are various Marvel characters and creatures, including Thor with his hammer, a winged demon, and other monstrous beings. Bright, colorful 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.

MARVEL MULTIVERSE ROLE-PLAYING GAME

FEARLESS

The character is extremely brave. They have an **edge** on any action checks required to deal with fear.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

FEARLESS

The image is a vibrant, comic-style illustration for a Marvel Multiverse Role-Playing Game. It features a central, bright red and white energy burst or portal. Two black silhouettes of muscular figures are in the foreground, facing the portal. Surrounding them are various Marvel characters in dynamic poses: Iron Man in the upper left, Thor with his hammer, Wolverine with claws, and others. The background is a mix of red, orange, and blue energy streaks. The title 'MARVEL MULTIVERSE ROLE-PLAYING GAME' is prominently displayed in a bold, white, outlined font at the top.

MARVEL MULTIVERSE ROLE-PLAYING GAME

FIRST AID

The character knows how to administer first aid. They have an **edge** on Logic checks to stop bleeding.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

FIRST AID

The image is a vibrant, red-tinted illustration for the Marvel Multiverse Role-Playing Game. It features a central, bright, starburst-like light source from which numerous energy beams radiate outwards. In the foreground, two black silhouettes of muscular figures are shown in dynamic, fighting poses. Surrounding them are various Marvel characters and creatures, including Thor with his hammer, Wolverine with his claws, and several other heroes and villains, all rendered in a comic book style. The background is filled with swirling energy and light effects.

MARVEL MULTIVERSE ROLE-PLAYING GAME

FONT OF INFORMATION

The character has an **edge** on Logic checks having to do with knowledge.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

FONT OF INFORMATION

The image is a vibrant, comic-style illustration for a Marvel game. It features a central, bright red and white energy burst. In the foreground, two black silhouettes of muscular figures are shown in dynamic, action-oriented poses. Surrounding them are various Marvel characters and elements: Iron Man is visible in the upper left and right corners; Thor's hammer, Mjolnir, is on the left; Wanda Maximoff (Scarlet Witch) is in the center-left; and other characters like Wolverine and Deadpool are on the right. The background is a mix of red, orange, and blue energy streaks and starbursts.

MARVEL MULTIVERSE ROLE-PLAYING GAME

FREE RUNNING

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

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

FREE RUNNING

The image is a vibrant, red-tinted illustration for the Marvel Multiverse Role-Playing Game. It depicts a chaotic battle scene with numerous Marvel characters. In the foreground, two black silhouettes of a man and a woman are shown in dynamic, fighting poses. Behind them, a variety of other characters are engaged in combat, including Thor with his hammer, Iron Man, and several other heroes and villains. The background is filled with bright, glowing energy beams and a sense of intense action. The title 'MARVEL MULTIVERSE ROLE-PLAYING GAME' is prominently displayed at the top in a bold, white, stylized font with a red outline.

MARVEL MULTIVERSE ROLE-PLAYING GAME

FRESH EYES

The character has their own way of doing things. This often makes them seem strange to those around them, but it means they can bring new perspectives to existing issues. They have an **edge** on Logic checks when faced with something for the first time.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

FRESH EYES

The image is a vibrant, red-tinted illustration for the Marvel Multiverse Role-Playing Game. It features a central scene with two black silhouettes of muscular figures in a fighting stance. Surrounding them are various Marvel characters in dynamic poses, including Iron Man, Thor, and others, set against a background of bright, radiating light beams and energy effects. The overall aesthetic is high-energy and comic-book inspired.

MARVEL MULTIVERSE ROLE-PLAYING GAME

GEARHEAD

The character knows their way around machines. They have an **edge** on Logic checks to figure out how any machine works.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

GEARHEAD

The image is a vibrant, red-tinted illustration for the Marvel Multiverse Role-Playing Game. It depicts a chaotic battle scene with numerous Marvel characters. In the foreground, two black silhouettes of a man and a woman are shown in dynamic, fighting poses. Behind them, a variety of characters are engaged in combat, including Thor with his hammer, Iron Man, and several other heroes and villains. The background is filled with bright, glowing energy beams and a sense of intense action. The title 'MARVEL MULTIVERSE ROLE-PLAYING GAME' is prominently displayed at the top in a bold, white, stylized font with a red outline.

MARVEL MULTIVERSE ROLE-PLAYING GAME

GLIBNESS

The character can strike up a conversation with anyone at any time and can often convince them to lend a hand. They have an **edge** on Ego checks to persuade characters they are speaking to for the first time.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

GLIBNESS



GOD HERITAGE

The character—or at least one of their ancestors—is a god. Pick something that they are the god of.

They don't have to be a god that most people have heard of. In fact, they can be the god of something entirely new. However, they cannot generally be the god of something that's already been claimed by someone else in their pantheon. Other gods are often jealous of their positions and take issue with such rivals.

The character has an edge when dealing with something that they are the god of.

Restriction: This trait can be selected only by characters with a mythic origin and an attachment to a particular pantheon, like Asgardian or Olympian.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

GOD HERITAGE

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MARVEL MULTIVERSE ROLE-PLAYING GAME

GULLIBLE

The character is easy to fool. People lying to them have an **edge** on their Ego checks to persuade the character of something.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

TEXT

The background of the top section is a vibrant, red-tinted 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 and entities, including Thor with his hammer, Wanda Maximoff with her magic, and several alien or mutant figures. The scene is filled with bright, glowing energy beams and lightning bolts, creating a sense of intense action and conflict. The overall color palette is dominated by reds, oranges, and yellows, with some blue and green highlights from the background elements.

MARVEL MULTIVERSE ROLE-PLAYING GAME

HIVE MIND

The character has some independence but is connected to others of their kind by a **telepathic network** with an unlimited range and an unlimited number of members. When given orders by the leader of that network, the character must make an Ego vs. TN 18 action check or follow those orders. On a Fantastic success, the character can choose to permanently break free from the network.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

HIVE MIND

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MARVEL MULTIVERSE ROLE-PLAYING GAME

HONEST

The character is a terrible liar. They have **trouble** any time they make an Ego check that involves telling a lie. However, they have an **edge** on any friendly Ego (persuasion) checks in which they're truthful.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

HONEST

The header features a vibrant, high-energy background with a red and orange color scheme. It includes stylized depictions of various Marvel characters in action, such as Iron Man, Spider-Man, and Wolverine, set against a backdrop of glowing energy and cosmic patterns. The text "MARVEL" is prominently displayed in a white, blocky font within a red rectangular box at the top center. Below it, the words "MULTIVERSE" and "ROLE-PLAYING GAME" are written in a large, bold, white font with a black outline, stacked vertically.

MARVEL MULTIVERSE ROLE-PLAYING GAME

INFECTOR

The character can infect a target with a disease, which must be chosen along with the trait. Examples include:

- ➔ Brood implantation
- ➔ Techno-Organic virus
- ➔ Transmode virus
- ➔ The Carrion Virus
- ➔ Spider-Wasp Venom

See the **infected** condition for details about how infection works, the Infections and Possessions section for the effects of the above diseases, the Clones section for the effects of the Carrion Virus, and the Spider-Wasp Venom section for the effects of Spider-Wasp Venom.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

INFECTOR

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MARVEL MULTIVERSE ROLE-PLAYING GAME

INTERROGATION

The character knows how to ask the right questions in the right way. They have an **edge** on Ego or Logic checks made when asking questions.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

INTERROGATION

The background of the top section is a vibrant, red-tinted 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, fighting poses. Surrounding them are various Marvel characters and creatures, including Thor with his hammer, a winged demon-like figure, and other heroes and villains. Bright, colorful 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

INVENTOR

The character is good at coming up with solutions on the fly. They have an **edge** on Logic checks when creating or repairing things.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

INVENTOR

The image is a vibrant, red-tinted illustration for the Marvel Multiverse Role-Playing Game. It depicts a chaotic battle scene with numerous Marvel characters. In the foreground, two black silhouettes of muscular figures are shown in a fighting stance. Behind them, various characters like Thor, Iron Man, and others are engaged in combat, with bright energy blasts and lightning effects. The title 'MARVEL MULTIVERSE ROLE-PLAYING GAME' is prominently displayed at the top in a bold, white, stylized font with a red outline.

MARVEL MULTIVERSE ROLE-PLAYING GAME

INVESTIGATION

The character is an expert investigator. They have an **edge** on Vigilance checks to spot clues and on Logic checks related to interpreting clues. If they have access to a forensics lab at the time, they gain a **second edge** on such checks.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

INVESTIGATION

The background of the top section is a vibrant, red-tinted 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 other characters and creatures, including a winged figure, a character with a large horned head, and several armored warriors. Bright, glowing energy beams and lightning bolts crisscross the scene, creating a sense of intense action and conflict. The overall color palette is dominated by reds, oranges, and yellows, with some blue and green highlights on the far left and right edges.

MARVEL MULTIVERSE ROLE-PLAYING GAME

IRON WILL

Enemies have **trouble** on Ego attacks to control the character's mind or influence their behavior. Also, the character gains an **edge** on Ego checks to break free of mind control or other compulsions.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

IRON WILL

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MARVEL MULTIVERSE ROLE-PLAYING GAME

LEGAL EAGLE

The character knows the laws of their homeland and can help others navigate them. They have an **edge** on Logic checks when dealing with legalities.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

LEGAL EAGLE

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MARVEL MULTIVERSE ROLE-PLAYING GAME

LEVERAGE

The character is good at figuring out what people want and using it against them. They have an **edge** on Logic checks to investigate people and on Ego checks to persuade people they've investigated.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

LEVERAGE

The image is a vibrant, red-tinted illustration for the Marvel Multiverse Role-Playing Game. It depicts a chaotic battle scene with numerous Marvel characters. In the foreground, two black silhouettes of a man and a woman are shown in dynamic, fighting poses. Behind them, a variety of characters are engaged in combat, including Iron Man, Spider-Man, Wolverine, and others. The background is filled with bright, glowing energy beams and a sense of intense action. The title 'MARVEL MULTIVERSE ROLE-PLAYING GAME' is prominently displayed at the top in a bold, white, stylized font with a red outline.

MARVEL MULTIVERSE ROLE-PLAYING GAME

LONER

The character does not play well with others. They cannot be given an **edge** via assistance by someone who is not a teammate.

TRAIT

MARVEL MULTIVERSE

Role Playing Game

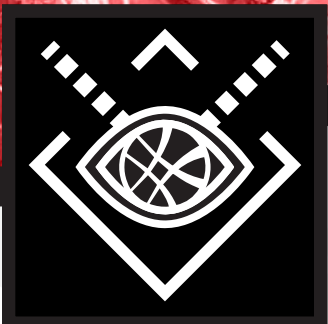


TRAIT

LONER



MARVEL MULTIVERSE ROLE-PLAYING GAME



MAGIC ITEM RELIANCE

The character relies on a magically empowered item for some or all of their powers. When they take Health damage that would render them unconscious, they can instead choose to lose all of their magic-item-related powers and remain conscious with 1 point of Health left.

Similarly, if they take Focus damage that would render them demoralized, they can instead choose to lose all of their magic-item-related powers and have 1 point of Focus left.

Magic items are notoriously difficult to destroy. They cannot be harmed by most attacks. However, they can be taken away or lost. Many characters would go to great lengths to recover the magic items that grant them powers.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

MAGIC ITEM RELIANCE

The image is a vibrant, red-tinted illustration for the Marvel Multiverse Role-Playing Game. It depicts a chaotic battle scene with numerous Marvel characters. In the foreground, two black silhouettes of muscular figures are shown in a fighting stance. Behind them, various characters are engaged in combat, including Thor with his hammer, Wolverine with his claws, and several other heroes and villains. The background is filled with bright, glowing energy beams and a starry, cosmic atmosphere. The title 'MARVEL MULTIVERSE ROLE-PLAYING GAME' is prominently displayed at the top in a bold, white, stylized font with a red outline.

MARVEL MULTIVERSE ROLE-PLAYING GAME

MONSTER

The character is some kind of monster, often of a type spoken of in legend. They have an **edge** whenever they attempt to intimidate someone.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

MONSTER

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

OUT OF SHAPE

The character is in poor physical condition. They are considered one size smaller for the purposes of lifting, carrying, swinging and throwing things.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

OUT OF SHAPE

The background of the top section is a vibrant, red-tinted comic book illustration. It depicts a chaotic battle scene with numerous Marvel characters. In the center, two black silhouettes of a man and a woman are shown in dynamic, fighting poses. Surrounding them are various other characters, including Thor with his hammer, Iron Man, and several villains. The scene is filled with bright, glowing energy beams and lightning bolts, creating a sense of intense action. The overall color palette is dominated by reds, oranges, and yellows, with some blue and green highlights from the background elements.

MARVEL MULTIVERSE ROLE-PLAYING GAME

PILOTING

The character knows how to operate vehicles of all kinds. They have an **edge** on Agility checks triggered when piloting or driving a vehicle during a movement action. This applies to cars, boats, aircraft and so on.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

PILOTING

The image is a vibrant, red-tinted illustration for the Marvel Multiverse Role-Playing Game. It features a central scene with two black silhouettes of muscular figures in dynamic poses, facing each other. Surrounding them are various Marvel characters and cosmic elements. On the left, Thor is visible with his hammer, and on the right, Iron Man is shown. In the background, there are bright, glowing energy beams and other characters like Wanda Maximoff. The overall composition is energetic and dramatic, with a strong emphasis on the red color scheme.

MARVEL MULTIVERSE ROLE-PLAYING GAME

PRESENCE

The character knows how to command attention on demand. They have an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

PRESENCE

The background of the top section is a vibrant, red-tinted 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 and entities, including Thor with his hammer, Wanda Maximoff with her magic, and several monstrous creatures. The scene is filled with bright, glowing energy beams and lightning bolts, creating a sense of intense action and conflict. The overall color palette is dominated by reds, oranges, and yellows, with some blue and green highlights from the background elements.

MARVEL MULTIVERSE ROLE-PLAYING GAME

PUBLIC SPEAKING

The character knows how to get the attention of a crowd, whether that's at a political rally or in front of a jury or a classroom. They have an **edge** on Ego checks when attempting to persuade groups.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

PUBLIC SPEAKING

The image is a vibrant, red-tinted illustration for the Marvel Multiverse Role-Playing Game. It depicts a chaotic battle scene with numerous Marvel characters. In the foreground, two black silhouettes of muscular figures are shown in dynamic poses, one appearing to punch or block. Behind them, various characters are engaged in combat, including one with large antlers, another with wings, and others using energy blasts. The background is filled with bright, radiating light beams and energy effects. The title 'MARVEL MULTIVERSE ROLE-PLAYING GAME' is prominently displayed in the upper center in a bold, white, blocky font with a red outline.

MARVEL MULTIVERSE ROLE-PLAYING GAME

PUNDIT

The character knows how to break news items and put them into context to craft a story around them. They have an **edge** on Ego or Logic rolls made when giving their opinion via media.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

PUNDIT

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MARVEL MULTIVERSE ROLE-PLAYING GAME

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.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

QUICK LEARNER

The background of the top section is a vibrant, red-tinted 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, fighting poses. Surrounding them are various Marvel characters and creatures, including Thor with his hammer, Wolverine, and several alien beings. Bright, colorful energy beams and lightning bolts crisscross the scene, creating a sense of intense action and cosmic conflict. The overall aesthetic is high-energy and dramatic, typical of Marvel comic book art.

MARVEL MULTIVERSE ROLE-PLAYING GAME

SCIENTIFIC EXPERTISE

The character has extensive scientific training. They have an **edge** on Logic checks made when dealing with scientific research. If they have access to an appropriate lab at the time, they gain a **second edge** on such checks.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

SCIENTIFIC EXPERTISE

The background of the top section is a vibrant, red-tinted 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, as if they are the protagonists. Surrounding them are various other characters and creatures, including a figure with large, insect-like wings, a character with a long, flowing cape, and several other figures in various poses of combat. The scene is filled with bright, glowing energy beams and lightning bolts, creating a sense of intense action and power. The overall color palette is dominated by reds, oranges, and yellows, with some blue and green accents on the left and right edges.

MARVEL MULTIVERSE ROLE-PLAYING GAME

SIGNATURE ATTACK

The character is known for favoring a particular kind of weapon or attack power. They have an **edge** when making attacks that way.

This trait can be taken more than once, but each time must be with a different kind of weapon or attack power.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

SIGNATURE ATTACK

The background of the top section is a vibrant, red-tinted 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, fighting poses. Surrounding them are various Marvel characters and entities, including Thor with his hammer, a winged figure, and others, all amidst bright, glowing energy beams and lightning. The overall atmosphere is one of intense action and cosmic conflict.

MARVEL MULTIVERSE ROLE-PLAYING GAME

SITUATIONAL AWARENESS

The character is trained to always keep an eye out for hazardous situations. They have an **edge** on initiative checks.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

SITUATIONAL AWARENESS

The top half of the page features a vibrant, red-toned illustration. At the top center, the word "MARVEL" is in a small, white, blocky font. Below it, the words "MULTIVERSE" and "ROLE-PLAYING GAME" are written in a large, bold, white font with a black outline. The background is 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 large antlers, one with wings, and one with a long, flowing cape. The scene is filled with bright, glowing energy beams and sparks, creating a sense of intense action.

MARVEL MULTIVERSE ROLE-PLAYING GAME

SKEPTICAL

The character is hard to fool. People lying to them have **trouble** on their Ego checks to persuade the character of something.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

SKEPTICAL

The top half of the page features 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 dynamic poses, as if fighting. Surrounding them are various Marvel characters and creatures, including Thor with his hammer, a winged demon, and other figures in combat. The background is filled with bright, radiating light beams and energy effects. At the top center, the word 'MARVEL' is in a small box, followed by 'MULTIVERSE' in large, bold, white letters with a red outline, and 'ROLE-PLAYING GAME' in smaller white letters below it.

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

SMALL

The character's size is small, which adds +1 to their Melee and Agility defenses and takes -1 from their Run Speed.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

SMALL

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MARVEL MULTIVERSE ROLE-PLAYING GAME

SNEAKY

The character has an **edge** on Agility checks when sneaking around. Enemies have **trouble** on Vigilance checks to detect the character when the character is invisible or hiding.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

SNEAKY

The top half of the image features a vibrant, red-toned illustration of various Marvel characters in dynamic poses. In the center, two black silhouettes of a man and a woman are shown in a fighting stance. The background is filled with energy beams and character-specific powers. At the top center, the text 'MARVEL' is in a small box, followed by 'MULTIVERSE' in large, bold, white letters with a red outline, and 'ROLE-PLAYING GAME' in smaller white letters with a red outline.

MARVEL MULTIVERSE ROLE-PLAYING GAME

STRANGER

The character doesn't understand local customs. They have **trouble** on checks made when trying to decipher such things or when trying to pass themselves off as a local.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

STRANGER

The background of the top section is a vibrant, red-tinted 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 other characters and creatures, including a figure with large, glowing eyes and a crown-like headpiece, and another with a long, flowing cape. The scene is filled with bright, glowing energy beams and swirling patterns, creating a sense of intense action and cosmic power. The overall color palette is dominated by shades of red and pink, with bright white and yellow highlights from the energy effects.

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

SURPRISING POWER

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.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

SURPRISING POWER

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MARVEL MULTIVERSE ROLE-PLAYING GAME

SUSPICIOUS

The character is naturally suspicious of people who are hiding something. When someone with a secret identity makes a Logic check to try to convince the character that they're mistaken about the secret identity, the character gives them **trouble**.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

SUSPICIOUS

The background of the top section is a vibrant, red-tinted illustration. It depicts a chaotic battle scene from the Marvel Multiverse. In the center, a bright, glowing white light emanates from a point, with several characters being pulled towards it. To the left, a character resembling Iron Man is shown in a dynamic pose. To the right, another character, possibly a villain, is also in action. In the foreground, two silhouetted figures are seen from behind, looking up at the central light. The overall atmosphere is one of intense energy and conflict.

MARVEL MULTIVERSE ROLE-PLAYING GAME

SYMBIOTIC SPIDER-BLINDER

While the character is bonded to a symbiote, they cannot be detected by the Spider-Sense of any character who was previously bonded to the same symbiote. This effect is passed on to the symbiote's offspring as well.

The reason is that Spider-Sense detects the previously bonded symbiote as part of itself and thus not a threat. As such, the affected character does not gain an **edge** on Vigilance checks to perceive danger from such a symbiote. Nor do such symbiotes have **trouble** on Agility checks against the character's Vigilance defense.

TRAIT

MARVEL MULTIVERSE

Role Playing Game

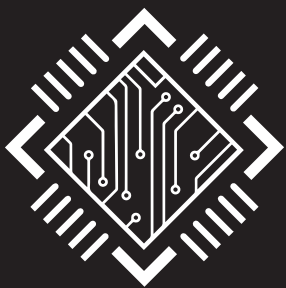


TRAIT

SYMBIOTIC SPIDER-BLINDER

The background of the top half of the page is a vibrant, red-tinted 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 and creatures, including a figure with large, insect-like wings, a character with a glowing orb, and several armored or robotic figures. The scene is filled with bright, glowing energy beams and sparks, creating a sense of intense action. At the top center, the word "MARVEL" is written in a small, white, blocky font. Below it, the words "MULTIVERSE" and "ROLE-PLAYING GAME" are written in a large, bold, white font with a black outline.

MARVEL MULTIVERSE ROLE-PLAYING GAME



TECH RELIANCE

The character relies on technology for powers. When they take damage that would render them unconscious, they can instead choose to lose all of their technology-related powers and remain conscious with 1 point of Health remaining.

Assuming the character has access to parts and tools, lost powers can be repaired after a battle.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

TECH RELIANCE

The title card features a vibrant red background with dynamic, glowing energy lines and several Marvel characters in action. At the top center, the word "MARVEL" is in a small, white, blocky font. Below it, the words "MULTIVERSE" and "ROLE-PLAYING GAME" are stacked in a large, bold, white font with a thick black outline. The characters include Iron Man on the left, Spider-Man on the right, and several other figures in the lower half, all rendered in a comic book style.

MARVEL MULTIVERSE ROLE-PLAYING GAME

UNUSUAL SIZE

The character's regular size is beyond those for small, average or big, as shown on the Resize Effects table. When picking this trait, the player must choose the character's size: microscopic, miniature, tiny, little, huge, gigantic, titanic or gargantuan. Apply the modifiers listed on the Resize Effects table, just as if the character had grown or shrunk to that size, but permanently.

The one exception is a character's Flight Speed. If they are microscopic, miniature, tiny or little, calculate their Flight Speed as if they were small-sized. If they are huge, gigantic, titanic or gargantuan, calculate their Flight Speed as if they were big-sized.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

UNUSUAL SIZE

The background of the top section is a vibrant, red-tinted 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, as if they are the primary characters or players. Surrounding them are various other characters and creatures, including a figure with large, insect-like wings and another with a long, flowing cape. The scene is filled with bright, glowing energy beams and swirling patterns, creating a sense of intense action and conflict. The overall color palette is dominated by shades of red and pink, with bright white highlights from the energy effects.

MARVEL MULTIVERSE ROLE-PLAYING GAME

VENOMOUS

When the character uses sharp Melee Weapons powers and gets a Fantastic success, they have the option of causing a target to be **poisoned** rather than **bleeding**.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

VENOMOUS

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MARVEL

MULTIVERSE

ROLE-PLAYING GAME

WEAKNESS

The character suffers an unusual amount of harm from certain substances. Any attack made with that substance ignores all inherent damage reduction the character has and cannot be healed by their Healing Factor.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

WEAKNESS

The header features a vibrant red background with dynamic, glowing energy lines and silhouettes of various Marvel characters in action. The text 'MARVEL' is in a small white box at the top center, followed by 'MULTIVERSE' in large, bold, white letters with a red outline, and 'ROLE-PLAYING GAME' in a similar but slightly smaller font below it.

MARVEL MULTIVERSE ROLE-PLAYING GAME

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.

Characters with the Weird trait can spend more than 1 point of Karma on a single action check. After they have spent all their Karma, they can also spend Karma points that they do not have, up to as many as their rank in a single day. However, the **edges** these expenditures grant do not come free. Every time a character spends an extra point of Karma or borrows a point of Karma they do not have, they incur a bad-luck debt that may backfire on them spectacularly at some point in the future. This is called **Bad Karma**.

Any time a character with **Bad Karma** rolls a Fantastic failure on an action check, the action not only fails, but it deals the character Focus damage as if it was targeting them instead.

TRAIT

MARVEL MULTIVERSE

Role Playing Game



TRAIT

WEIRD