

The image is a promotional graphic for the Marvel Multiverse Role-Playing Game. At the top, the word "MARVEL" is in a small white box. Below it, "MULTIVERSE" and "ROLE-PLAYING GAME" are written in large, bold, white letters with black outlines. The background is a vibrant red and orange scene with various Marvel characters in action. In the center, two black silhouettes of muscular figures are shown in a fighting stance. The overall aesthetic is dynamic and energetic.

# 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-toned illustration for a Marvel role-playing game. At the top, the word 'MARVEL' is written in a white, blocky font with a black outline. Below it, the words 'MULTIVERSE' and 'ROLE-PLAYING GAME' are stacked in a larger, bold, white font with black outlines. The background is a chaotic scene of various Marvel characters in action. In the center, two black silhouettes of muscular figures are shown in a fighting stance, one with a raised fist. Surrounding them are numerous other characters, including Iron Man, Thor, and others, all rendered in a glowing, ethereal red light. The overall aesthetic is dynamic and energetic, with bright light rays and a sense of intense action.

# 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**

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# 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 half of the page is a vibrant, monochromatic red 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, fighting pose. Surrounding them are various other characters, including a figure with large, glowing wings, a figure with a glowing orb, and a figure with a glowing sword. The scene is filled with bright, glowing energy and light rays, creating a sense of intense action and conflict. The overall aesthetic is that of a classic comic book cover.

**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**

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**

A vibrant red and white banner for the Marvel Multiverse Role-Playing Game. The background features a collage of various Marvel characters in action, including Iron Man, Thor, and the Hulk, set against a backdrop of bright light and energy. The text is prominently displayed in the center.

**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**

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# 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**

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 image is a promotional graphic for the Marvel Multiverse Role-Playing Game. It features a vibrant, red-toned illustration of various Marvel characters in dynamic poses. In the center, two black silhouettes of muscular figures are shown in a fighting stance. The background is filled with energy, light beams, and character portraits. At the top, the Marvel logo is prominently displayed above the title.

**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**

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**

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# 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**

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**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 cover art for the Marvel Multiverse Role-Playing Game features a vibrant red and orange color palette. At the top, the word "MARVEL" is written in a white, blocky font with a red outline. Below it, the words "MULTIVERSE" and "ROLE-PLAYING GAME" are stacked in a larger, bold, white font with a red outline. The background is a dynamic collage of various Marvel characters in action, including Iron Man, Thor, and others, set against a backdrop of glowing energy and light beams. In the center, two black silhouettes of muscular figures are shown in a dynamic, fighting pose.

# 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

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**

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**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**

The background of the page is a vibrant, red-tinted illustration. At the top, the word 'MARVEL' is written in a white, blocky font with a black outline. Below it, the words 'MULTIVERSE' and 'ROLE-PLAYING GAME' are written in a larger, bold, white font with black outlines. The central illustration depicts a chaotic battle scene. In the foreground, two black silhouettes of muscular figures are shown in a fighting stance, facing each other. Behind them, various Marvel characters are engaged in combat. On the left, Iron Man is visible, along with other figures. On the right, a character with large, ornate wings is shown. The scene is filled with bright, glowing energy and light rays, creating a sense of intense action and conflict. The overall color palette is dominated by shades of red and white, with black silhouettes and outlines.

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**

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**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 illustration. At the top center, the word 'MARVEL' is written in a white, blocky font with a black outline. Below it, the words 'MULTIVERSE' and 'ROLE-PLAYING GAME' are stacked in a larger, bold, white font with black outlines. 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, facing each other. Surrounding them are numerous other characters, including Iron Man, Thor, and others, engaged in combat. The scene is filled with bright, glowing energy and light effects, creating a sense of intense action.

# 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**

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**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**

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**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**

The image is a title card for the 'Marvel Multiverse Role-Playing Game'. At the top, the word 'MARVEL' is in a white box. Below it, 'MULTIVERSE' and 'ROLE-PLAYING GAME' are written in large, bold, white letters with black outlines. The background is a vibrant red with a hexagonal pattern, featuring silhouettes of two people in the foreground and various Marvel characters in the background, including Iron Man, Thor, and the Hulk. The overall aesthetic is dynamic and energetic.

# MARVEL MULTIVERSE ROLE-PLAYING GAME

## 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 image is a promotional graphic for the Marvel Multiverse Role-Playing Game. The top half features a vibrant, red-tinted illustration of various Marvel characters in dynamic poses, set against a background of glowing energy and light beams. In the center, two black silhouettes of muscular figures are shown in a fighting stance. The overall aesthetic is high-energy and cinematic.

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**

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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**

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**

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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**

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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**

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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**

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**

The title card features a vibrant red and white color scheme. At the top, the word "MARVEL" is written in a bold, white, sans-serif font within a red rectangular box. Below it, the words "MULTIVERSE" and "ROLE-PLAYING GAME" are stacked in a large, bold, white, sans-serif font with a red outline. The background is a dynamic collage of Marvel characters in various poses, rendered in shades of red and white. In the foreground, the silhouettes of two people are shown from behind, looking towards the central action. The overall aesthetic is energetic and heroic.

# MARVEL MULTIVERSE ROLE-PLAYING GAME

## 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**

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**

**GULLIBLE**

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# 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**

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# 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**

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 promotional graphic for the Marvel Multiverse Role-Playing Game. At the top, the word 'MARVEL' is in a small white box. Below it, 'MULTIVERSE' and 'ROLE-PLAYING GAME' are written in large, bold, white letters with a red outline. The background is a vibrant red with a pattern of white dots. In the center, two black silhouettes of muscular figures are shown in a fighting stance. Surrounding them are various Marvel characters in action, including Iron Man, Thor, and others, all rendered in a red and white color scheme. The overall aesthetic is dynamic and heroic.

# 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**

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**

The top half of the image features a vibrant, red-toned illustration of various Marvel characters in dynamic poses. At the top center, the word "MARVEL" is written in a white, blocky font with a black outline. Below it, the words "MULTIVERSE" and "ROLE-PLAYING GAME" are stacked in a larger, bold, white font with black outlines. The background is filled with bright, glowing energy beams and particle effects. In the center, two black silhouettes of muscular figures are shown in a fighting stance, facing each other. The overall aesthetic is high-energy and cinematic.

# 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**

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 promotional graphic for the Marvel Multiverse Role-Playing Game. The top half features a vibrant, red-toned illustration of various Marvel characters in action. In the center, two black silhouettes of muscular figures are shown in a dynamic, fighting pose. The background is filled with energy, light beams, and character depictions like Iron Man, Thor, and others. The overall aesthetic is high-energy and cinematic.

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 background of the page is a vibrant, red-tinted illustration. At the top, the word 'MARVEL' is written in a white, blocky font with a black outline. Below it, the words 'MULTIVERSE' and 'ROLE-PLAYING GAME' are written in a larger, bold, white font with black outlines. The central illustration depicts a chaotic battle scene. In the foreground, two black silhouettes of muscular figures are shown in a fighting stance, facing each other. Behind them, various Marvel characters and monsters are engaged in combat. On the left, a character with a glowing helmet (possibly Iron Man) is visible. In the center, a character with large, dark wings (possibly the Hulk) is shown. On the right, a character with a glowing, crystalline body (possibly the Silver Surfer) is visible. The background is filled with bright, glowing energy beams and a starry, cosmic atmosphere.

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**

**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 image is a promotional graphic for the Marvel Multiverse Role-Playing Game. At the top, the word "MARVEL" is in a small white box. Below it, "MULTIVERSE" and "ROLE-PLAYING GAME" are written in large, bold, white letters with black outlines. The background is a vibrant red and orange scene with various Marvel characters in action. In the center, two black silhouettes of a man and a woman are shown in a dynamic, fighting pose. The overall aesthetic is high-energy and cinematic.

# 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 promotional graphic for the Marvel Multiverse Role-Playing Game. At the top, the word "MARVEL" is in a small white box. Below it, the title "MULTIVERSE ROLE-PLAYING GAME" is written in large, bold, white letters with a black outline. The background is a vibrant red and orange scene filled with various Marvel characters in action. In the center, two black silhouettes of muscular figures are shown in a fighting stance. The overall aesthetic is dynamic and energetic, with bright light effects and a sense of cosmic power.

# 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 entire page is a vibrant, red-tinted illustration. At the top, the word 'MARVEL' is written in a white, blocky font with a black outline. Below it, the words 'MULTIVERSE' and 'ROLE-PLAYING GAME' are written in a larger, bold, white font with a black outline. The central illustration depicts a chaotic battle scene. In the foreground, two black silhouettes of muscular figures are shown in a dynamic, fighting pose. Behind them, various Marvel characters are engaged in combat. On the left, Iron Man is visible, surrounded by bright yellow lightning bolts. In the center, a character with large, dark, antler-like horns is shown. On the right, a character with long, flowing white hair and a dark, winged or hooded outfit is engaged in combat. The background is filled with bright, glowing energy beams and a sense of intense action.

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 promotional graphic for the Marvel Multiverse Role-Playing Game. At the top, the word "MARVEL" is in a small white box. Below it, "MULTIVERSE" and "ROLE-PLAYING GAME" are written in large, bold, white letters with black outlines. The background is a vibrant red and orange scene with various Marvel characters in action. In the center, two black silhouettes of a man and a woman are shown in a dynamic, fighting pose. The overall aesthetic is high-energy and cinematic.

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**

The background of the page is a vibrant, red-toned illustration. At the top, the word 'MARVEL' is written in a white, blocky font with a black outline. Below it, the words 'MULTIVERSE' and 'ROLE-PLAYING GAME' are written in a larger, bold, white font with black outlines. The central illustration depicts a chaotic battle scene. In the foreground, two black silhouettes of muscular figures are shown in a fighting stance, facing each other. Behind them, various Marvel characters are engaged in combat. On the left, Iron Man is visible, surrounded by bright yellow and orange energy blasts. In the center, a character with large, dark, antler-like horns is shown. On the right, a character with long, flowing hair and a crown-like headpiece is visible. The background is filled with bright, glowing energy beams and a sense of intense action.

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 page is a vibrant, red-toned illustration. At the top, the word 'MARVEL' is written in a white, blocky font with a black outline. Below it, the words 'MULTIVERSE' and 'ROLE-PLAYING GAME' are written in a larger, bold, white font with black outlines. The central illustration depicts a chaotic battle scene. In the foreground, two black silhouettes of muscular figures are shown in a fighting stance, facing each other. Behind them, various Marvel characters are engaged in combat. On the left, Iron Man is visible, along with other figures. On the right, a character with large, ornate wings is seen. 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 shades of red and orange, with white highlights from the energy effects.

# 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**

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 page is a vibrant, red-tinted illustration of a chaotic battle scene from the Marvel Multiverse. At the top, the word "MARVEL" is written in a white, blocky font with a black outline. Below it, the words "MULTIVERSE" and "ROLE-PLAYING GAME" are written in a larger, bold, white font with black outlines. The central focus is two black silhouettes of muscular figures in a combat stance, facing each other. Surrounding them are various other characters and creatures, including a figure with large antlers, a winged figure, and a figure with a glowing orb. The scene is filled with bright, glowing energy and light rays, creating a sense of intense action and 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 image is a promotional graphic for the Marvel Multiverse Role-Playing Game. At the top, the word "MARVEL" is written in a white, blocky font with a black outline, set against a red background. Below it, the words "MULTIVERSE" and "ROLE-PLAYING GAME" are written in a larger, bold, white font with a black outline. The background is a vibrant red with a pattern of white dots of varying sizes. In the center, there are 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, all rendered in a red and white color scheme. The overall aesthetic is energetic and heroic.

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 image is a promotional graphic for the Marvel Multiverse Role-Playing Game. It features a vibrant red and white color scheme. At the top, the word "MARVEL" is written in a white, blocky font with a red outline. Below it, the words "MULTIVERSE" and "ROLE-PLAYING GAME" are stacked in a larger, bold, white font with a red outline. The background is a dynamic collage of various Marvel characters in action, including Iron Man, Thor, and others, set against a backdrop of bright light and energy. In the center, two black silhouettes of muscular figures are shown in a fighting stance. The overall aesthetic is energetic and heroic.

**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**

The top half of the image features a vibrant, red-toned illustration. At the top center, the word "MARVEL" is written in a white, blocky font with a black outline. Below it, the words "MULTIVERSE" and "ROLE-PLAYING GAME" are stacked in a larger, bold, white font with black outlines. The background is a dynamic scene of various Marvel characters in action, including Iron Man, Spider-Man, and others, set against a backdrop of bright, glowing energy beams and a starry space-like pattern. In the center of the illustration, two black silhouettes of a man and a woman are shown in a dynamic, fighting pose, facing each other. The overall aesthetic is energetic and heroic.

# 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 image is a promotional graphic for the Marvel Multiverse Role-Playing Game. At the top, the word "MARVEL" is written in its iconic font. Below it, the title "MULTIVERSE ROLE-PLAYING GAME" is displayed in large, bold, white letters with a black outline. The background is a vibrant red and orange scene filled with various Marvel characters in dynamic poses, some appearing to be in combat or using powers. In the center, two black silhouettes of muscular figures are shown in a fighting stance. The overall aesthetic is high-energy and cinematic.

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 image is a promotional graphic for the Marvel Multiverse Role-Playing Game. At the top, the word "MARVEL" is written in its iconic font. Below it, the title "MULTIVERSE ROLE-PLAYING GAME" is displayed in large, bold, white letters with a black outline. The background is a vibrant red and orange scene filled with various Marvel characters in dynamic poses, some emitting energy. In the center, two black silhouettes of muscular figures are shown in a fighting stance. The overall aesthetic is high-energy and cinematic.

**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**



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

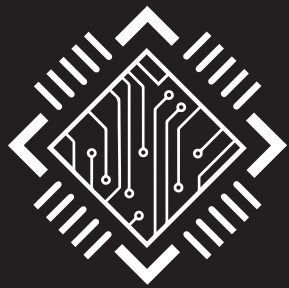


**TRAIT**

**SYMBIOTIC SPIDER-BLINDER**

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**



**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**

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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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# 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 title card features a vibrant red background with a hexagonal grid pattern. At the top, the word "MARVEL" is written in a white, blocky font with a red outline. Below it, the words "MULTIVERSE" and "ROLE-PLAYING GAME" are stacked in a larger, bold, white font with a red outline. The background is filled with various Marvel characters in action, including Iron Man, Spider-Man, and Wolverine, all rendered in a glowing red and white style. The overall aesthetic is dynamic and energetic.

# 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**