

Marvel Multiverse: Alternative Rank System

A Fan Supplement For Marvel Multiverse

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In *Marvel Multiverse*, a Rank System is used to determine your character's relative power. This system is a stand-in for the classic “Level System” seen in titles like *Dungeons and Dragons*. However, the issue with this system is that it inherently lacks advancement. With only Six Ranks, characters cannot easily grow. Gaining Ranks is primarily done through GM Fiat.

This fan supplement serves to provide an alternative method of character creation and character advancement. Since Rank is sometimes referred to elsewhere, this supplement will not entirely remove Rank for the sake of simplicity. Instead, it will supplement the Ranking system with a classic XP System. By doing so, the goal is to allow for further customization and incremental advancement, at the cost of simplicity.

Furthermore, the supplement intends to tie XP gain to Narrative Action. Instead of obtaining XP for combat, characters will instead earn XP by playing to their characters to reward good roleplaying.

The XP System

Borrowing from Margaret Weiss' *Marvel* title, *Marvel Heroic Roleplaying*, this supplement seeks to import the Milestone System into *Marvel Multiverse*.

As this is a free supplement and *Marvel Heroic Roleplaying* has been out of print since 2015, we will reprint the text on the Milestone Section here. We updated the text to better fit *Marvel Multiverse*.

Heroes don't exist in a story vacuum. They're tied to the Campaigns that unfold around them, to other heroes, to villains, and to the important supporting characters in their lives. This game tracks these story threads with Milestones. Each Milestone represents a significant decision point in your hero's life—one that's a culmination of choices you make as a player.

At the beginning of a Campaign you may choose to pursue one or two Milestones. You can use one or both Milestones provided with your character profile, or you can ask the Narrator if there are Campaign Milestones available—these connect you to the ongoing story of the Campaign, which can be a lot of fun. If you only have one Milestone, you may add a second during any Non-Combat scene. Once you have two Milestones, you must reach at least one before you pursue others.

“I'm playing Beast, and the character profile I'm given has two Milestones included with it: Mutants Sans Frontières and Workplace Ethics. These both sound interesting, but I'm going to stick to just one for the time being. I like Mutants Sans Frontières because it deals with helping other mutants, which is where I want to take Beast's story. If it turns out that the Campaign we're in offers Milestones that line up with the one I've chosen, I might decide to add a second Milestone.”

Milestones follow a standard format, as follows:

MILESTONE NAME

Short description of the Milestone

1 XP when...

3 XP when...

10 XP when...

Here's one of Beast's Milestones, as described in the example.

MUTANTS SANS FRONTIÈRES

Created by Warren Worthington III, this international relief agency offers mutants support they can't get anywhere else. Will it inspire Beast?

1 XP when you help a mutant recover Health.

3 XP when you choose not to engage in a confrontation in order to rescue or support noncombatant mutants.

10 XP when you either allow a mutant to die or give up your status or reputation to save them.

Milestones In Play

Using Milestones in play might not feel as intuitive as your other attributes and they don't modify the game rules directly. Instead, you use them as a guide for playing the role of your hero, to give him something to aim for. Even relatively new or inexperienced heroes are connected to the story and have important decisions to make of their own. Milestones are an incentive for you to make interesting choices that suit your hero's personality and background.

As the Narrator, you don't have Milestones for your characters. Instead, you can help the players by framing Scenes and establishing situations that encourage them to pursue their Milestones. Keep a list of which Milestones are in play, and use them as a guide for the various subplots and Scenes that give shape and substance to the Campaign.

Campaign Milestones

Every Campaign has at least two Milestones available to the heroes. In some cases, these Campaign Milestones represent links in a chain of story that progresses from Adventure to Adventure. Once players complete one Campaign Milestone, they can choose a new one that continues that story. Of course the heroes can still fully interact with the story if they're only pursuing personal Milestones, but pursuing an Campaign Milestone offers them a way to earn XP for being a part of the story.

In addition to the standard list of 1 XP, 3 XP, and 10 XP rewards, Campaign Milestones may be attached to specific upgrades or unlockable resources which require the hero to pursue that Milestone in order to unlock them with XP. As the Watcher, you should make it clear that these special upgrades exist, even if you don't give many specifics. For instance, if a Campaign

Milestone deals with an experimental technology and the potential side effects of that tech, the Milestone could offer a new Power Set to unlock or a set of unique resources connected to the technology.

Creating New Milestones

There are occasions where you might need to create a new Milestone for your hero. Or, as the Narrator, you may want to create a new Campaign Milestone. In either case, you need to begin where the Milestone ends—thinking about the big decision the hero needs to make in order to hit that 10 XP trigger. For inspiration, take a look at the Milestones that come pre-loaded on the hero's character profile.

Every Milestone follows a loose formula that's reflected in how frequently you can hit the triggers—many times during a Scene, once per Scene, and once per Adventure. The 1 XP trigger puts the hero on the road toward the big decision. The 3 XP trigger might be a Scene-defining moment, depending on how it plays out. It all follows along a path, but the outcome—the 10 XP trigger—should be a tough decision point.

With this as a guide, think about how the Milestone might encourage interaction with other heroes or Narrator characters. Milestones should be player-driven in almost every case. Don't create a Milestone that relies on other players or the Narrator doing things for you—the triggers should follow from choices you make as a player. In some cases they might be triggered by reactions from other player heroes, but make your hero the center of that drama, and make your hero the one provoking the reactions!

Campaign Milestones are the province of the Narrator and are part of the Campaign itself. If you're interested, take a look at any Campaign and the Milestones that come with it. They tie directly into themes and plotlines that are important to shaping the Campaign's outcomes, while still giving the players the choice to act as they please. They can apply to multiple heroes, not just one or two.

Experience Points (XP)

Decisions that you make as a player that are connected to your hero's Milestones earn you small amounts of Experience Points (XP). XP are used to unlock or upgrade traits on your character profile, or introduce new story elements and characters to the Campaign. Every Milestone has a 1 XP, 3 XP, and 10 XP trigger—the last of which is earned when you're in a position to make the central choice of the Milestone. Completing the requirements to get the XP award is called **hitting the trigger**.

In addition to rewarding different amounts of XP, each trigger is also limited in the number of times it can be hit during the game

You may hit the 1 XP trigger as many

times as you like in a Scene, assuming the triggering action or situation takes place, but no more than 1 XP may be rewarded for any single action or reaction you take.

I'm playing Beast, and during the game I get an opportunity to help another mutant recover Health. I can hit my 1 XP trigger. I could even use it again to help another mutant recover Health in the same Scene. I wouldn't get 2 XP for using a single action to help multiple mutants recover Health.

You may hit the 3 XP trigger no more than once per Scene for any given Milestone.

If you've got two Milestones and come up with a way to hit the 3 XP trigger of both of them, that's 6 XP for the Scene.

My 3 XP trigger for Mutants Sans Frontières is when I choose not to engage in a confrontation in order to help rescue noncombatant mutants. If Sentinels attack the mutant island of Utopia and I'm given the option, I could choose to whisk the children away to the mainland rather than fight the Sentinels. This would let me hit the 3 XP trigger. However, if the Sentinels follow us and attack us again, I won't get the 3 XP a second time for moving the kids unless the Narrator has framed this as a new Scene. Likewise, I wouldn't hit the trigger once for each kid I end up rescuing.

You may hit the 10 XP trigger only once

per Act and once you hit this trigger you've reached your Milestone. You may now close out the Milestone and choose a new one. If it makes sense within the story, you can choose the same Milestone again, ready to pursue it in the next Adventure.

Beast's 10 XP trigger is a really tough one—allowing a mutant to die or giving up my status or reputation to save him. Neither outcome is favorable, but that's what makes this storyline so compelling to me! Thank goodness it can only be hit once an Adventure, and then counts as reaching the Milestone. Since it all comes down to this decision, I'm sure the Narrator is going to frame a Scene where I'm forced to make this tough choice. Once it happens and I get the 10 XP, I can explore the consequences of my choice and pick up a new Milestone.

Earning XP

As a player, it's up to you to keep track of your Milestones. Alert the Narrator to them when there's a lot going on and things get chaotic—the Narrator can't keep track of them for you, although it's generally a good idea for the Narrator to have each hero's Milestones written down in a list in the Campaign notes. When something happens that lets you hit a trigger for XP, speak up and announce it to the table. Then, assuming you're not way off your mark, make a note of the XP you just earned.

Keep a running tally of XP on your profile or on a sheet of paper specifically for managing your Milestones, upgrades, and XP. You don't need to keep separate tallies for each Milestone. Just add in all XP you gain from Milestones. Keep two trackers: Current XP (XP that hasn't been Spent) and Total XP (the Total XP earned over the Character's Life).

Sample Milestones

Marvel Multiverse does not have Milestones pre-loaded onto their Character Profiles, as one would imagine. To help guide their creation in your game, here are some sample Milestones from *Marvel Heroic Roleplaying* "Events."

I will provide Examples and mention how they can be updated to *Marvel Multiverse*. If there are no issues with updating, no notes will be provided. I will provide all of the Milestones present in *Marvel Heroic Roleplaying's* Core Rulebook and its sample Event, *Breakout*.

Sample Character Milestones

...And What I Do Isn't Very Nice (Wolverine)

1 XP when you first choose to inflict physical stress in a Scene.

3 XP when another hero rebukes you for your violence or you threaten another hero with violence.

10 XP when you kill someone in front of innocents or recover from your berserker rage in front of innocents without having inflicted trauma on anyone.

Stress is how *Marvel Heroic Roleplaying* handled damage: Physical, Mental, or Emotional. As such, I'd update the 1 XP Trigger to use Health Damage.

Avengers Assemble (Captain America)

1 XP when you first lead a team.

3 XP when you defeat a foe without any team member becoming stressed out.

10 XP when you either convince a hero to join a new Avengers team or disband your existing team.

Remember, 1 XP can be done multiple times a scene if the trigger is different. As such, this really means, when you "first lead a time in a scene." Not "the first time ever." *Stressed-Out* means being Unconscious or Demoralized in *Marvel Multiverse*, but, here, I'd probably limit it to just Unconscious.

Betrayal of Trust (Spider-Woman)

1 XP when you convince another hero to buddy up with you.

3 XP when you abandon that buddy in the middle of a fight.

10 XP when you either choose to betray your buddy to keep S.H.I.E.L.D status or give up your S.H.I.E.L.D. status in order to rescue your buddy.

Binary Activation (Ms.Marvel - Carol Danvers)

1 XP when you first use your Energy Absorption SFX in a Scene.

3 XP when you use your Energy Absorption SFX to aid another hero followed by activating your Limit.

10 XP when you choose to either defeat an opponent using a d12 asset created by Energy Absorption SFX and Multipower SFX, or defeat an opponent with all Kree Genetics powers shutdown.

This one is funny to update because Energy Absorption is just called the same thing in both system. However, similarities breakdown quickly. For the 3 XP, this Trigger was essentially having you Help and then lose access to one of your powers from the exertion. That doesn't port at all to *Marvel Multiverse* so I'd simply just make it a Help action tied to using your Elemental Powers.

The 10 XP Trigger is even more difficult. That Trigger was essentially about using the Energy Absorption Power to build a secondary Trait to its maximum and then doing an Area of Effect to defeat an opponent or fighting with all your powers burnt out. Neither really translates well to *Marvel Multiverse*. As such, I'd just completely rework it:

10 XP when you choose to either defeat an opponent while demoralized or become demoralized performing a Team Maneuver.

Blast From The Past (Spider-Woman)

1 XP when you declare a hero or villain to be an old foe or flame.

3 XP when you either deal emotional stress to your old flame or deal physical stress to your old foe.

10 XP when you either give up something important to be with your old flame or forgive your old foe.

Stress was how *Marvel Heroic Roleplaying* handled damage: Physical, Mental, and Emotional. Dealing Physical Stress to your old foe is easy because you can just make that Health damage. However, there is no social combat system in *Marvel Multiverse*. That said, if you made the old flame a villain then you can make it Focus Damage. It's just a little more niche when in *Marvel Heroic Roleplaying*, you could do a scene where Spider-Woman got into a verbal argument with her old flame verbally. You can even do that in a single roll, if the flame was just a very simple NPC.

Bleeding Edge Tech (Iron Man)

1 XP when you first shutdown a power.

3 XP when you've shutdown all the powers in the Powered Armor power set, or you recover your Weapons Platform power set after using your EMP SFX.

10 XP when you choose to abandon your armor or defeat a villain with all powers shutdown.

This Milestone is interesting to update because "shutdown" is not a concept in *Marvel Multiverse*. When someone "shutdown" a power in *Marvel Heroic Roleplaying*, they lost access to that power until the scene ended or they did a specific action listed for the power to recover it. The reason this could work is *Marvel Heroic Roleplaying* was balanced in such a way that, even without Iron Man's suit, Tony Stark on his own could win a fight. It'd be difficult without powers, but with Stunts, Plot Points, Assets, Resources, Complications, and other such game mechanics, they could pull it off. By comparison, *Marvel Multiverse* doesn't even split Tony Stark's official Character Profile to discuss how he'd function without the suit. With how the Combat system works, Tony Stark would be Rank 1 without the suit and would absolutely lose most fights as a matter of mathematics. As such, I honestly do not think this concept can be updated to *Marvel Multiverse* and, thus, this example serves to say that not every example from the prior game can be ported.

Black Ops Betrayal (Black Widow)

1 XP when you use your Covert Specialty in an action and succeed.

3 XP when you convince a team member to make a painful or difficult choice.

10 XP when you either betray a team member in a critical moment or sacrifice yourself for them.

Covert Specialty was just essentially the Stealth Skill in *Marvel Heroic Roleplaying* so I'd update this to just be a "Stealth Check" *Marvel Multiverse*.

Celebrity Distractions (Human Torch)

1 XP when you take up an activity that involves significant time away from the rest of your team.

3 XP when the demands of your chosen activity conflicts with your team responsibilities.

10 XP when you either abandon your team for your chosen activity at a critical moment or abandon your chosen activity in order to help your team at a critical moment.

Dangerous Love (Human Torch)

1 XP when you choose to flirt with a non-heroic Narrator character.

3 XP when your heroic activities put your chosen character in danger, or your commitment to your chosen character puts your team in danger.

10 XP when your involvement with your chosen character changes them irreversibly, or you break off your relationship in order to protect your chosen character.

The only really change here, other than updating "Watcher Character" to "Narrator Character" would be that "Non-Heroic" should specifically be "Villainous" and not just someone who doesn't have the "Heroic" tag.

Deadly Foes Of Spider-Man (Spider-Man)

1 XP when you declare a villain as an old foe.

3 XP when you take trauma from your chosen foe.

10 XP when you forgive your chosen foe, or they beg for your forgiveness and you let them go.

Trauma was the means of handling lasting damage in *Marvel Heroic Roleplaying* that could not be easily recovered like Stress. There is no a good equivalent for the lasting scars of battle that persist and require a long time to heal in *Marvel Multiverse*, so I'd just update this to be knocked Unconscious or Demoralized.

Deadly Romance (Black Widow)

1 XP when you choose to flirt with another hero.

3 XP when you make a decision or create a circumstance that puts your chosen hero directly in harm's way.

10 XP when you either abandon your chosen hero at a critical moment or sacrifice something you hold dear in order to preserve your chosen relationship.

Demon In The Bottle (Iron Man)

1 XP when you are in a situation where you are expected to consume alcohol.

3 XP when you lie to a teammate about your drinking or when you give a teammate good reason to believe you've been drinking again.

10 XP when you drink yourself into a stupor or check yourself into rehab.

Technically, this one works fine out of the box, but times have changed a little since the 2010s. Safety tools weren't a thing back then. As someone whose friend has a trigger about alcoholism because their father had issues relating to the disease, it might be best to gauge other player's comfort before using this Milestone.

Devil In The Dark (Daredevil)

1 XP when you first inflict stress on a foe who cannot see you.

3 XP when your allies first confront you about your methods or you challenge another ally's methods.

10 XP when you choose to inflict physical trauma on a foe who has inflicted stress on you and at least one ally, or you choose to redirect stress from that foe as emotional stress and allow yourself to be stressed out.

Stress is *Marvel Heroic Roleplaying's* form of tracking damage. As such, the 1 XP trigger can just be a sneak attack. As for the 10 XP trigger, that's harder to handle in *Marvel Multiverse*. As such, I'd completely rework it to:

10 XP when you cause lasting, serious, brutal injury to a foe who has hurt you or someone you love or give up on revenge and allow yourself to be harmed to save that foe.

Emotional Center (Invisible Woman)

1 XP when you first use your Reactive Power SFX in a Scene.

3 XP when you help another hero recover stress inflicted in a Scene in which you were present.

10 XP when you either accept membership on a team that includes a hero you have helped recover or turn down an offer of membership unless that hero is excluded.

Reactive Power was Invisible Woman's ability to protect someone with her Force Protection power reflexively. The equivalent would be *Elemental Sphere* in *Marvel Multiverse*. Stress is how *Marvel Heroic Roleplaying* handled Damage. However, this feels like a case where helping someone recover Focus would be the better equivalent for *Marvel Multiverse*.

Feet Of Clay (*The Thing*)

1 XP when you activate your Moody Limit.

3 XP when you take offense when none is offered.

10 XP when you either leave your team due to your monstrous appearance or allow others to convince you to join a team in spite of your appearance.

The Moody Limit can just be easily handled as being grumpy, moody, and otherwise unhappy about your appearance and how people react.

For My Ancestors (Armor)

1 XP when you first use your Ancestral Boost SFX.

3 XP when you make your Japanese heritage the subject of an argument or confrontation.

10 XP when you either embrace your heritage completely or deny it.

Ancestral Boost was an ability that increased their Psychic Exo-Armor but cost them emotional stress. That isn't as unique in *Marvel Multiverse* as many powers cost Focus. My trick normally here would be to look at their official character profile, but one doesn't exist for Armor in *Marvel Multiverse*. The reason I'd do this is to try to tie it to one of her Powers. Billy Mitchell seems to have made a character sheet for her (thanks Fuzzy on the Details for your database) so I'd consider tying it to her Grow 3 power, if you want to go that direct route. Of course, this one might need a complete reworking as the thematic ties between special abilities and character Traits are very different between the games, as *Marvel Heroic Roleplaying* abstracted a lot more to cover the character's inner world.

For Science! (Mister Fantastic)

1 XP when you reveal a new stunt associated with your Medical, Science, or Tech Specialties.

3 XP when you successfully eliminate a threat by targeting it with your Medical, Science, or Tech Specialties.

10 XP when you either ignore a critical situation in order to finish a project

Specialties were the Skill System of *Marvel Heroic Roleplaying*. As such, I'd update this Milestone to center on use of Ego and Logic specifically for Medical, Science, and Tech uses.

Guilt-Ridden (Mister Fantastic)

- 1 XP the first time an ally takes stress from a Narrator character in a Scene that you are in.
- 3 XP when your recovery of your emotional stress involves your admission of your own guilt.
- 10 XP when you either quit a team in order to save them or your team is defeated by a foe you have brought to them.

Stress was a means of tracking Physical, Mental, and Emotional Damage. As such, I'd replace the 1 XP trigger with just Damage in general. For the 3 XP Trigger, I'd removed the stress requirement and just make it about admission of guilt in general as a story beat.

Identity Crisis (Ms Marvel - Carol Danvers)

- 1 XP when you first take mental or emotional stress.
- 3 XP when you either ask to join a new team or turn down an offer to join one.
- 10 XP when you either abandon your heroic identity to return to civilian life or when you leave your current occupation to be a full-time hero.

Stress was how *Marvel Heroic Roleplaying* handled Damage: Physical, Mental, and Emotional. In this instance, I'd make it Focus Damage to port it to *Marvel Multiverse*.

Heroic Self-Sacrifice (Colossus)

- 1 XP when you first use your Take the Hit SFX.
- 3 XP when you allow another hero to talk you out of a dangerous course of action.
- 10 XP when you either sacrifice yourself for your allies or find you're the last hero standing.

Take The Hit was a special ability to take physical damage in lieu of another character. For *Marvel Multiverse*, this can just be the Interpose Reaction. I'd also remove the "first use" as it kind of gets in the way of the spirit of 1 XP Triggers.

Head Over Heart (Shadowcat)

- 1 XP when you profess your interest in a chosen hero.
- 3 XP when you talk your chosen hero out of a dangerous course of action.
- 10 XP when you either break off your relationship because your chosen hero risked their life (or others) for yours, or you convince your partner to break it off with you.

Hellfire Legacy (Emma Frost)

- 1 XP when you give a hero or villain your word.
- 3 XP when you either break your word to that hero or keep your word to that villain.
- 10 XP when you either prove to that hero that breaking your word helped them or prove to that villain that keeping your word hurt them.

Hostile Takeover (Iron First)

1 XP when you use your Business Expert in a conflict.

3 XP when you exploit another character's business holdings or resources.

10 XP when you choose to either seize another character's business assets or surrender your own to them.

Marvel Heroic Roleplaying used the same combat system for Physical, Mental, and Emotional Duels. As such, the Business Expert Speciality, the Skill system of *Marvel Heroic Roleplaying*, could easily arise in a Emotional Combat. *Marvel Multiverse* does not have rules for Emotional Combat. As such, it'd be easiest to simply have it be the case when your Business Background comes in use during an Action Check, such as discerning how a corporate villain may act from your experiences or pulling on resources you have in the business world.

How The Mighty Have Fallen (Sentry)

1 XP when you first use your powers again.

3 XP when you refrain from using your powers when another hero asks for your help.

10 XP when you either leave the battlefield to avoid activating the Void or accept an offer to join a team after activating the Void.

The main difficulty with this one is that "The Void" was handled with a special rule that was later used to include the Hulk's Berserker Nature. Here, it can be handled with a Tag or Trait, depending how/if *Marvel Multiverse* ultimately adds The Sentry.

Immortal Weapon (Iron First)

1 XP when you use your Combat or Mystic Specialties to aid another hero.

3 XP when you first defeat an opponent in a Buddy situation using your Iron Fist SFX.

10 XP when you either nominate another hero as your replacement and give up your title or defeat another hero to prove your status as the true Iron Fist.

The 1 XP trigger is tied to Iron First's Specialties, which were the Skills of *Marvel Heroic Roleplaying*. For Mystic, I'd simply have it trigger when the Supernatural Tag comes up in a scene. As for Combat, this can be handled as having his combat expertise be useful for another hero, outside its direct use in battle, such as mentoring or analyzing a situation.

The 3 XP trigger is a little difficult as *Marvel Multiverse* does not track different resources depending on if you are alone in a scene, with one other ally, or in a group of 3 or more. Furthermore, *Marvel Multiverse* encourages the full team to be present during combat. As such, this just can't function and should be replaced with this:

3 XP when you first defeat an opponent with a Team Maneuver in a Scene.

In Over Your Head (Shadowcat)

1 XP when you first use your Reactive Power SFX.

3 XP when you first add one of your own stress dice to one of your own action rolls.

10 XP when you stress out a villain on an action roll not using your Intangibility power die.

Reactive Power SFX here would just be Phase Other, since it was specifically linked to Phasing other people in *Marvel Heroic Roleplaying*. Stress was *Marvel Heroic Roleplaying's* way of tracking Damage and one could increase the damage they took to use their own Damage to their advantage. That doesn't have an equivalent in *Marvel Multiverse*. As such, I'd probably change this entirely to:

3 XP when you become demoralized.

As for the 10 XP, this specifically meant defeating a foe without using your main power. A bit easier in *Marvel Heroic Roleplaying*, both due to how the system was designed and because Lockheed the Dragon was part of her arsenal as an animal companion. Here, it'd be best to handle it as defeating an opponent without using your Powers.

Independent (Invisible Woman)

1 XP when you stand up to another hero.

3 XP when you prove one of your decisions was best for your team.

10 XP when you stress out the last foe in an Action Scene, or another character acknowledges your assistance was essential in saving the day.

Stress out just meant to take a character out of the scene. For *Marvel Multiverse*, this would be knocking someone unconscious.

Mentor The Hero (Captain America)

1 XP when you choose to aid a specific hero for the first time.

3 XP when you aid a stressed-out hero in recovery.

10 XP when you either give leadership of the team to your chosen hero or force your chosen hero to resign or step down from the team.

Stressed-Out meant to be taken out of a Scene due to Stress, which was *Marvel Heroic Roleplaying's* Health System. It was universal and had different tracks for Physical, Mental, and Emotional Stress. However, the best comparison here would either be having it applied to a hero who was Demoralized or perhaps just a hero who was either knocked Unconscious or Demoralized in the prior fight.

Mutant Sans Frontiers (Beast)

- 1 XP when you use your Medical Expert to help a mutant recover stress.
- 3 XP when you choose not to engage in a confrontation in order to rescue or support noncombatant mutants.
- 10 XP when you either allow a mutant to die or give up your status or reputation to save a mutant.

Stress was health in the *Marvel Heroic Roleplaying* system and covered all forms of damage: Physical, Mental, and Emotional. For this, I'd restrict it to Health as the closest parallel and remove the Medical Expert requirement as *Marvel Multiverse* doesn't have a Skill System.

My Place In The World (Storm)

- 1 XP when you aid a hero for the first time.
- 3 XP when you either ask to join a new team or turn down an offer to join one.
- 10 XP when you either accept leadership of a team or leave your current team.

Old Friends, Old Enemies (Wolverine)

- 1 XP when you declare someone an old ally or foe.
- 3 XP when you aid your old ally in a buddy situation or deal trauma to your old foe.
- 10 XP when you declare your old ally is now an enemy or vice versa.

Marvel Heroic Roleplaying used "Solo/Buddy/Team" to handle when a superhero was at their most effective: by themselves, in a duo, or in a larger team. Trauma was how *Marvel Heroic Roleplaying* dealt with longer term issues that couldn't be easily recovered with rest and required story arcs to resolve. The first part of the 3 XP Trigger can be Help or Interpose or any of those actions. Trauma can be handled by knocking someone Unconscious, since that's when Trauma was dealt to Characters in *Marvel Heroic Roleplaying*.

On The Job (Luke Cage)

- 1 XP when you start a Scene working for another hero as an employee.
- 3XP when you engage with a foe and your employer becomes stressed out.
- 10 XP when you either quit working for your employer to join a team as an equal or decline to work with a team in favor of staying in the pay of your employer.

Stressed Out referred to being taken out in a Scene for *Marvel Multiverse*. Since the employer likely wouldn't be in combat at all and acquiring Damage outside of Combat is not a thing in *Marvel Multiverse*, I'd just apply the 3 XP trigger literally and say the employer loses faith in your abilities.

One Of The Team (Armor)

- 1 XP when you give support to another hero.
- 3 XP when you're given an official place on a team.
- 10 XP when you either sacrifice something you hold dear for the benefit of your team or walk away from your team to avoid that sacrifice.

Out In The Open (Daredevil)

- 1 XP when you first tell a hero that you're not Daredevil.
- 3 XP when you go into action as Daredevil without your mask.
- 10 XP when you either join a team in spite of your identity crisis or refuse to join a team because of it.

Team Player (Spider-Man)

- 1 XP when you give support to another hero not already on your team.
- 3 XP when you confront a team member about your place on the team.
- 10 XP when you either walk away from your team or join it at a cost to your family.

The Heart Of A Prince (The Thing)

- 1 XP when you first use your powers to give a support asset to an ally.
- 3 XP when you either take trauma to save a non-combatant or convince an opponent to attack you rather than a non-combatant.
- 10 XP when you either sacrifice yourself for your allies or fight until you're the last hero to fall.

The 1 XP Trigger can be updated to Help and the 3 XP Trigger can be update to Interpose.

To Me, My X-Men (Clycops)

- 1 XP when you first lead a team including more mutants than non-mutants.
- 3 XP when you defeat a foe without any team member becoming stressed out.
- 10 XP when you either lead your team to victory over mutant issues or disband them in the face of persecution.

Stressed-Out meant to be taken out of a Scene due to Stress, which was *Marvel Heroic Roleplaying's* Health System. It was universal and had didn't tracks for Physical, Mental, and Emotional Stress. However, the best comparison here would either be having it applied to a hero who was Demoralized or behaps just a hero who was either knocked Unconscious or Demoralized in the prior fight.

Pedagogue (Emma Frost)

- 1 XP each time you aid a chosen student in using their powers.
- 3 XP when your chosen student betrays or inflicts stress on you.
- 10 XP when you sacrifice or shutdown your powers, wealth, or reputation for a student, or vice versa.

Stress is how *Marvel Heroic Roleplaying* handled harm in all its forms: Physical, Mental, or Emotional. As such, this can just be Damage in general.

Protect My People (Black Panther)

- 1 XP when you declare a character—ally or enemy—as a threat to Wakanda.
- 3 XP when you take a major step against that threat, such as recruiting a significant ally or joining a team in order to monitor the threat.
- 10 XP when you eliminate the threat to Wakanda, through diplomacy or force.

Return To The Motherland (Colossus)

- 1 XP when you first draw on your Russian heritage.
- 3 XP when you make your Russian heritage the central issue of a confrontation or conflict.
- 10 XP when you either deny your Russian heritage completely or abandon your friends for Russia.

Romantic Tragedy (Cyclops)

- 1 XP when you choose to express your affection for another mutant hero.
- 3 XP when you turn down aid in order to be alone with your chosen hero in a perilous situation.
- 10 XP when you either watch your chosen hero take d10 or more trauma or break off your relationship in order to save them.

Trauma has no real parallel for *Marvel Multiverse* as it does not track emotional damage. As such, I'd just remove that element entirely.

Settle The Score (Luke Cage)

- 1 XP when you declare a villain as an old foe.
- 3 XP when you inflict trauma on your chosen foe.
- 10 XP when you forgive your chosen foe, or they beg for your forgiveness and you let them go.

When You Gaze Into The Void (The Sentry)

- 1 XP when you first fail an action using your Unleashed SFX.
- 3 XP when your Growing Dread Limit first adds a d10 or larger to the doom pool.
- 10 XP when you either first activate the Void and aid in defeating it or you activate the Void and sacrifice yourself to prevent it from harming others.

Unleashed was a stock SFX that was about increasing one power output. This is where things get weird because *Marvel Heroic Roleplaying* had abstract powers whereas *Marvel Multiverse* has bespoke. As such, Boost Powers would be the closest parallel, but that may not be on Sentry's official character sheet.

Growing Dread is another interesting one as that was a special Limit that gave you plot points for making 1s and 2s on your dice count as "Opportunities." Aka the dice couldn't be used in your dice pool and the GM could activate them by giving you a plot point to give themselves more resources in the Doom Pool. The Closet Equivalent is Karma, but the Narrator doesn't get Karma of their own. Honestly, this should be completely changed to:

- 3 XP when your Void Tag brings havoc into the world.

Since Milestones should always be under the player's control, this would be a means for the player to introduce negative elements into the game themselves. Generally, this would require discipline on their part to not cause discord.

The Void was also handled by a special alternate rule in *Marvel Heroic Roleplaying*, that was later used to handle the Berserker Nature of the Hulk in his expansion. Whatever means *Marvel Multiverse* uses to handle the Void, if any, would then therefore be the trigger for this. Likely a Tag or Trait of some kind.

Whirlwind of Emotions (Storm)

1 XP when you first use your Emotional Link SFX.

3 XP when you first activate your Emotional Tempest Limit.

10 XP when you either apologize for injuring a teammate with your powers or leave the battlefield rather than apologize.

The 1 XP Trigger and 3 XP Trigger are impossible to update without rewriting them because *Marvel Multiverse* is not as interested in the inner world of the characters. As such, I'd rewrite it as:

1 XP when you confide in another.

3 XP when you lash out with your power and emotions.

Not the best, but, honestly, I kind of bite off more than I can chew here. I did not realize how many Milestones were in this book.

Workplace Ethics (Beast)

1 XP when you reveal a new stunt associated with your Medical, Science, or Tech Specialties.

3 XP when you engage in a confrontation with another hero regarding your use of your Specialties and your action or reaction total makes you the victor.

10 XP when you use a questionable Medical, Science, or Tech asset or resource to support a team member or you refrain from supporting a team member with your Specialties at a critical moment.

This one relies on *Marvel Heroic Roleplaying's* Specialty system, which would be called Skills in most other games. Looking at Beast's Official *Marvel Multiverse* character profile, I would substitute it with using the Logic Ability. Stunts were special ways to use your Traits in the story. As there is no equivalent subsystem, I'd simply tie it to invention or novel uses of the Ability. Assets and Resources were utilities you made with your actions, but can simply be applied literally here to make it work for *Marvel Multiverse*. After all, this Milestone is really just about Beast being unethical.

Sample Campaign Milestones From Breakout

Liberate The Sentry

Bob Reynolds, AKA the Sentry, is the hero the world forgot. You might be his legal counsel, or maybe an old friend who only recently remembered him. He's voluntarily in prison without trial for killing his wife, Lindy—you believe he deserves to be a free man.

1 XP when you find and introduce yourself to Bob Reynolds, the Sentry.

3 XP when you convince the Sentry to act, whether it means leaving his cell or being a hero.

10 XP when you convince the Sentry to rejoin society, or convince him to remain locked up for the safety of the world.

Round Up The Fugitives

Some of the most dangerous super villains are locked up in the Raft. When they break out, you're one of the only people ready and able to bring them back in. But who is behind the breakout?

1 XP when you defeat and capture a fugitive from the Raft.

3 XP when you choose to let a fugitive go in order to help an innocent bystander or an ally.

10 XP when you track down the group behind the breakout and either turn them in to the authorities or join them.

S.H.I.E.L.D. Super-Agent

You're an Agent of S.H.I.E.L.D. or you've worked with them before. When a crisis strikes, you need to stand with them against the threat. But what if they are the threat?

1 XP when you work with S.H.I.E.L.D. agents to neutralize a villainous foe.

3 XP when you act against the orders of S.H.I.E.L.D. Command for the good of others.

10 XP when you choose to stand either with S.H.I.E.L.D. or with the rest of your team when they're in opposition.

Character Creation

Using these altered XP rules significantly changes and complicates character creation. While it removes the expediency of making your character with set abilities, it allows for further customization and growth than the default system.

To start, each Rank gives you a certain amount of XP to start:

Rank	XP
1	50
2	100
3	150
4	200
5	250
6	300+

Your Ability Scores start at 0 and the normal Ability Caps apply based on your current Rank. You start with No Powers. You receive your normal Backstory Elements.

Then, you may spend your XP to acquire Ability Scores and Powers as follows:

Trait	Cost
Ability Score	(Score to be Acquired) x 5
Power	(# of Prerequisites) x 5

XP And Rank

When you spend XP, you do not lose the XP. While Current XP is spent, Total XP does not decrease. Total XP is used to determine your current Rank. When your Total XP equals the Starting XP of a Rank, your character has reached that Rank.

Automatic Rank Increases And XP

If you are automatically increased to a higher Rank by an effect – such as becoming a Horseman of Apocalypse – then you receive bonus XP equal to the difference between your

new Rank's Starting XP and your current Rank's Starting XP. If you are Rank 6 and have such an effect, you receive 50 Bonus XP.

Keep anything purchased with these potentially temporary XP marked (such as under their own category in powers or with a “/” on their Ability Scores) so that they can be easily removed if said bonus is removed. For example, if you Rank up due to a Symbiote and later lose that Symbiote, powers purchased with that XP would be easier to remove if they were kept under the Symbiote Power list. If you spend later acquired XP on said things, perhaps keep a running tally so you can refund it (see Power Loss and XP Refund) on your innate abilities).

As previously stated, this system does sacrifice simplicity for customization. I fully acknowledge this is a bit clunky, but it's always difficult bolting something so game changing on after-the-fact instead of baking it into the game itself.

Power Loss And XP Refund

If any Effect causes you to permanently lose your Powers – such as a Mutant Cure – and you wish to continue using your character, you are refunded the cost of your Powers to buy new powers. If your original Powers are returned, you can refund any of your newly acquired powers to buy back your old powers as you see fit.

Altered Health And Focus System

With all the changes to character advancement, the default Health/Focus System cannot stay in place as “Health/Focus versus Damage” is not as controlled.

As such, please use these altered rules for better parity.

First, divide all character profiles' Health by 5. Divide the cost of any Power that requires Focus by 5.

Now, use this altered version of Attack and Damage:

When a character is successfully attacked, the attacker checks their Damage Inflicted as per the base rules. If the Damage inflicted exceeds the Target's Health or Focus, as appropriate, the target takes an Injury. If Damage Inflicted is a multiple of the target's Health or Focus, you deal an equivalent multiple of Injuries. In other words, if Damage Inflicted is 3x the Target's Health, your Target takes 3 Injuries. If not, you proceed to the Toughness Check.

To perform a Toughness Check, the target rolls a d616. If they roll a 9 or higher and/or roll a Marvel, they are fine and just take an Injury. Otherwise, they are unconscious (physical) or lose a quarter of their maximum Focus (mental). For every Injury they possess, they take a -1 penalty to their Toughness Roll.

Heroes receive an Untouchable Bonus equal to $(\text{Resilience}/5)$ to their Toughness Check for Physical Attacks. Heroes receive Unbreakable Bonus equal to $(\text{Vigilance}/5)$ to their Toughness Checks for Mental Attacks.

Any Effect that regains Health removes an Injury. If Health Regained is a multiple of your Health, you regain an equivalent multiple of Injuries. In other words, if you regain double your Health, you lose 2 Injuries.