

# Marvel Multiverse: Beyond Rank 6

A Marvel Multiverse Homebrew System

By default, *Marvel Multiverse's* highest Power Rank is Rank 6. Under no circumstances can you exceed Rank 6. Even special circumstances, like becoming a Horseman of Apocalypse, does not allow one to exceed Rank 6. This system can be very limiting. It also leads to some anti-climaxes when Rank Cap characters would receive power that normally confers a Rank advancement, like the aforementioned Horsemen power-up.

This pamphlet features a Homebrew system to allow characters to exceed Rank 6 without breaking the math of the system. Rank advancements have a set math behind them as seen on page 288 of the *Marvel Multiverse Core Rulebook*. If one simply increased Ranks from there, the math system would begin to break down. As such, to avoid that issue, this form of Rank Advancement does not alter the numbers of the system and focuses on horizontal advancement.

## Rank 7 And Beyond

Whenever you want your character to exceed Rank 6, for each Rank obtained above Rank 6 until Rank 10, they receive the following benefits:

- +1 Ability Point
- + ½ Trait\*
- +2 Powers
- +½ Karma\*

\*You receive +1 Karma and +1 Trait every other level.

After Rank 10, Rank advancements grant the following:

- +1 Power
- +¼ Karma\*\*

\*\*You receive +1 Karma every four levels.

There is no cap after this point, but I would suggest ceasing further Rank advancements at Rank 26.

Regardless of your actual Rank, once you exceed Rank 6, your Rank is 6 for any effect or character statistics that keys off of your Rank.

By using this system, Rank advancements past 6 provide lessen returns. After Rank 10, they severely diminish. However, characters gain new powers, grow out, and diversify.

## Change To Automatic Rank Increases

Whenever a special rule says you get a Rank Advancement unless you are already Rank 6, you may substitute that limitation with this system for diminished, further Rank advancement.

Some events may warrant multiple Rank Advancements.

For example, a Rank 13 character becoming a Horsemen of Apocalypse should probably get 4 Rank advancements for the benefit to be significant. A symbiote for a Rank 13 character should probably be 2 Rank Advancements. Conversely, becoming a Horsemen at Rank 7 can be handled with 2 Rank Advancements and a Symbiote with 1.

## Flat Rank Advancement

This system can also be used to allow for Flat Rank Advancement. Perhaps you want your game to remain at Rank 4 but want characters to grow in power. You can substitute any Rank Advancement with the following:

- Pick One Of The Following:
  - +1 Ability Points (Maximum: Chosen Twice)
  - +1 Trait (Maximum: Rank x 1.5)
  - +2 Powers
  - +1 Karma (Maximum: Rank × 1.5)

By using this system, you can stay at one specific Rank while still allowing lateral growth. Eventually, they won't be able to use all of the options and their advancements will flatten out.