

## 1: Marvel Super Heroes (role-playing game) - Wikipedia

*Marvel Heroes Ultimate Color & Activity Set Paperback - August 1, Be the first to review this item. See all formats and editions Hide other formats and editions.*

Attributes[ edit ] Most game situations are resolved by rolling percentile dice and comparing the results against a column of the colorful "Universal Results Table". The column used is determined by the attribute used; different tasks are resolved by reference to different attributes. All characters have seven basic attributes: Fighting, which determines hit probability in and defense against hand-to-hand attacks. Agility, which determines hit probability in and defense against ranged attacks, feats of agility vs. Strength, which determines damage inflicted by hand-to-hand attacks as well as the success of tasks such as grappling or the lifting and breaking of heavy objects. Endurance, which determines resistance to physical damage e. Reason, which determines the success of tasks relating to knowledge, puzzle-solving, and advanced technology. Intuition, which determines the success of tasks relating to awareness, perception, and instinct. Psyche, which determines the success of tasks relating to willpower, psionics , and magic. Attribute scores for the majority of characters range from 1 to , where normal human ability is Typical 6 , and peak non-superheroic human ability is Excellent However, the designers minimize use of the numerical figures, instead preferring adjectives in the Marvel Comics tradition, such as "Incredible" scores from and "Amazing" Altered Humans normal people who acquired powers, such as Spider-Man or the Fantastic Four , High-Tech Wonders normal people whose powers come from devices, e. Talents[ edit ] The game also features a simple skill system , referred to as Talents. Talents have to be learned and cover a wide range of areas of knowledge from Archery to Zoology. For example, a character uses his Agility score when attempting ranged attacks. A character with an Agility of Excellent would normally roll on that column when attacking with a rifle. However, if the character has the "Guns" Talent, they would treat their Agility as the next higher power rank Remarkable. The GM is free to determine if a character would be unable to attempt an action without the appropriate Talent such as a character with no medical background attempting to make a pill that can cure a rare disease. Resources and Popularity[ edit ] Characters also had two variable attributes: But unlike the seven physical and mental attributes which changed very slowly, if at all, Resources and Popularity could change very quickly. Rather than have the player keep track of how much money the character had in the bank or with him, the Advanced Game assumed the character had enough money coming in to cover his basic living expenses. The Resources ability was used when the character wished to purchase something out of the ordinary like a new car or house. For example, the referee might decide a character with Typical resources would probably be unable to purchase a brand new sports car, but with a Yellow Resources roll might be able to afford a used car in good condition. The second variable, Popularity, reflected how much the character was liked or disliked in the Marvel Universe. Popularity could be used to influence non-player characters. A superhero with a high rating, like Captain America whose popularity is Unearthly-the highest most characters can achieve , might be able to use his Popularity to gain entrance to a club because the general population of the Marvel Universe admires him. If he were to try the same thing as his secret identity Steve Rogers whose Popularity is only Typical , he would probably be unable to do it. Villains also had a Popularity score, which was usually negative a bouncer might let Doctor Doom or Magneto into the aforementioned club simply out of fear. There were several ways Popularity could change. Since mutants were generally feared and distrusted in the Marvel Universe, these characters start with a Popularity of 0 and have a hard time improving this attribute. Character creation[ edit ] The game was intended to be played using existing Marvel characters as the heroes. In addition, the Basic Set Campaign Book also allowed players to create original heroes by simply describing the desired kind of hero, and working together with the GM to assign the appropriate abilities, powers, and talents. Players were given a wide variety of body types, secret origins, weaknesses, and powers. The UPB gave a much greater range to characters one could create. The basic system allowed players to increase their chances of success at most tasks by spending points of Karma. For example, a player who wanted to make sure he would hit a villain in a critical situation could spend however many Karma points were necessary to raise the dice roll to the desired

result. Additional Karma points were distributed by the referee at the end of game sessions, typically as rewards for accomplishing heroic goals, such as defeating villains, saving innocents, and foiling crimes. Conversely, Karma could be lost for unheroic actions such as fleeing from a villain, or failing to stop a crime: In the Advanced Game, Karma points could also be spent to permanently increase character attributes and powers at a relatively moderate cost, ten times the attribute number raised, powers were steeper, at twenty times the number. The Karma system thus united two RPG mechanics— "Action" or "Hero" points which allow players to control random outcomes and character advancement e. Game mechanics[ edit ] Marvel Superheroes was driven by two primary game mechanics: Both essentially influenced the difficulty of an action. A column shift is used when a character is attempting an exceptionally hard or easy action. A column shift to the left indicates a penalty, while a shift to the right indicates a bonus. For example, Reed Richards Mr. Fantastic has an Intuition of Excellent, making him significantly more perceptive than the average person whose Intuition is Typical two ranks lower. The GM might determine that spotting a trap hidden beneath a few sticks and leaves will be fairly easy, and give the player running Mr. His Intuition will be treated as Remarkable the next column to the right. However, a trap buried underground might be considerably harder to spot, and the GM might give the player a -1 column shift penalty. In this case, Mr. The column for each ability is divided into four colors: A white result is always a failure or unfavorable outcome. In most cases, getting a green result was all that was needed to succeed at a particular action. Yellow and red results usually indicated more favorable results that could knock back, stun, or even kill an opponent. However, the GM could determine that succeeding at an exceptionally hard task might require a yellow or red result. Additional rules in the "Campaign Book" of the Basic Set , and the subsequent Advanced Set , used the same game mechanic to resolve non-violent tasks. For example, if a superhero needs to figure out how to operate a piece of alien technology, the hero would have to succeed at a Reason roll, where the chance of success is modified by the complexity of the device. Official game supplements[ edit ] Main article: Even more so that it continues to set a standard by which new superhero roleplaying games are measured. Like modern comic book writers and artists following the greats of the Silver Age, modern RPG designers have a tough act to follow. This version, written by Mike Selinker , was published in the late s as a card-based version of the Marvel role-playing game though a method of converting characters from the prior format to the SAGA System was included in the core rules. Though critically praised in various reviews at the time, it never reached a large market and has since faded into obscurity. This edition uses mechanics that are totally different from any previous versions, using a diceless game mechanic that incorporated a Karma-based resolution system of "stones" or tokens to represent character effort. Since its initial publication, a few additional supplements were published by Marvel Comics. However, Marvel stopped supporting the game a little over a year after its initial release, despite going through several printings of the core rulebook.

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