

ARCANE MARKS PRESENTS

MARVEL SUPER HEROES



MARVEL

100% UNOFFICIAL

BY TALON

INTRODUCTION

In the early days of roleplaying there was *AD&D* and then there was... well, *AD&D*. But in 1984, that changed with the release of TSR's innovative new game, *Marvel Superheroes*. Needless to say, the world's Marvelites were more than a little excited. Here was their chance to take their characters out of the dungeons and into the gritty streets of the Marvel Universe, where they could become heroes like Spider-Man, Doctor Strange or even the ever-popular Wolverine.

But as it turned out, the system, for many, was less than exciting. Reviews were, but sales dropped off, even after the release of an advanced set and a Second Edition a few years later. Eventually, TSR was forced to drop its *Marvel Superheroes* line, consigning it to the doom of retailers' discount boxes.

But that hasn't stopped us Marvelites. Despite the fact that the "MSH" Roleplaying Game has something of a cult following among gamers, some Marvelites have gone searching for alternatives to the failed game system, and there are many choices... *HERO*, *GURPS*, even the ever-present d20. While any of these may be excellent choices for a game set in the Marvel Universe, still others are still looking... searching for that perfect system to replace the old MSH game.

Well, search no more, true believer, for West End Games' D6 System is back! The D6 System is a reworking of WEG's popular *Star Wars Roleplaying Game*, originally introduced in 1987, and possesses just the flexibility needed to adapt the original TSR Marvel game. Now, with the 2004 release of the newest D6 games from the new, improved West End Games, the Marvel Universe is primed for a comeback!

Within these pages, you'll find the process for setting up your own D6 *Marvel Superheroes* campaign, rules for creating characters with amazing super-powers and special abilities as well

as a character sheet specifically created to handle your D6 Marvel Superhero character. So dust off those 6-siders, load up your web-shooters and polish your adamantium claws, because it's time to return to the Marvel Universe! Excelsior!

A NOTE FROM THE AUTHOR

The following is a summary of the rules presented in West End Games' *D6 Adventure* handbook (2004 edition) with a few adjustments to the system to make it more appropriate to the Marvel universe setting as well as to recall aspects of the original TSR *Marvel Superheroes RPG*. It is, by no means, comprehensive, and, except where noted here, the D6 Adventure book should be considered the definitive source for rules regarding the D6 System. The *Marvel Superheroes D6 Roleplaying Game* may be played without the *D6 Adventure* handbook, but I don't recommend it. Like all RPGs, the D6 System is a complex set of detailed gaming rules. Repeating them all here would be impractical.

Also, please note that this virtual book was written and produced by a fan of both D6 and Marvel Comics for non-profit entertainment only. As such, we would like to make it known that **no one** associated with the creation of this manual intends the inclusion of copyrighted material to represent a claim to those copyrights. The d6 System is the registered copyright of Purgatory Publishing and all characters and artwork shown herein are the registered copyrights of the Marvel Entertainment Group. We thank both West End Games and Marvel Comics for their (however unwitting) contributions to this game.

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THE MARVEL SUPERHEROES D6 SYSTEM

As the name implies, the D6 RPG System utilizes but one type of die: the standard ordinary d6, making it a rather simple game to learn and play. Here is a basic review of the rules. For a more detailed lesson on how to play the game, it is suggested that you purchase a copy of West End's D6 Adventure, D6 Fantasy or D6 Space rulebooks, which are currently available at a game retailer near you.

THE GAME

Like most other roleplaying systems, D6 is a game that requires a minimum of two people to play, one being the Gamemaster (GM), who's in charge of telling the story and playing the NPC's (non-player characters) and the other being a player who controls one or more player-characters (P's).

THE DICE

The dice determine what your character can and cannot do. When faced with a situation where there is a chance your character might fail, the GM will call for a roll to determine success, and you roll the number of D6's as determined by your character's appropriate skill and/or attribute number. The numbers represent the number of dice rolled and are measured on a specific scale.

Each die can be broken up into three pips. These pips can be added to other pips in the form of pluses. Thus, the die-scale reads as follows: 1D, 1D+1, 1D+2, 2D, 2D+1, 2D+2, 3D, 3D+1, etc...

For example, let's say your hero, the mutant swashbuckler, Nightcrawler, has a *Acrobatics* skill of 8D+1. That means in order to pull off that daring maneuver, he rolls 8d6 and adds one to the total.

This roll is compared to a difficulty set by the GM.

D6 DIFFICULTY CHART

Level of Difficulty	Number Range
Very Easy	1-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-25
Heroic	26-30
Legendary	31+

THE WILD DIE

When you roll your dice to perform an action, or a "feat" as it was called in the original Marvel game, make sure one die is a different color or otherwise distinguishable from the rest. This die is the *wild die*. If, when rolled, this result is a six, the six is added to the total and the wild die is rolled again, adding the new number to the total. If the

second roll is also a six, it is added and the wild die is rolled yet again. This will continue until a number other than six is rolled.

If, on the first roll of the wild die, the result is a one, then the die must be rolled again, this time by itself. If the new roll is a 1-5, then a *mishap* occurs, and you subtract not only the wild die from your total, but the next highest die as well. If the second roll is a six, then a *complication* has occurred. This means that not only do you lose the two dice just as you would have with a mishap, but the GM gets to make up some horrible, but nonlethal, fate for you. Perhaps your web-shooter jams at just the wrong moment. Whoops! Should have packed more fluid!

The wild die is rolled for all rolls, including damage rolls. If your roll is but 1D, then that die is wild.

And, that's basically it. More rules regarding Karma Points, Character Points and Popularity will be discussed in the character creation section.

CHARACTER CREATION

As with almost every other RPG system in existence, the first step in a *Marvel Superheroes D6* game is character creation. Using West End Game's highly adaptive D6 RPG, you too can be a hero in the Marvel Universe. All you have to do is follow these simple guidelines.

ATTRIBUTES

There are 7 attributes associated with the *Marvel Superheroes D6* Roleplaying Game. They are:

FIGHTING

The fighting attribute represents your hero's basic abilities. All combative skills are based on this attribute.

AGILITY

The agility attribute is the measure of your hero's basic coordination and includes things like aiming, dodging and web-slinging.

STRENGTH

Strength measures your hero's physical strength. It is this attribute that will determine how much he can lift and how much damage his punch does.

ENDURANCE

The endurance attribute determines how much physical damage your hero can take before crying uncle.

REASON

Reason is raw brainpower and intelligence. This attribute determines if your hero is a brain or a brute.

INTUITION

Intuition is a combination of wisdom, wits and battle-savvy. Skills involving perception fall under this attribute.

PSYCHE

Psyche is your character's willpower or force of will and is used in mental attacks or magic.

Look familiar? That's because the attributes for the *Marvel Superheroes D6 Roleplaying Game* are exactly the same as the abilities in the original *Marvel Superheroes RPG*, that is, "FASERIP." Since the D6 system is a skill-based game, the application of these abilities has changed, but the basic attributes have remained. Cool, huh?

So what does one do with these attributes? Well, read on, Marvelite, and you'll soon learn...

STARTING DICE

The first step in creating your hero is to determine his attribute ratings. Your hero has 21D to allocate among his attributes (as determined by the following formula: # of Attributes x 3 = starting attribute dice). Most humans have an attribute range of 1D-5D, so you may not raise any attribute past 5D (before applying super-powers, of course).

Remember, your attribute dice may be split up into pips if you wish them to be.

SKILL DICE

Just as with attributes, you have a starting number of dice to allocate to skills. This number will be determined by the GM, but is generally seven for starting characters. Established heroes like Spider-Man and Captain America will have a lot more than that. A base-level character may not begin with more than 3D in any single skill.

You may allocate your starting skill dice as you see fit, as long as you remember that each skill must relate to one of your attributes. Remember that these dice may also be split into pips. A complete skill list can be found below. You may invent specialized skills like "web-slinging" if your character-concept calls for such, provided your GM approves. Also, your super-powers, should your character possess them, may have need of a specific skill related to their use. Discuss this option with your GM.

Additionally, some skills have Advanced Skills attached to them. Advanced Skills are a type of skill-specialization that requires special training and possible years of study to learn. To allocate dice to an Advanced Skill, you must first allocate a number of pips into its parent skill equal to twice the number of pips in the skill's parent Attribute, rounded down. For example, a character has a Reason of 3D+1 (7 pips). In order to allocate any dice into the Surgery skill, the character must first allocate 6D+2 (14 pips) into First Aid. Generally, Advanced Skills may only be used to perform extremely specific actions.

SKILL LIST

FIGHTING SKILLS

Brawling (basic forms unarmed combat)

-**Advanced: Martial Arts** (specific forms of unarmed combat; for every 3D allocated to Martial Arts, gain a +1 to unarmed attack damage versus any opponent who does not also possess this skill)

Energy Weapons (firing energy weapons like laser or plasma rifles)

Melee Weapons (fighting with melee weapons such as swords or clubs)

Missile Weapons (firing projectile weapons such as pistols or rifles)

Throwing (attacking with thrown weapons, like a rock or grenade)

AGILITY SKILLS

Acrobatics (tumbling, twirling, balancing)

Boating (the operation of water-vehicles)

Contortion (twisting the body as to escape from bonds)

Dodge (Avoiding danger such as from attacks or a booby trap)

Driving (the operation of land-vehicles)

Flying (maneuvering through the air under one's own power)

Hide (concealing yourself or objects from sight)

Jumping (leaping over obstacles or over distances)

Lockpicking (opening mechanical locks or disabling small traps)

Piloting (the operation of air vehicles)

-**Advanced: Astronautics** (the operation of space-vehicles)

Riding (controlling and riding domesticated mounts)

Sleight-of-Hand (nimbleness of fingers in use of pick-pocketing, stage-magic, etc.)

Sneak (moving in such a way as to remain unseen and/or unheard)



STRENGTH SKILLS

Climbing (scaling various surfaces)

Lifting (moving heavy objects; extra damage to STR-based weapons)

Swimming (moving through liquid)

ENDURANCE SKILLS

Running (moving across the ground on your own two feet)

Stamina (physical endurance and resistance to pain, fatigue, etc.)

REASON SKILLS

Business (the understanding and implementation of business practices)

Demolition (using corrosives and explosives to achieve a specific effect)

Forgery (creating and notice false documents in various media)

Language [specific language] (understanding a foreign language, both written and spoken)

First Aid (administering medicinal aid for minor injuries, diseases, etc.)

-**Advanced: Surgery** (performing complicated medical procedures)

Navigation (charting a course using fixed references such as stars or maps)

Scholar [specific field of study] (represents education in a specific field of study such as mathematics, science, history or mechanics)

Security (installing, or bypassing electronic security systems)

Tech (operating or designing technical equipment such as computers)

INTUITION SKILLS

Artist (creating works of visual art)

Con (deceiving others)

Disguise (changing your physical appearance)

Gambling (playing and cheating at games of chance)

Investigation (gathering information, research, organizing clues, etc.)

Know-How (the ability to “figure out” how to do something you’ve never done; also a “catch-all” skill representing basic proficiencies like cooking or sewing)

Mechanics (building or repairing mechanical or technical machinery)

Perception (noticing the not-so-obvious)

Search (purposefully looking for hidden objects or people)

Streetwise (dealing with and understanding urban and criminal life)

Survival (surviving in wilderness environments)

Tracking (following the trail of a person or animal or following a person without being noticed)

PSYCHE SKILLS

Animal Handling (controlling animals)

Charm (using friendliness, flattery and seduction or influence others)

Command (effectively organizing a team effort)

Intimidation (influencing others through presence, threats or fear)

Magic [alteration, apportionment, conjuration or divination] (the ability to manipulate magic forces and cast magical spells)

Persuasion (influencing others through bribery or discourse)

Power [specific super-power] (the ability to use your powers efficiently)

Willpower (ability to withstand, pain, temptation, mental attacks or other people’s attempts to manipulate you through persuasion, charm or intimidation)

SKILL SPECIALIZATIONS

Along with skill dice, your hero also receives three free specializations. Specializations are sort of like “sub-skills” that further specialize a specific skill. For instance, Captain America has the Throwing skill. He is further specialized under that in “shield-throwing.”

For each specialization, the character gains an additional die above that of the skill code involved. Thus, if Cap’s Throwing skill is 5D+1, his shield throwing skill is 6D+1, a full die higher. After the initial allocation of dice, however, the relationship between the specialization and its parent skill ends, and the specialization is considered a separate skill from then on for the purposes of character advancement. However, it is impossible for a skill to rise higher than its specialization. The specialization must be raised first.

MAKING IT ALL WORK

Now that you have your attributes and skills, it’s time to put them all together. You see, every skill is related to an attribute, and thus, starts with your attribute rating. The dice you allocated to your skills adds to your attribute dice. For example, Spider-Man has an agility of 5D. Since Acrobatics is an agility skill, his player allocates 2D to it, making the total 7D. Thus, Spidey’s Acrobatics skill is 7D. Makes sense, right?

KARMA

Karma is a way of controlling your character’s fate and luck to a certain degree. It is measured in the form of points, aptly called “Karma Points (KP).”

Karma can be spent to ensure that a roll has a better chance of being successful. When a KP is spent, all the character’s die-pools for that round are doubled. That means if Spider-Man spends a KP at the beginning of the round, all his skill and attack ratings are doubled for one round. This means his normal Acrobatic skill &d becomes 14 D. Not too shabby, eh? However, there are a few catches.

- Karma can only be spent at the beginning of a round, before any rolls are made.

-Karma does not apply to damage rolls unless that damage is strength related (such as that done by fists or with melee weapons). In such cases, only the dice provided by the Strength attribute are doubled, not the damage bonus provided by the weapon.

-Spending Karma has to be heroic. Technically, you may spend Karma on any roll, but spending it on mundane actions is bad, and spending it on evil actions is downright...well, evil. You are the hero, after all (see below for details)

REGAINING KARMA

Karma can only be regained at the end of the game session (or otherwise when the GM allows it) and is awarded by the GM. As a rule, you will always have one Karma point. Thus, if you only had one to begin with, you get that one back. However, if you spent it on an act of great heroism, such as staying at the controls of your crashing Blackbird airplane so that your teammates may escape, you not only get back the point you spent, but the GM may award you with an additional point as well. If the point was spent on a mundane or selfish roll, such as getting that perfect photo of Spidey to sell to the Daily Bugle, you will still get the original point back, but no additional point.

And, finally, spending a point on an evil act, such as collapsing a building full of innocent people just to stop Doctor Doom from getting away, will not only earn you your initial point back but earn you a Bad Karma point as well.

BAD KARMA

Bad Karma (BK) measures the amount of evil that exists within your character. *Marvel Superheroes* D6 is about playing heroes, so, generally, committing acts of unspeakable cruelty and evil is not in character. However, if your character feels the need to commit these acts, the GM will reward your efforts with a BK point.

Bad Karma affects not only your character's personality but his playability as well, for every time he receives a BK point, the player rolls a D6 (this die is not wild). If the total is equal to or lower than the total number of BK points your character currently has, he "turns to evil," becoming -GASP!- ...a villain! Some GM's will allow you to continue playing this character in hopes of redemption or even just to add spice to the game, but most will require you to hand the character over, consigning him to the role of villainous NPC.

CHARACTER POINTS

As your hero continues to fight the forces of evil, he will eventually become better at it. That's where Character Points come in. Character Points (CP) represent your character's experience, and can even be called upon to give him a little extra boost when he needs it.

Character Points can be used in two ways. The first way is character advancement. At the end of each story, or "issue," the GM will hand out a CP experience award based on your performance during the game. This usually numbers from 5 to 12, depending on how fast the GM wants the group to advance. To spend your CP's to advance your skill dice, you must pay the amount before the "D" in CP's, per pip. That's all. So, if Rogue's player wanted to raise her Flying skill from 6D to 7D, it would cost her 18 CP's, 6 for the +1, another 6 for the +2 and a third 6 to get to 7D. Get it? Attributes may be raised at the CP cost of current rating X 10. Doing so automatically raised all skills related to that attribute by the same amount.

But, don't spend all your CP's on skills now! It's a good idea to save 5 or 6 to use during the game. How? Well, that's the cool part. During game-play, character points may be spent to add an additional die to any roll that is not a damage roll (excluding damage that is strength related). This may be done after the roll is totaled, but you can't spend more than 3 per round, nor for any action under the influence of Karma. So, as you can see, it's a good idea to keep as many CP's as you can afford. Don't neglect your character's skills, but keep a few on hand.



MOVEMENT RATES

Your character's base movement rate represents the number of meters he can walk in a straight line in one combat

round. (By the way, a combat round in this game has not set amount of “game time” assigned to it. The round is over when all characters have taken their actions.) Generally, the average human’s base move rate is 10. Characters with alternate modes of travel, such as flying or super-speed, will have separate move rates for those skills. To move farther than 10 meters in a single round, such as when running, you must make a Running check against a difficulty of 5 for every 10 meters you want to go. For instance, a character wanting to run 30 meters in one round must make a Running skill check against difficulty 15. Failure means the character cannot go farther than his base movement rate and may trip on a *mishap*.

Characters swim at 1/2 the base move with a Swim check at difficulty 5 (+5 for every movement beyond the first). You may climb at your normal movement rate at a Climbing difficulty of 5 (+10 for every additional one-half of the base climbing move-rate, rounded up).

Jumping distance equal one quarter of your base movement-rate, rounded up at a Jumping difficulty of 5 (+10 for every two meters, vertically or horizontally). Getting a running start adds +5 to the skill check for every round the character runs in a straight line, up to a maximum of +10 (two rounds).

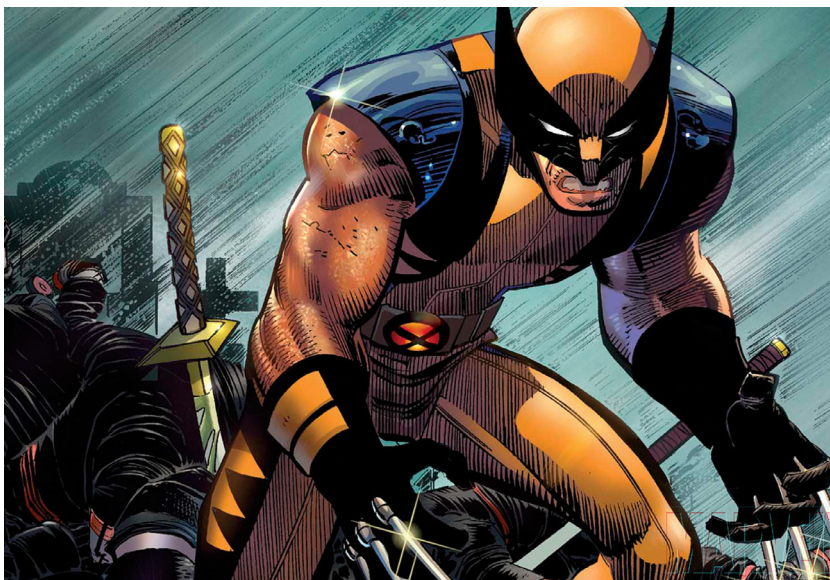
HEALTH AND DAMAGE

Your character’s health is recorded on his health-chart. There are generally 7 stages of health: healthy, 5

wound levels and dead. Only the 5 wounds are listed on the character sheet. As your hero takes damage (and they often do), he begins to take penalties to his skill or action rolls determined by the level of the wounds. This wound level is calculated by comparing the damage total to your character’s Resistance Total (the sum of his Endurance plus

armor). Optionally, the player may choose to roll his character’s Endurance by spending a Karma Point (the dice are not doubled, however). The difference between the damage and resistance total is then run through the following chart.

Of course, wound-penalties don’t count for future Endurance rolls to soak damage. Also, for any damage taken past Stunned, a knock down result is added to the damage, meaning your character is knocked off his feet and loses any subsequent action he might have had.



WOUND LEVELS

Condition	DMG ≥ Endurance Roll by:	Effect
Stunned	1-3	-1D this & next round
Wounded	4-8	-1D to all actions, lose next action
Severely Wounded	4-8**	-2D to all actions, lose next action
Incapacitated	9-12	-3D to all actions, roll Stamina (15) to remain conscious, lose next action
Mortally Wounded	13-15	Unconscious and dying. Roll endurance every round. Character dies when roll is less than # of minutes unconscious.

**A character becomes *Severely Wounded* if the difference is between 4 and 8 and he is already *Wounded*.

HEALING

Natural healing occurs at the following rate:

Stunned: 1 minute
Wounded/severely wounded: 3 days
Incapacitated: 2 weeks
Mortally Wounded: 5 weeks

After the required amount of time has passed, the character may make an Endurance roll in order to heal one wound-level. Wound penalties do not count for this roll. Application of the *first-aid* skill allows for a second roll. For the results of this roll, see the “Wounds Healing” chart on Page 65 of *D6 Adventure*.

POPULARITY

Popularity is a numerical rating that represents the hero’s standing with the general populace of the Marvel Universe. This rating is used as a guideline to determine how ordinary folks react to your character’s heroic actions. Some heroes, like the X-Men, are generally feared and distrusted and will have very low popularity ratings no matter what they do. Other characters, like good ol’ Captain America, are revered as icons of truth and justice and generally loved by the people. These characters would have a much higher popularity and, as a result, a generally easier time of things when it comes to dealing with the media, police and other representatives of the normal population.

POPULARITY TYPES

Popularity in the *Marvel Superheroes D6* game comes in two forms: fame and infamy. Fame is a representation of how much people like your hero. Infamy is a representation of the people’s fear and distrust. It is possible to have both at once (Daredevil and Spider-Man are good examples of heroes with both).

Popularity, both fame and infamy is rated on a scale of 0-20. At 0, your hero is virtually unknown. At 20, he’s a household name. Maybe he has his own line of official

merchandise. See the chart below to see how your hero compares.

Popularity is awarded by the GM at the end of an adventure, based on your character’s actions. The amount is totally up to him/her, but, unless it was fairly grand (like single handedly saving the world from Galactus), it generally won’t be very much. Fame is a slow thing to build, after all.

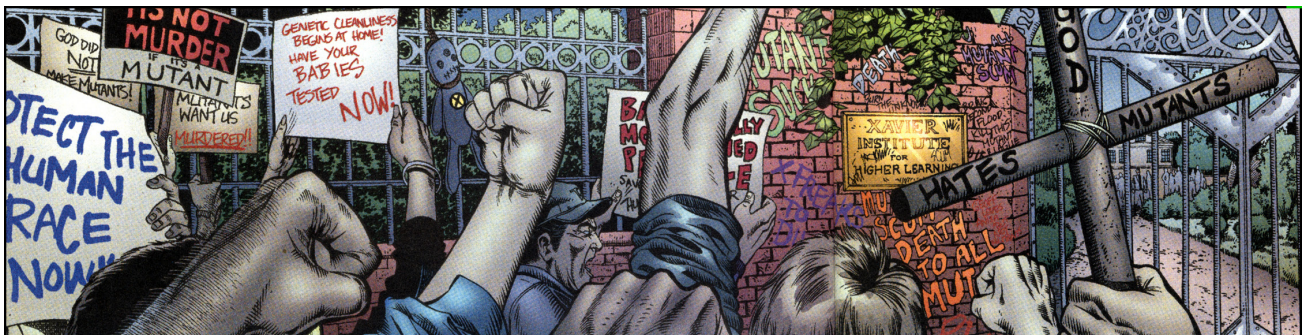
Popularity directly effects game play by modifying certain die-rolls. In any situation where the GM feels that the character’s Popularity would affect the outcome, the player applies a modifier of +/- 1 per 5 points of Popularity. Fame gives a positive modifier and infamy, a negative modifier. The total of a character’s fame and infamy scores equals his Popularity rating.

POPULARITY AND MUTANTS

Mutants, those born with the infamous “X-Factor” gene, giving them strange and wondrous powers, are generally mistrusted and feared in the general population. As such, all mutant characters start with an infamy rating of 5, just for being born. This initial infamy score does not count towards the character’s overall Popularity rating. In addition, mutants tend to gain infamy for doing heroic deeds that would earn other heroes fame. This does not mean they are “evil,” just...infamous.

POPULARITY CHART

Rating	Level	Example Hero
0	Who?	Chamber, Jubilee
2	Unknown	The Leader, Sister Grimm
4	Newcomer	Spider-Girl, X-23
6	One-time headliner	Silver Sable, Electra
8	Occasional headliner	Iron-Fist, Luke Cage
10	“I think I heard’a him...”	Dr. Strange, Beast
12	Known/Feared	The Punisher, Daredevil
14	Well known	Wolverine, Ms. Marvel
16	Regular headliner	Spider-Man, The Hulk
18	Household name	Captain America, Iron-Man
20	World hero/villain	Mister Fantastic, Dr. Doom



REASOURCES

Your character's Resources score represents his general wealth and his ability to purchase equipment he may need in his heroic activities. To better represent the availability of real-world funds, *Marvel Superheroes D6* uses an arbitrary system to represent your character's ability to access funds. All characters start with 3D Resources score that is then modified by the following chart.

After character creation, your Resources can be raised by spending Character Points at a cost of 10 x number before the "D". There is no limit on how high your Resources can be raised.

To determine if you can afford to buy a particular item, roll your Resources score versus the item's Price Difficulty. Success indicates that you are able to purchase the item. If the price is lower than your Resources score, then no roll is required.

For more information of Resources and equipment prices, see chapter 14 of the *D6 Adventure* rulebook (note that in *D6 Adventure*, "Resources" is synonymous with "Funds").

STARTING RESOURCE MODS

Characteristic	Modifier
1D in Psyche	-1D
1D in Reason	-1D
4D+ in Psyche	+1D
4D+ in Reason	+1D
8D+ in Business skill + highest specialization	+1D

SUPER POWERS! (OR "WHAT MAKES HEROES SUPER")

Most heroes in the Marvel Universe have some sort of super power or other natural (or unnatural) ability that makes them unique among humans. However, the possession of these powers is not a prerequisite for a *Marvel Superheroes D6* character. Some heroes, such as Nick Fury or the Punisher (hero such as he is...) get along quite well without them.

Most players, however, will opt to create a character who possesses abilities outside the human norm. These powers are purchased with Power Points that are only available to the character at character creation (unless your GM says otherwise). These have no use after the game has begun and any Power Points remaining after character creation are lost. So, while it's not required, it is highly recommended that you spend them all.

Your GM will decide exactly how many Power Points your character begins with, determined by the basic level or power he wants his campaign to have. Generally, a starting hero is given 15 Power Points from which to draw his powers.

Each power has a Power Point number listed with it. This number represents the cost of a single Rank in that power. The number of ranks equals the overall potency of the power in all numerical effects. This includes damage, range, distances, area of effect, etc. Any combination of powers is possible, but, to keep with the spirit of Marvel Comics' characters, it is recommended that your character's powers be related to each-other in some way, usually tied to the character's theme (notice how Spider-Man has all spider-based powers. His theme is "spiders" and his powers reflect that). Generally, once your character's powers have been purchased, they're set and cannot be changed, but, as an optional rule, your GM may allow you to purchase new powers with Character Points. These new powers cost 10 x the normal cost of the power. For example, the power, *Teleportation*, has a base cost of 3 Power Points at character creation or 30 Character Points after game-play has begun. Powers purchased after character creation must have GM approval and usually some in-game reason for manifesting, a reason usually tied to the character's Origin (see below).

Below is a list of example super-powers and their base cost. This is, by no means, a comprehensive list. Players are encouraged to be creative when selecting their character's powers. If you want a character with a power that isn't on the list, speak to the GM. Assuming he approves of the power, he will assign it a base cost.

Full descriptions of most of these powers can be found in chapter 2 of West End Games' *D6 Adventure* rulebook.

EXAMPLE SUPER POWERS

Accelerated Healing ("Healing Factor") (3)
Animal Control (2)
Armor-Defeating Attack (2)
Atmospheric Tolerance (2)
Attack Resistance (2)
Attribute Scramble (4)
Blur (3)
Combat Sense (3)
Confusion (4)
Darkness (3)
Elasticity (1)
Enhanced Sense (3)
Environmental Resistance (1)
Extra Body Part (0)
Fast Reactions (3)
Fear (2)
Flight (6)
Glider Wings (3)
Hardiness (1)
Hypermovement (1)
Immortality (7)
Immunity (1)
Increased Attribute (2)
Infravision/Ultravision (1)
Intangibility (5)
Invisibility (2)
Iron Will (2)

Life Drain (5)
 Longevity (3)
 Luck, Good (2), Great (3)
 Master of Disguise (3)
 Multiple Abilities (1)
 Natural Armor (3)
 Natural Melee Weapon (2)
 Natural Magic (1)
 Natural Ranged Weapon (3)
 Paralyzing Touch (4)
 Omnivorous (2)
 Possession, Limited (8), Full (10)
 Power Cosmic (15)
 Quick Study (3)
 Sense of Direction (2)
 Shapeshifting (3)
 Silence (3)
 Skill Bonus (1)
 Skill Minimum (4)
 Teleportation (3)
 Transmutation (5)
 Uncanny Aptitude (3)
 Ventriloquism (3)
 Wall-Crawling (3)
 Water Breathing (2)
 Youthful Appearance (1)



ENHANCEMENTS

Powers may be modified by the application of Enhancements. Each Enhancement raises the base cost of the power it's being applied to by the number listed in the parenthesis.

The following is a list of example Enhancements.

Additional Effect (1)
Extended Range (3)
Magically Empowered (4; 1 per additional rank)
Multiple Targets (2)

LIMITATIONS

The costs of powers can be lowered by the application of Limitations to the powers. These represent disadvantages or other limitations placed on the power's use. To apply Limitations to your powers, lower the power's base cost by the number in the parenthesis.

The following is a list of example Limitations:

Ability Loss (3; 1 per additional rank)
Allergy (3; 1 per additional rank)
Burn-Out (1)
Cybernetics (0)
Debt (3)
Flaw (1)
Minor Stigma (3)
Others Only (2; 1 per additional rank)
Price (1)
Restricted (1)
Side Effect (2)
Singularity (1 per Power)
Super-Science (2)

Descriptions of individual Powers, Enhancements and Limitations can be found in chapter 2 of the *D6 Adventure* rulebook. Note that, in *D6 Adventure*, "Powers" are called "Special Abilities."

ORIGINS

When creating a *Marvel Superheroes* D6 character with super powers, one of the most important things to consider is the origin of those powers. Here is a list of the original *Marvel Superheroes* origins choices and a character example of each:

Altered Human (Spider-Man, Captain America)
Mutant (The X-Men, The New Mutants)
High-Tech (Iron-Man, Ant-Man)
Robot (The Vision, Jocasta)
Alien (Captain Marvel, The Sub-Mariner, Thor)
Magician (Dr.Strange, Clea)

Note that it is possible to have a combination of Origins. Wolverine, for example, is a Mutant that has



been enhanced by science, making him an Altered Human/Mutant (or, of you prefer, “Altered Mutant”).

MAGIC AND PSIONICS

Magic, such as that used by Dr. Strange, the Sorcerer Supreme, and Psionics, like that used by Professor Xavier, Jean Grey or Emma Frost of the X-Men, have their own set of complex systems that exist outside of the application of normal super-powers. Even though the Origins of a psionic character’s powers may be the same as other heroes’ power (as is the case of Xavier, Grey and Frost, who are all mutants), the complexity of such abilities demands the application of a unique set of rules. These rules can be found in the *D6 Adventure* rulebook and it is recommended that any player wishing to play a character with such abilities refer directly to that volume.

OPTIONAL RULE: ADVANTAGES AND DISADVANTAGES

No one is perfect, even heroes. The optional rule of advantages and disadvantages offers the player a chance to make his hero a little more human...even if he’s a mutant.

Advantages and Disadvantages are listed by rank. Each rank in an Advantage or Disadvantage is worth one skill die per number. Advantages cost skill-dice while Disadvantages give you skill-dice. Thus, a Rank 1

Advantage costs one die from your skill-dice total while a Rank 4 Disadvantage gives you four skill-dice.

The Rank value of a specific Advantage or Disadvantage you want your character to have is up to the GM, although a comprehensive list of examples and costs may be found in chapter 2 of the *D6 Adventure* handbook.

CHARACTER CREATION SUMMARY

Well, there you have it: The Marvel Superheroes/ D6 Character Creation System. Pretty simple, huh? Let’s review, just to make sure...

Step One: Concept. Who are you? Where are you from? How did you get into the hero gig?

Step Two: Attributes. You have 21D to assign to your attributes, which are fighting, agility, strength, endurance, reason, intuition and psyche.

Step Three: Skills. You have 7D to 10D to allocate to skills (the exact number is decided by the GM).

Step Four: Karma. Every character starts the game with 1 Karma point.

Step Five: Character Points. Every character starts the game with 5 character points.

Step Six: Movement Rate. The average human move rate is 10.

Step Seven: Popularity and Resources. Unless otherwise called for, all characters start with fame

and infamy ratings of 0 (Mutants start with 5 infamy). Your character's starting Resources score is 3D (modified by certain ability scores).

Step Eight: Super Powers. Your GM will give you a specific amount of Power Points to allocate to super powers, should your concept call for them. The number for beginning heroes is usually 15.

Step Nine: Advantages and Disadvantages. If you opt to give your character advantages and disadvantages, now is the time to do that

OPTIONAL RULE: THE MASTERDECK

One of the most unique things about West End's original *Masterbook* System, the precursor to the generic D6 System, was the incorporation of the Masterdeck, a deck of 108 cards that could be used to enhance game play. Officially, the D6 System does not use the cards; however, West End does give the following rules for adding this element to the game:

"...You can convert any card that gives a bonus to an action (Formula: Masterbook Value/3 Quotient and remainder; the quotient becomes the die code and the remainder the number of pips). For example, the double-cross card gives a +6 bonus to any action that directly betrays the rest of the party. Using the formula, the +6 becomes a +2D ($6/3 = 2$ remainder 0).

Plot cards can be used as normal. For example, the common ground card allows a character to establish 'common ground' with an otherwise alien or unknown group.

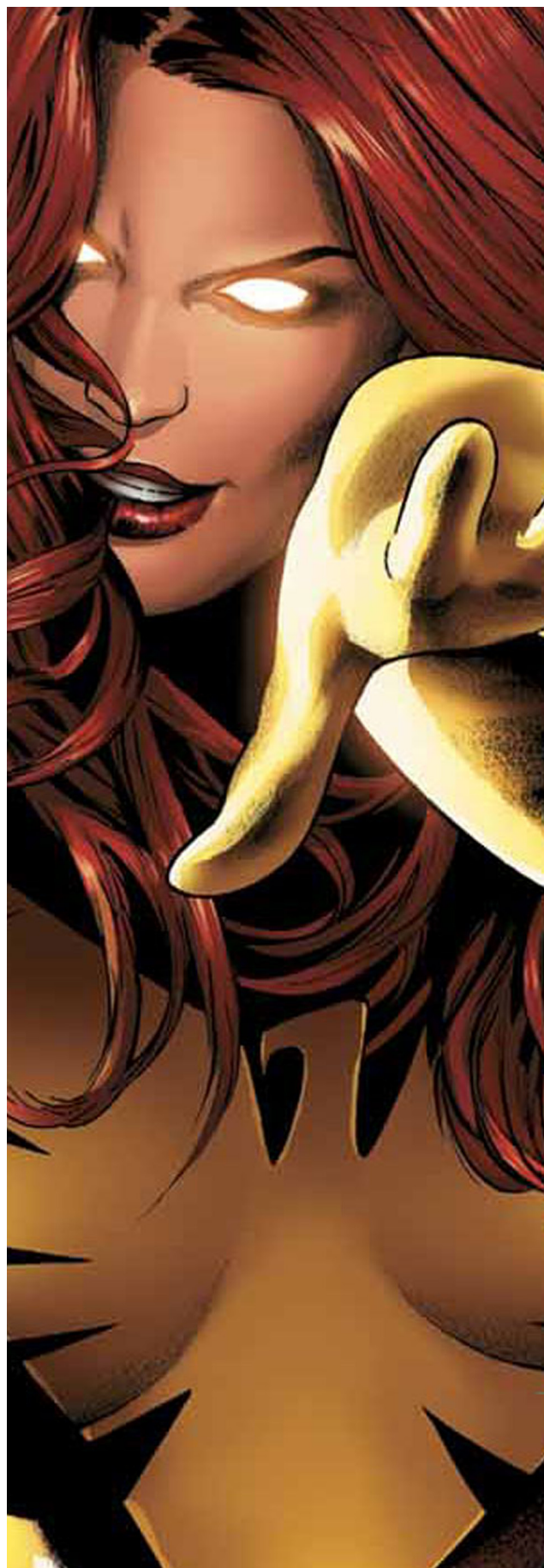
Treat any life points as [Karma] points. The word 'hand' replaces the word 'pool' throughout."

INITIATIVE

On the GM's side, the cards can be used to determine initiative. At the beginning of each round, the GM flips a card and reads off the initiative stated there, either heroes or villains. On the heroes' turn, the characters take their actions in the order of highest agility.

Without the cards, initiative is determined by opposed agility rolls.

(Editor's Note: I highly recommend using the cards if you have access to them. The MasterBook "MasterDeck" is best, but the original Torg deck will work just as well. They add a very cool aspect to the game and are a lot of fun for all. Trust me on this one.)



CHARACTER EXAMPLE: THE AMAZING SPIDER-MAN

Codename: Spider-Man
Real Name: Peter Parker
Identity: Secret
Origin: Altered Human
Group Affiliation: The New Avengers
Base of Operations: New York City

ATTRIBUTES

Fighting.....7D
Agility.....10D
Strength.....8D
Endurance.....6D+1
Reason.....4D
Intuition.....3D
Psyche.....3D

SKILLS

Brawling.....12D
Missile Wpns.....7D+1
 -Webshooters.....16D+1
Acrobatics.....18D
Contortion.....9D
Dodge.....12D+1
Jumping.....10D
Sneak.....9D
Climbing.....15D
Lifting.....10D+2
Running.....7D+1
Stamina.....8D
First-Aid.....5D
Scholar [physics].....8D
Scholar [chemistry].....9D
Scholar [biology].....5D
Artist.....3D+2
 -Photography.....8D
Investigation.....5D
Know-How.....5D+1
Mechanics.....4D
Perception.....6D
Search.....4D+2
Streetwise.....5D+1
Tracking.....4D
Charm.....4D
Intimidation.....3D+2
Willpower.....5D+1

SUPER-POWERS (145 PPS)

Power (cost-per rank/# ranks).....**Effect**
Cobalt ("Spider") Sense (3/1).....Cannot be surprised; always roll initiative
Environmental Resistance (heights) (1/4).....+12D to resist vertigo
Fast Reactions (3/3).....+3D initiative; 1 extra action 3x adventure
Hardiness (1/5).....+5 to Resistance Total
Increased Attribute: Fighting (2/15).....+5D Fighting
Increased Attribute: Strength (2/15).....+5D Strength
Increased Attribute: Agility (2/19).....+7D Agility
Increased Attribute: Endurance (2/10).....+3D+1 Endurance
Wall-Crawling (3/1).....Can stick to any surface

ADVANTAGES (RANK)

Employed [freelance photographer, high-school science teacher; +2 Resources] (2)
Contacts [Avengers, X-Men, Fantastic-Four, Daredevil, Dr.Strange] (3)
Equipment [web-shooters: 1000' range, STR 10D webbing] (2)
Equipment [spider-tracers: one mile range; +10D tracking] (1)

DISADVANTAGES (RANK)

Bad Luck [GM option] (2)
Enemy [J. Jonah Jameson (editor of the Daily Bugle)] (1)
Enemy [Norman Osborn (The Green Goblin/Iron Patriot)] (3)
Dependant [May Parker (elderly aunt)] (1)
Wanted [Unregistered Super-human] (1)

Resistance Total: 23 (6D+6)
Karma: 25
Bad Karma: 0
Character Points: 44
Popularity: 16 (Fame 6/Infamy 10)
Resources: 8D+2

HISTORY

Peter Parker was a teenage "science-whiz" who was bitten by a radioactive spider while on a school field-trip and given super "spider-powers." After his Uncle Ben was killed by a thief he allowed to escape, Peter vowed to use his abilities for good as Spider-Man. In the years since, he has made many enemies, including the maniacal Green Goblin and the editor of The Daily Bugle, J. Jonah Jameson. He is currently a freelance photographer for the paper, *Front Line* and is a member of the outlaw New Avengers.



CHARACTER EXAMPLE: WOLVERINE

Codename: Wolverine
Real Name: James
 “Logan” Howlett
Identity: Secret
Origin: Altered Mutant
Group Affiliation: X-Men,
 New Avengers, X-Force
Base of Operations:
 N.Y.C., San Francisco,
 “Utopia,” Madripor

ATTRIBUTES

Fighting8D
Agility3D
Strength4D+1
Endurance10D
Reason3D
Intuition3D
Psyche3D+2

SKILLS

Brawling14D
 -Martial-Arts15D+2
 Melee Weapons18D
 -Claws20D
 Missile Weapons10D
 Acrobatics5D
 Dodge8D
 Hide4D
 Jumping4D
 Piloting5D
 Sneak8D
 Climbing5D
 Lifting6D+2
 Running10D+1
 Stamina18D
 Language [Japanese]4D
 Language [French]3D+1
 First-Aid4D
 Scholar [history]4D+2
 Scholar [physics]3D+1
 Scholar [cultures]4D+1
 -Japanese5D+1
 Con4D
 Investigation5D
 Know-How6D
 Perception7D
 Search4D+2
 Streetwise8D+1
 Survival10D
 Tracking10D (+15)
 Intimidation8D
 Persuasion4D
 Willpower10D

SUPER-POWERS (150 PPS)

Power (cost-per rank/# ranks) **Effect**
Healing Factor (3/10)+10 natural healing checks: no crit-failure;
 healing times accelerated (minutes = rounds, hours = minutes, days = hours)
Armor-Defeating Attack (2/10)Claws ignore up to +10 Resistance from armor
Attack Resistance (disease) (2/5)+5D Endurance to resist disease
Enhanced Sense (Smell) (3/5)+15 to Tracking and I.D. by scent
Hardiness (1/4)+4 to Resistance Total
Increased Attribute: Fighting (2/9)+3D Fighting
Increased Attribute: Endurance (2/15)+8D Endurance
Longevity (3/1)Ages slower baseline humans
Natural Melee Weapons (2/10)+10 Strength damage with adamantium claws

ADVANTAGES (RANK)

Contacts [New Avengers, X-Men, Nick Fury, Elektra] (3)
Contacts [Dept H, Madripor, Yakuza] (2)
Equipment [unbreakable, adamantium-
 laced skeleton] (3)
Culture [samurai] (1)

DISADVANTAGES (RANK)

Enemy [Sabertooth] (3)
Enemy [Lady Deathstrike] (2)
Feral [When Mortally Wounded, must
 make a Willpower roll, Diff = 10+dmg
 rolled or enter an animal frenzy; attack
 everyone, ignore wound-penalties] (4)
Wanted [Unregistered Superhuman] (1)

Resistance Total: 32 (10D+4)
Karma: 22
Bad Karma: 2
Character Points: 40
Popularity: 14 (Fame 5/Infamy 9)
Resources: 10D

HISTORY

Born in the late 1800's, James
 Howlett was a weak, sickly
 child until his mutant healing-factor
 manifested. Adopting the name, “Logan,”
 became an agent of Dept. H. Later that
 same organization “recruited” him into the
 Weapon X program, lacing his bones and
 claws with unbreakable adamantium. Soon
 after, he escaped and joined the X-Men
 under the codename, “Wolverine.” He has
 spent many years in Japan learning the ways
 of the samurai and was briefly married to
 the Hydra warlord and ruler of Madripor,
 Viper. Is currently a member of both the
 X-Men and the outlaw New Avengers.



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