

WATCHER SHEET

TO PLAY, YOU NEED:

- ▶ The **Operations Manual** and a **MARVEL HEROIC Event**.
- ▶ **Datafiles** for each player.
- ▶ Tokens to represent **Plot Points (PP)**.
- ▶ Index cards and pencils.
- ▶ A **FOUR, SIX, EIGHT, TEN, and TWELVE-SIDED DIE** for each player:



SETUP

- ▶ Read the **Operations Manual** and **MARVEL HEROIC Event**.
- ▶ Have each player choose a hero **datafile**.
- ▶ Go over the datafile's **traits, SFXs, limits, and Milestones**.
- ▶ Players may replace one or both of their Milestones with Event-Based Milestones. Players can choose the same Milestones.
- ▶ Players start with 1 **Plot Point (PP)**. At the start of each **Act**, PP reset to 1. So spend them before the Act ends!
- ▶ The **Doom Pool** starts at **2D6**, unless specified otherwise.
- ▶ Write any **Scene Distinctions** on index cards.

TELL THE PLAYERS

- ▶ They don't need to know Marvel comics to play this game. Everything they need is on their datafile.
- ▶ Don't worry about playing your hero "incorrectly". And if you have a player who is an expert on Marvel comics, be very clear that every character is different depending on who writes them. Right now, you are the writer!

GLOSSARY

- ▶ **Trait:** words that describe something important to our story and a die (bigger is better) that tells us how important it is.
- ▶ **Dice Pool:** a collection of dice from the traits on your datafile.
- ▶ **Die Size:** your die's number of sides (a **D4** has 4 sides).
- ▶ **Die Value:** the number on your die after you roll.
- ▶ **Step back:** switch out a trait's die size for a smaller die.
- ▶ **Step back a D4:** that trait is removed from the game.
- ▶ **Step up:** switch out a trait's die size for a larger die.
- ▶ **Step up a D12:** something special happens! For example: **stress** past a **D12** means a target can no longer act this scene.
- ▶ **Spend:** when you spend something, remove it permanently. Rolling the Doom Pool does not spend the dice rolled.
- ▶ **Watcher:** Player responsible for the rules, the Event, and characters in the story that aren't the main Heroes.

WHEN TO ROLL

Roll the Dice when...

- ▶ You're not sure if your hero will succeed or fail.
- ▶ You want to try something that's challenging or dangerous.
- ▶ You want to hurt, help, or heal another character.

Don't roll the Dice when...

- ▶ The outcome isn't an interesting part of the story.
- ▶ There's nothing or nobody to stop your hero.
- ▶ The situation is outside your hero's ability to change.

ROLLING DICE

Taking Action!

1. Decide who you want to **hurt** (attack), **help** (support), or **heal** (recover) and describe how.
2. Build your **dice pool**. (see p1)
3. Spend **Plot Points (PP)** or **doom dice** on your pool. (see p2)
4. Roll your dice.
5. Set aside **opportunities** (dice that roll a 1, you can't use them).
6. Add together two dice for your **total** (higher is better).
7. Choose a die (from your remaining dice, not in your total) as your **effect die**. If you have none, it's a **D4**.
8. Spend PP or doom dice on your roll. (see p2)
9. Declare your final total, effect die, and opportunities.
10. Opponents may buy your opportunities with PPs. (see p2)
11. Opponents try to stop you (**reaction rolls**) by **following steps 2-10 above**. If you want to hurt a target, they roll dice from their **datafile**. If you want to help or heal a target, the Watcher rolls the **doom pool** (plus any affected **traits**).
12. You win if your total is equal or higher (you win ties).
13. Adjust and use effect die. (see p1, bottom right)

Building Your Dice Pool

- ▶ **Quick version:** grab one trait from every box on your **datafile**.
- ▶ **Detailed version:** Look at your datafile then add...

A screenshot of a 'WOLVERINE' datafile. Several callout boxes with red arrows point to specific sections of the datafile. The callouts explain how to select dice for the dice pool based on different categories: Affiliation, Distinction, Power Set, and Specialty. A summary box at the bottom lists additional dice types that can be included if available.

...one **die** from your current **Affiliation**.
(solo if you're alone, buddy if you're with an ally, team if you're with 2+ allies)

...one **Distinction**, either as a **D8** or a **D4+1PP**.
(D4 means your Distinction gives you trouble but you also get 1 Plot Point)

...one **die** from each **Power Set**.

...one **die** from a **Specialty**.

...if available, one **asset** die, one **push, stunt, or resource** die, one **complication** die, and one of our opposition's **stress** dice.

Adjusting Effect Dice

- ▶ If your **total's** value is 5 or higher than your opponent's total, for every 5 over, **step up** your **effect die**. If you step it up past **D12**, you may use a **second** effect die from your roll.
- ▶ If you try to hurt your opponent but their effect die size is larger than yours, step back your effect die.

Using Effect Dice

- ▶ **Create** a **trait** equal to your **effect die** size. ▶ **Stress** is used to hurt a target and lasts till recovered (see p3). ▶ **Complications** are like Stress but last 1 scene. ▶ **Assets** are used to help, last 1 roll, can be given to someone else, and starts at least as a **D6**.
- ▶ **Step up or down a trait** (except **trauma**). If stress or complications exceeds **D12**, target can take actions till recovered. (see p3)
- ▶ **Shut down or remove** a trait if your effect die size is equal or larger (except trauma).
- ▶ **Add** your effect die to the **Doom Pool**.

WATCHER SHEET

SPENDING PLOT POINTS (PP)

Before You Roll

- ▶ Add an extra **trait** (from your **datafile** or other sources).
- ▶ Add a **D8 stunt** die (if you use a **Power** or **Specialty** creatively).
- ▶ Add one of your **stress** dice (not trauma). Then **step up** it up.
- ▶ Add a **D6 push** die.

After You Roll

- ▶ Use an **effect die** from your **reaction roll** as a counter attack!
- ▶ Add an extra die to your **total** (from your roll).
- ▶ Use an extra effect die (from your roll).
- ▶ Change **stress** you've taken to another type of stress.
- ▶ Make an **asset** last till the end of this scene.
- ▶ Make a **complication** last till the end of the next **Action scene**.

Anytime

- ▶ Use special effects (**SFX**) that cost PP to activate.
- ▶ Activate a Villain's **Limit**. Assuming it makes sense in the story.
- ▶ If a power could easily remove a trait, ask the Watcher and they may let you skip rolling, spend a PP, and succeed automatically!

In Transition Scenes

- ▶ Create **resource** linked to a **Specialty**. **D6** for **Expert**, **D8** for **Master**. Lasts until end of next **Action Scene**. Only you can use it.

When Watcher Rolls Opportunities

- ▶ **Step up** a **push**, **stunt**, **asset** or create a **resource** (lasts 1 scene).

EARNING PLOT POINTS (PP)

- ▶ Use your or a scene **Distinction** against yourself.
- ▶ Activate a **Limit** on your Power Set.
- ▶ When the Watcher buys your **opportunities** with PP.
- ▶ Watcher may reward you if you roleplay being **stressed out**.

DOOM POOL

Starting Doom Pool

- ▶ The **Doom Pool** resets at the start of each Act.
- ▶ By default, the Doom Pool starts at **2D6**.
- ▶ If the stakes are High, step up the dice to **D8s**.
- ▶ If the stakes are Catastrophic, step up the dice to **D10s**.
- ▶ If the threat is Global, increase the number of dice to **3D**.
- ▶ If the threat is Cosmic, increase the number of dice to **4D**.

Spending Doom Pool Before a Roll

- ▶ Add a **doom die** to a villain's dice pool.

Spending Doom Pool After a Roll

- ▶ Use an **effect die** from your **reaction roll** as a counter attack!
- ▶ Add an extra die to your **total** (from your roll) **but** the **doom die** spent must be at least equal in size to the extra die.
- ▶ Use an extra effect die (from your roll) **but** the doom die spent must be at least equal in size to the extra die.

Spending Doom Pool Anytime

- ▶ To use any affect that normally costs a **Plot Point**.
- ▶ Use special effects (**SFX**) that cost **doom dice** to activate.
- ▶ Split a hero off from other heroes or force them together.
- ▶ Activate a Hero's **Limit**. But first offer to pay them 1 PP instead.
- ▶ Create a new **Scene Distinction** (costs a **D8** or higher). Anyone may use this Distinction instead of their own Distinctions.
- ▶ To have a Villain interrupt the **Action Order**.
- ▶ Activate **Scene** or **Event** effects.
- ▶ Spend **2D12** to end a scene immediately. If the Heroes were close to winning, ask them to describe how they get most of what they want and then present them with a tough choice, you win but X happens or at Y cost. If the Heroes were **not** close to winning, ask them to describe how they lost or what they had to sacrifice (something significant) to win.

Growing the Doom Pool

- ▶ When a player rolls an **opportunity**, give the player 1 **PP** to **step up** the **doom pool's** lowest die or add a **D6**.
- ▶ If the player rolls multiple opportunities, do the above multiple times or give the player 1 PP and step up a **D4** for every opportunity rolled, and then add it to the doom pool.
- ▶ Add **effect dice** from a villain's action to the **doom pool**.
- ▶ When a Villain uses a **Distinction** as a **D4** or activates a **limit**, add a **D6** or **step up** the smallest die in the doom pool.

VILLAINS HELPING OTHERS

- ▶ When Villains want to help someone, don't roll, just take an action and give someone one of their traits (as an **asset**).

THE ACTION ORDER

- ▶ The Watcher chooses a hero to go first.
- ▶ After the chosen hero acts, they choose who acts next.
- ▶ The person who goes last can choose to go first at the start of the next action order.
- ▶ Everyone, including Villains, must act before anyone acts again.
- ▶ The Watcher may interrupt the action order to have their character go next (or first) by spending a **D6** from the **doom pool** or a die at least equal to the highest **Reflexes** or **Senses** powers a heroes possess.
- ▶ Use index cards to track who is in the scene. When the action order starts, everyone puts a token on their index card. After your character acts and it's time to pick the next character to act, remove your token so that it's clear you've acted. Once everyone has taken an action and it's time for a new action order, put your token back on your index card.
- ▶ You can make unlimited **reaction rolls**. They don't cost actions.

EVENT STRUCTURE

- ▶ **Events** are single, overarching story-lines. Usually 2 or 3 Acts.
- ▶ **Acts** represent multiple Scenes, leading up to a climax.
- ▶ **Action Scenes** involve the characters doing something to drive the story along and move it forward.
- ▶ **Transition Scenes** connect Action Scenes together and are used to recover, gather information, or plan the next Scene.
- ▶ **Panels** are moments in a Scene representing action. If it can fit into a comic book panel, it's doable with a character's action.

STRESS

- ▶ There are three types of **stress**: physical, mental, and emotional.
- ▶ When rolling against someone, if their stress affects their ability to succeed, add 1 of their stresses to your **dice pool**.
- ▶ Stress starts out equal to the **effect die** size that inflicted it.
- ▶ If you already have stress of a certain type and take more of it, compare the old and new stress dice size. If the new die is larger, replace the old with the new. If the new die is equal to or less than the old, **step up** the old die.
- ▶ Once any stress exceeds **D12**, the character is **stressed out** and can't take any actions until they **recover**.
- ▶ If a hero roleplays how they are stressed out, the Watcher may reward them a **Plot Point**.

TRAUMA

- ▶ Anyone who is **stressed out** gains a **D6** of **trauma** (emotional, mental, or physical) that takes longer to recover from.
- ▶ Trauma or **stress** (not both) can be added to opposing die pools.
- ▶ If you're already stressed out in a Scene and take more stress, it translates directly to trauma.
- ▶ If any trauma is **stepped up** beyond **D12**, your character dies.

RECOVERY

Stress during Transition Scenes

- ▶ **Step back** all **stress** by one.
- ▶ If you were **stressed out** last scene, remove all of that stress.
- ▶ Each stress and **trauma** must be recovered separately.
- ▶ Build your **dice pool**. Add in a **trait** from another hero, if appropriate, but you need to hand them a **Plot Point** for it, or they can roll their own support action to give you an **asset**.
- ▶ Watcher opposes with the **doom pool** plus the stress you're trying to recover.
- ▶ If you win and your **effect die** size is equal to or greater than the stress die size, it's gone. If it's smaller, **step down** the stress.
- ▶ Spend a Plot Point to keep an additional effect die to try again, comparing it to the same stress at its new die size.

Stress during Action Scenes

- ▶ You can't make a recovery action during an **Action Scene** unless you have a **power trait** or **SFX** that lets you. But an ally can use an action to roll against your stress and the doom pool.
- ▶ If they win and their **effect die** size is equal to or greater than your stress, it **steps back**. If it's smaller, nothing happens.
- ▶ If the action fails, your ally makes things worse and your stress **steps up**. Your ally can choose to use multiple effect dice with PP to step your stress back more than once.

Trauma

- ▶ **Trauma steps back** at the start of an Act.
- ▶ Recovering trauma works like **stress**. See recovering stress above. **But** if the effect die size is smaller, nothing happens **and** if the recovery action fails, the trauma die **steps up**!
- ▶ The Watcher may frame an **Action Scene** for your hero where your trauma makes things worse, so you can immediately step back the trauma at the beginning of the next **Transition Scene** and recover it like stress (instead of trauma).

XP

Gaining XP

- ▶ You may hit the **1 XP Milestone** trigger as often as you like.
- ▶ You may hit the **3 XP Milestone** trigger once per **Scene**.
- ▶ You may hit the **10 Milestone XP** trigger once per **Act**. Once you hit this trigger you may choose a new Milestone.
- ▶ Gain **1 XP** when the Watcher spends a **D12** doom die.

Spending XP

- ▶ You may only spend XP during **Transition Scenes**.
- ▶ Spend **1 XP** to gain **1 Plot Point**. This increases the minimum PP you start each **session** with by +1 to a maximum of 5 PP. But PP resets to 1 at the beginning of a new Act.
- ▶ You can **spend 5 XP** to: ▶Switch two Affiliations. ▶Replace a Distinction with a new one. ▶Add or replace a Limit in a Power Set. ▶Unlock a minor Event resource.
- ▶ You can **spend 10 XP** to: ▶Add a new SFX to a Power Set. ▶Step up a **D6** or **D8** power trait. ▶Add a new **D6** power trait to a Power Set. ▶Remove a Limit from a Power Set that has two or more Limits. ▶Unlock a major Event resource.
- ▶ You can **spend 15 XP** to: ▶Step up a **D10** power trait. ▶Replace an existing Power Set with a new one. ▶Add a new Expert Specialty or upgrade an Expert to Master.