

MARVELOUS ACTION ROLEPLAYING GAME

RANK TABLE

Rank	Code	Bonus	Dice	Fixed	Max	Score	M
Feeble	Fe	-2	1d2	1	2	9	1
Poor	Pr	-1	1d3	2	4	10	1
Typical	Ty	+0	1d6	3	6	11	1
Good	Gd	+1	2d6	6	12	12	2
Excellent	Ex	+2	3d6	9	18	13	3
Remarkable	Re	+3	4d6	12	24	14	4
Remarkable	Re	+3	5d6	15	30	14	5
Incredible	In	+4	6d6	18	36	15	6
Incredible	In	+4	7d6	21	42	15	7
Amazing	Am	+5	8d6	24	48	16	8
Amazing	Am	+5	9d6	27	54	16	9
Amazing	Am	+5	10d6	30	60	16	10
Amazing	Am	+5	11d6	33	66	16	11
Monstrous	Mn	+6	12d6	36	72	17	12
Monstrous	Mn	+6	13d6	39	78	17	13
Monstrous	Mn	+6	14d6	42	84	17	14
Monstrous	Mn	+6	15d6	45	90	17	15
Unearthly	Un	+7	16d6	48	96	18	16
Unearthly	Un	+7	17d6	51	102	18	17
Unearthly	Un	+7	18d6	54	108	18	18
Unearthly	Un	+7	19d6	57	114	18	19
Unearthly	Un	+7	20d6	60	120	18	20
Unearthly	Un	+7	21d6	63	126	18	21
Unearthly	Un	+7	22d6	66	132	18	22
Unearthly	Un	+7	23d6	69	138	18	23
Unearthly	Un	+7	24d6	72	144	18	24
Stellar	St	+8	25d6	75	150	19	25
Galactic	Ga	+9	50d6	150	300	20	50
Cosmic	Co	+10	100d6	300	600	21	100
Temporal	Te	+11	200d6	600	1200	22	200
Celestial	Ce	+12	400d6	1200	2400	23	400
Empyrean	Em	+13	600d6	1800	3600	24	600
Eternal	Et	+14	800d6	2400	4800	25	800
Hierarch	Hi	+15	1000d6	3000	6000	26	1000
Beyond	B	+∞	∞d6	∞	∞	∞	∞

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ADVANCEMENT CHART

Trait	Base (+)	Increase (# X M)	Cresting (+)
Primary Ability	0	1	8
Resources	0	1	4
Popularity	0	1	0
Existing Power (1)	0	2	10
Existing Power (2)	0	4	20
Existing Spell (1)	0	1	5
Existing Spell (2)	0	2	10
New Power (1)	60	4	20
New Power (2)	60	8	40
New Power (1R)	60	1	5
New Power (2R)	60	2	10
New Spell (1)	10	0	0
New Spell (2)	20	0	0
New Talent (1, PC)	40	0	0
New Talent (2, PC)	80	0	0
New Talent (1, NPC)	20	0	0
New Talent (2, NPC)	40	0	0
New Contact (Mundane)	10	1	0
New Contact (Magical)	20	1	0

MARVELOUS ACTION ROLEPLAYING GAME

COMBAT TABLE

Action	Ability	White	Green	Yellow	Red	Reaction	Ability
Blunt Attack	Fighting	Miss	Hit	Slam	Stun	Evade/Block	Fighting/Strength
Edged Attack	Fighting	Miss	Hit	Stun	Kill	Evade/Block	Fighting/Strength
Shooting	Agility	Miss	Hit	Bullseye	Kill	Dodge	Agility
Throwing Edged	Agility	Miss	Hit	Stun	Kill	Dodge/Block	Agility/Strength
Throwing Blunt	Agility	Miss	Hit	Slam	Stun	Dodge/Block	Agility/Strength
Energy	Agility	Miss	Hit	Bullseye	Kill	Dodge	Agility/Strength
Force	Agility	Miss	Hit	Bullseye	Stun	Dodge/Block	Agility/Strength
Grappling	Strength	Miss	Miss	Partial	Hold	Evade/Block	Fighting/Strength
Grabbing	Strength	Miss	Take	Grab	Break	Evade/Block	Fighting/Strength
Escaping	Strength	Miss	Miss	Escape	Reverse	Evade/Block	Fighting/Strength
Charging	Endurance	Miss	Hit	Slam	Stun	Dodge	Agility
Catching	Agility	Autohit	Miss	Damage	Catch	--	--

WEAPONS AND ARMOR

Attack Form	Base Damage	Light Weapon	Medium Weapon	Heavy Weapon
Blunt Attack	Strength	Strength + 1d6	Strength + 2d6	Strength + 3d6
Edged Attack	Strength	Strength + 1d6	Strength + 2d6	Strength + 3d6
Shooting	Agility	Agility + 1d6	Agility + 2d6	Agility + 3d6
Throwing Edged	Strength	Strength + 1d6	Strength + 2d6	Strength + 3d6
Throwing Blunt	Strength	Strength + 1d6	Strength + 2d6	Strength + 3d6
Grappling	Strength	--	--	--
Charging	Endurance	--	--	--

Armor Type	Protection Rank	Protection Rank Bonus	Protection Rank Dice	Protection Fixed
Light	Typical	+0	1d6	3
Medium	Good	+1	2d6	6
Heavy	Excellent	+2	3d6	9

Shield Type	Protection Rank	Protection Rank Bonus	Block
Light	Typical	+0	Block Reaction is allowed at Strength + 0
Medium	Good	+1	Block Reaction is allowed at Strength + 1
Heavy	Excellent	+2	Block Reaction is allowed at Strength + 2

MARVELOUS ACTION ROLEPLAYING GAME

ACTION ROLLS

If the Player...	then....
Rolls a natural '20'	Player gets a Red result on the Action.
Rolls a natural '19'	Player gets at least a Yellow result on the Action.
Rolls a natural '18'	Player gets at least a Green result on the Action.
Succeeds by 12+	Player gets a Red result on the Action.
Succeeds by 6 to 11	Player gets a Yellow result on the Action.
Succeeds by 0 to 5	Player gets a Green result on the Action.
Fails	Player gets a White result on the Action.
Rolls a natural '3'	Player gets a White result on the Action. Opponent gets +1 on next action against player.
Rolls a natural '2'	Player gets a White result on the Action. Opponent gets +2 on next action against player.
Rolls a natural '1'	Player gets a White result on the Action. Opponent gets +3 on next action against player.

REACTION ROLLS

If the Player...	then....
Rolls a natural '20'	Opponent gets a White result on Action. Player gets +3 on next action against opponent.
Rolls a natural '19'	Opponent gets a White result on Action. Player gets +2 on next action against opponent.
Rolls a natural '18'	Opponent gets a White result on Action. Player gets +1 on next action against opponent.
Succeeds	Opponent gets a White result on the Action.
Fails by 1 to 6	Opponent gets a Green result on the Action.
Fails by 7 to 12	Opponent gets a Yellow result on the Action.
Fails by 13 or more	Opponent gets a Red result on the Action.
Rolls a natural '3'	Opponent gets at least a Green result on the Action.
Rolls a natural '2'	Opponent gets at least a Yellow result on the Action.
Rolls a natural '1'	Opponent gets a Red result on the Action.

LIFE, DEATH, AND HEALTH

Aspect	Rules
Recovery	Ten turns after taking damage, the hero regains Health equal to a roll of current Endurance Rank Dice (double if undergoing bed rest or medical attention). Once per day only.
Healing	The hero regains current Endurance Rank Dice in Health per hour.
Zero Health	Go unconscious for 1d6 rounds. Roll Endurance vs. Kill (TN 11). No effect means hero is suffers Stun for 1d6 rounds. Otherwise lose one Endurance Rank per turn.
Wounds	When Endurance Ranks are lost as a result of going to zero Health or suffering a Kill result, this represents Wounds. If you've suffered Endurance Rank loss, you're at -2 on all d20 rolls. One Endurance Rank is healed per week in normal action. One Endurance Rank is healed per day if the hero is under medical care.
Disabilities	If Endurance Rank slips to Shift 0, roll for each physical Primary Ability (FASE) vs. Typical Intensity (TN 11). A White result indicates you lose one Rank in the Primary Ability permanently. It can be increased again with XP.

MASTER ACTION CHART

OPPONENT

P L A Y E R		OPPONENT									
		Feeble	Poor	Typical	Good	Excellent	Remarkable	Incredible	Amazing	Monstrous	Unearthly
		9 / 15 / 21	10 / 16 / 22	11 / 17 / 23	12 / 18 / 24	13 / 19 / 25	14 / 20 / 26	15 / 21 / 27	16 / 22 / 28	17 / 23 / 29	18 / 24 / 30
	Fe	-2	11 / 17 / 20	12 / 18 / 20	13 / 19 / 20	14 / 19 / 20	15 / 19 / 20	16 / 19 / 20	17 / 19 / 20	18 / 19 / 20	18 / 19 / 20
	Pr	-1	10 / 16 / 20	11 / 17 / 20	12 / 18 / 20	13 / 19 / 20	14 / 19 / 20	15 / 19 / 20	16 / 19 / 20	17 / 19 / 20	18 / 19 / 20
	Ty	+0	9 / 15 / 20	10 / 16 / 20	11 / 17 / 20	12 / 18 / 20	13 / 19 / 20	14 / 19 / 20	15 / 19 / 20	16 / 19 / 20	17 / 19 / 20
	Gd	+1	8 / 14 / 20	9 / 15 / 20	10 / 16 / 20	11 / 17 / 20	12 / 18 / 20	13 / 19 / 20	14 / 19 / 20	15 / 19 / 20	16 / 19 / 20
	Ex	+2	7 / 13 / 19	8 / 14 / 20	9 / 15 / 20	10 / 16 / 20	11 / 17 / 20	12 / 18 / 20	13 / 19 / 20	14 / 19 / 20	15 / 19 / 20
	Rm	+3	6 / 12 / 18	7 / 13 / 19	8 / 14 / 20	9 / 15 / 20	10 / 16 / 20	11 / 17 / 20	12 / 18 / 20	13 / 19 / 20	14 / 19 / 20
	In	+4	5 / 11 / 17	6 / 12 / 18	7 / 13 / 19	8 / 14 / 20	9 / 15 / 20	10 / 16 / 20	11 / 17 / 20	12 / 18 / 20	13 / 19 / 20
	Am	+5	4 / 10 / 16	5 / 11 / 17	6 / 12 / 18	7 / 13 / 19	8 / 14 / 20	9 / 15 / 20	10 / 16 / 20	11 / 17 / 20	12 / 18 / 20
	Mn	+6	4 / 9 / 15	4 / 10 / 16	5 / 11 / 17	6 / 12 / 18	7 / 13 / 19	8 / 14 / 20	9 / 15 / 20	10 / 16 / 20	11 / 17 / 20
	Un	+7	4 / 8 / 14	4 / 9 / 15	4 / 10 / 16	5 / 11 / 17	6 / 12 / 18	7 / 13 / 19	8 / 14 / 20	9 / 15 / 20	10 / 16 / 20

Numbers indicate Minimum for Green Result / Minimum for Yellow Result / Red Result. Rolling below the first number indicates White Result for player.

MASTER REACTION CHART

OPPONENT

P L A Y E R		OPPONENT									
		Feeble	Poor	Typical	Good	Excellent	Remarkable	Incredible	Amazing	Monstrous	Unearthly
		8 / 2 / -4	9 / 3 / -3	10 / 4 / -2	11 / 5 / -1	12 / 6 / 0	13 / 7 / 1	14 / 8 / 2	15 / 9 / 3	16 / 10 / 4	17 / 11 / 5
	Fe	-2	10 / 4 / 1	11 / 5 / 1	12 / 6 / 1	13 / 7 / 1	14 / 8 / 2	15 / 9 / 3	16 / 10 / 4	17 / 11 / 5	17 / 12 / 6
	Pr	-1	9 / 3 / 1	10 / 4 / 1	11 / 5 / 1	12 / 6 / 1	13 / 7 / 1	14 / 8 / 2	15 / 9 / 3	16 / 10 / 4	17 / 11 / 5
	Ty	+0	8 / 2 / 1	9 / 3 / 1	10 / 4 / 1	11 / 5 / 1	12 / 6 / 1	13 / 7 / 1	14 / 8 / 2	15 / 9 / 3	16 / 10 / 4
	Gd	+1	7 / 2 / 1	8 / 2 / 1	9 / 3 / 1	10 / 4 / 1	11 / 5 / 1	12 / 6 / 1	13 / 7 / 1	14 / 8 / 2	15 / 9 / 3
	Ex	+2	6 / 2 / 1	7 / 2 / 1	8 / 2 / 1	9 / 3 / 1	10 / 4 / 1	11 / 5 / 1	12 / 6 / 1	13 / 7 / 1	14 / 8 / 2
	Rm	+3	5 / 2 / 1	6 / 2 / 1	7 / 2 / 1	8 / 2 / 1	9 / 3 / 1	10 / 4 / 1	11 / 5 / 1	12 / 6 / 1	13 / 7 / 1
	In	+4	4 / 2 / 1	5 / 2 / 1	6 / 2 / 1	7 / 2 / 1	8 / 2 / 1	9 / 3 / 1	10 / 4 / 1	11 / 5 / 1	12 / 6 / 1
	Am	+5	3 / 2 / 1	4 / 2 / 1	5 / 2 / 1	6 / 2 / 1	7 / 2 / 1	8 / 2 / 1	9 / 3 / 1	10 / 4 / 1	11 / 5 / 1
	Mn	+6	3 / 2 / 1	3 / 2 / 1	4 / 2 / 1	5 / 2 / 1	6 / 2 / 1	7 / 2 / 1	8 / 2 / 1	9 / 3 / 1	10 / 4 / 1
	Un	+7	3 / 2 / 1	3 / 2 / 1	3 / 2 / 1	4 / 2 / 1	5 / 2 / 1	6 / 2 / 1	7 / 2 / 1	8 / 2 / 1	9 / 3 / 1

Numbers indicate Maximum for Green Result / Maximum for Yellow Result / Red Result. Beating the first number indicates White Result for opponent.

MARVELOUS ACTION ROLEPLAYING GAME

CHARACTER CREATION

Generating Primary Abilities

Random Determination		
d20 Roll	Chance	Rank
1	5%	Fe
2 - 3	10%	Pr
4 - 8	25%	Ty
9 - 16	40%	Gd
17 - 20	20%	Ex

Point Buy	
Rank	CP
Fe	2
Pr	4
Ty	6
Gd	12
Ex	18

Standard Array	
Rank	Number
Fe	None
Pr	None
Ty	Three
Gd	Three
Ex	One

Generating Secondary Abilities

Health = Fighting + Agility + Strength + Endurance Rank Dice

Karma = Reason + Intuition + Psyche Rank Dice

Popularity = 0 for new characters, 10 for established characters

Resources = Roll or buy with Creation Points

d20 Roll	CP	Rank	Explanation
1 - 3	8	Pr	Lower middle class in a modern setting. Serf or peasant in a medieval setting.
4 - 10	12	Ty	Working middle class in a modern setting. Free person in a medieval setting.
11 - 14	24	Gd	Professional middle class in a modern setting. Comfortable free person in a medieval setting.
15 - 17	36	Ex	Upper middle class in a modern setting. Well-to-do free person in a medieval setting.
18 - 19	48	Rm	Upper class in a modern setting. Gentleman, gentry, or esquire class in a medieval setting.
20	72	In	Millionaire class in a modern setting. Rich gentleman, gentry, or esquire class in a medieval setting.

Generating Number of Special Abilities

d20 Roll	Powers	Talents	Contacts
1 - 4	2/4	1/6	0/4
5 - 12	3/4	2/5	1/4
13 - 18	4/4	3/4	2/4
19 - 20	5/5	4/4	3/4

Determining Powers, Talents, and Contacts

Powers and Spells: Point Buy Costs

Powers: Point Buy			Spells: Point Buy	
Rank	CP (1)	CP (2)	CP (1)	CP (2)
Fe	12	24	1	2
Pr	14	28	2	4
Ty	16	32	3	6
Gd	22	44	6	12
Ex	28	56	9	18
Re	34	68	12	24
In	46	92	18	36
Am	58	116	24	48
Mn	82	164	36	72
Un	106	212	48	96

Talents: Point Buy Costs

Talents: Point Buy		
Type	CP (1)	CP (2)
Weapon	12	24
Fighting	12	24
Professional	6	12
Scientific	6	12
Mystical or Mental	12	24
Other	6	12

Contacts 6 CP

Random Determination

Use the character creation system in one of these:

- Marvel Superheroes Basic Set (Campaign Book)
- Marvel Superheroes Advanced Set (Players' Book)
- Marvel Superheroes Advanced Game Official Accessory (The Ultimate Powers Book)

Standard Array

Powers: Standard Arrays	
Option	Number and Ranks
1	1 Ex, 2 Gd, 1 Pr
2	2 Ex, 1 Ty, 1 Pr
3	3 Ex
4	1 Rm, 1 Ex, 1 Gd

Contacts: None

Talents: Standard Array	
Type	Number
Weapon or Fighting	One Slot
Professional or Scientific	One Slot
Player's Choice	One Slot

Resources: Typical

MARVELOUS ACTION ROLEPLAYING GAME

ARS MAGICA

Ease Factor to Intensity and TN

Ease	Intensity	TN
0	Abysmal	8
3	Feeble	9
6	Poor	10
9	Typical	11
12	Good	12
15	Excellent	13
18	Remarkable	14
21	Incredible	15
24	Amazing	16
27	Monstrous	17
30	Unearthly	18

Characteristics to Primary Abilities

Characteristic	Primary Ability
Intelligence	Reason
Perception	Intuition
Strength	Strength
Stamina	Endurance
Presence	Psyche, Popularity
Communication	Reason, Popularity
Dexterity	Fighting, Agility
Quickness	Agility

Psyche, Mana, and Spellcasting

Aspect	Rules
Mana Pool	A hero's Mana Pool is equal to the sum of Reason, Intuition, and Psyche Rank Dice or the sum of the Max values of these Primary Abilities (Judge's choice).
Spell Cost	A spell costs its magnitude in Mana points to cast. Extra Mana used to cast a spell can be applied towards penetrating magic resistance.
Spell Penetration	A spell's Penetration is a value equal to the sum of the Rank Fixed in the Technique and Form minus the Spell's Level and cross-indexed to the appropriate Rank.
Mana Recovery	Ten turns after using Mana, the hero may regain Mana equal to a roll of current Psyche Rank Dice. Once per day only and the hero can choose when to use the Mana Recovery.
Mana Regeneration	Mana is regained at a rate equal to the roll of the hero's Psyche Rank Dice per hour. All Mana returns to the Mana Pool after eight hours of sleep.
Zero Mana	Once you reach zero Mana, you can still cast spells. For each spell cast, make a Psyche roll versus an Intensity equal to the spell's rank. Reduce Psyche by one rank for a White result.
Wounds	Lost Psyche ranks heal at a rate of one rank per week in normal action. One Psyche rank is healed per day if the hero is resting.
Disabilities	If you slip to Shift 0 Psyche, roll for each mental Primary Ability (RIP) versus Typical Intensity (TN 11). A White result means you lose one rank in the Primary Ability permanently.

Trait Conversion for Spells

Ars Magica Trait	Marvelous Action RPG Trait
+ X Recovery Bonus	It takes one week to heal one Primary Ability Rank. Recovery bonus subtracts one-third X from seven days (e.g., $+18 / 3 = 6$ and $7-6 = 1$ day per rank)
+ X to Characteristic	+ X Primary Ability Rank Bonus (raises Primary Ability Rank)
A roll of X+	A roll versus $TN = 8 + \text{one-third Ease Factor}$ (see Ease Factor to Intensity)
+ X to Attack	+ one-third X to Fighting, Agility, Strength, or Endurance Action Rolls
+ X to Defense	+ one-third X to Fighting, Agility, or Strength Reaction Rolls
+ X to Soak	+ X to Protection (Fixed) or + one-third X in d6 to Protection (Dice)
+ X to rolls	+ one-third X to rolls
Light Wound	-1 Rank to one physical (FASE) Primary Ability or 3d6 (+10) Health damage
Medium Wound	-2 total Ranks to physical Primary Abilities or 4d6 (+15) Health damage
Heavy Wound	-3 total Ranks to physical Primary Abilities or 5d6 (+20) Health damage
Incapacitating Wound	-4 total Ranks to physical Primary Abilities or 6d6 (+25) Health damage
Fatal Wound	-5 total Ranks to physical Primary Abilities or 7d6 (+30) Health damage
"Kill"	Reduce Health to zero. Target rolls Endurance vs. Kill and applies result.
Fatigue Level	4d6 (+15) Health damage per Fatigue Level
+ X Damage from a spell	Damage is equal to 2d6 + X damage
+ X Damage added to a weapon	+ X damage is added to the weapon damage
Arcane Connection	Use rules in Ars Magica.
+ X Size	+2Xd6 in Strength (can break in to new Rank). -Xd6 in Agility. These adjustments also affect Health.
- X Size	-2Xd6 in Strength (can lower to new Rank). +Xd6 in Agility (can raise to higher Rank). These adjustments also affect Health.
Might of X	Magic Resistance equals X. Find the appropriate Rank treating X as a Rank Fixed.
"Armor is No Defense"	Penetrating Damage (cannot use normal protection, like armor).
Concentration	Use rules in Ars Magica.
"Heals as a (Type) of Wound"	Consider the time to heal like the description of wounds above (e.g., a Medium Wound has inflicted two total Ranks of damage on physical Primary Abilities).
Reduce Might	Damage is spell magnitude in d6 but you must penetrate any magic resistance.
Penetrate Magic Resistance	A spell has a Penetration equal to the caster's Technique plus Form Rank Fixed minus the Spell Level. Find the appropriate Rank treating the Penetration Value as a Rank Fixed.
Gain X Warping Points	Take Xd6 penetrating damage.
Parma Magica	Treat as a one-slot power. The Parma Magica is equal to the Rank Fixed. A spellcaster must use their Penetration against your Parma Magica to penetrate it with a spell (i.e., Penetration roll versus Parma Magica Intensity).
Magic Resistance	The Ars Magica magic resistance (i.e., Might) is treated as a Rank Fixed Number. Find the appropriate Rank based on this number for the Magic Resistance.
Penetration Talent	The Penetration talent adds one Rank to Penetration (i.e., the roll gains a +1 bonus).
Finesse Talent	Caster gains a +1 on "Finesse" rolls (as described in spells). This is typically an Agility roll.

Spell Level to Spell Rank

Spell Level	Spell Rank	Spell TN	Spell Rank Bonus	Mana Cost
1-2	Fe	9	-2	1
3-4	Pr	10	-1	1
5	Ty	11	+0	1
10	Gd	12	+1	2
15	Ex	13	+2	3
20	Re	14	+3	4
25	Re	14	+3	5
30	In	15	+4	6
35	In	15	+4	7
40	Am	16	+5	8
45	Am	16	+5	9
50	Am	16	+5	10
55	Am	16	+5	11
60	Mn	17	+6	12
65	Mn	17	+6	13
70	Mn	17	+6	14
75	Mn	17	+6	15
80	Un	18	+7	16
85	Un	18	+7	17
90	Un	18	+7	18
95	Un	18	+7	19
100	Un	18	+7	20

Damage Bonus to Damage Dice

Ars Magica Damage Bonus	Marvelous Action Base Damage	Marvelous Action Damage Dice
+1	2d6+1	2d6+1
+2	2d6+2	2d6+2
+3	2d6+3	3d6
+4	2d6+4	3d6+1
+5	2d6+5	3d6+2
+10	2d6+10	5d6+1
+15	2d6+15	7d6
+20	2d6+20	8d6+2
+25	2d6+25	10d6+1
+30	2d6+30	12d6
+35	2d6+35	13d6+2
+40	2d6+40	15d6+1
+45	2d6+45	17d6

Might to Magic Resistance

Ars Magica Might	Magic Resistance Rank	Magic Resistance Target Number	Magic Resistance Bonus
1	Feeble	9	-2
2	Poor	10	-1
3-5	Typical	11	+0
6-8	Good	12	+1
9-11	Excellent	13	+2
12-17	Remarkable	14	+3
18-23	Incredible	15	+4
24-35	Amazing	16	+5
36-47	Monstrous	17	+6
48-74	Unearthly	18	+7
75-149	Stellar	19	+8
150-299	Galactic	20	+9
300-599	Cosmic	21	+10
600-1199	Temporal	22	+11
1200-1799	Celestial	23	+12
1800-2399	Empyrean	24	+13
2400-2999	Eternal	25	+14
3000+	Hierarch	26	+15

Determining Arts, Spells, and Parma Magica

Art Ranks: Point Buy Costs

Art Rank	Art Rank Dice	Art Rank Fixed	Cost (CP)
Fe	1d2	1	1
Pr	1d3	2	2
Ty	1d6	3	3
Ty	1d6+1	4	4
Ty	1d6+2	5	5
Gd	2d6	6	6
Gd	2d6+1	7	7
Gd	2d6+2	8	8
Ex	3d6	9	9
Ex	3d6+1	10	10

Spells: Point Buy Costs

Spell Level	Cost (CP)	Cost (Karma)
1 – 4	1	1
5	1	1
10	2	2
15	3	3
20	4	4
+5	+1	+1

Parma Magica: Point Buy Costs

Parma Magica Rank	Rank Bonus	Rank Fixed	Rank Score	Cost (CP)
Fe	-2	1	9	12
Pr	-1	2	10	14
Ty	+0	3	11	16
Gd	+1	6	12	22
Ex	+2	9	13	28

Talents: Point Buy Costs

Talent	Cost (CP)
Finesse	12
Mystic Origin (Opening the Arts)	24
Occult Lore (Magic Theory)	12
Penetration	12
Trivia (Artes Liberales, Infernal Lore, etc.)	6

MARVELOUS ACTION ROLEPLAYING GAME

MEDIEVAL ARMS & ARMOR

Melee Weapons

Weapon	Action	Hands	Damage	Load	Cost
Axe, Battle	Edged Attack	One	Strength + 2d6	1	Gd
Axe, Hand	Edged Attack	One	Strength + 1d6 + 1	1	Ty
Bludgeon	Blunt Attack	One	Strength + 1d3	1	Ty
Club	Blunt Attack	One	Strength + 1d6	1	Gd
Cudgel	Blunt Attack	Two	Strength + 2d6 + 1	2	Gd
Dagger	Edged Attack	One	Strength + 1d6	0	Ty
Falchion	Edged Attack	One	Strength + 1d6 + 1	1	Gd
Farm Implement	Edged Attack	Two	Strength + 1d6 + 2	2	Ty
Flail	Blunt Attack	Two	Strength + 2d6 + 2	2	Ex
Gauntlet	Blunt Attack	One	Strength + 1d3	0	Ty
Halberd	Edged Attack	Two	Strength + 3d6 + 1	2	Ex
Kick	Blunt Attack	--	Strength + 1d6	--	--
Knife	Edged Attack	One	Strength + 1d3	0	Ty
Lance	Edged Attack	One	Strength + 1d6 + 2	2	Gd
Mace	Blunt Attack	One	Strength + 2d6 + 2	2	Gd
Mace and Chain	Blunt Attack	One	Strength + 2d6 + 1	2	Gd
Pole Arm	Edged Attack	Two	Strength + 2d6 + 2	2	Ex
Pole Axe	Edged Attack	Two	Strength + 3d6 + 2	2	Ex
Spear	Edged Attack	One	Strength + 1d6 + 2	1	Gd
Spear, Long	Edged Attack	Two	Strength + 2d6 + 1	3	Ex
Staff	Blunt Attack	Two	Strength + 1d3	2	Ty
Sword, Great	Edged Attack	Two	Strength + 3d6	2	Ex
Sword, Long	Edged Attack	One	Strength + 2d6	1	Gd
Sword, Short	Edged Attack	One	Strength + 1d6 + 2	1	Gd
Trident	Edged Attack	One	Strength + 1d6 + 2	3	Gd
Unarmed	Blunt Attack	--	Strength	--	--
War Maul	Blunt Attack	Two	Strength + 4d6	3	Ex

Missile Weapons

Weapon	Action	Rate	Damage	Load	Cost
Arbalest	Shooting	1 / 4	Agility + 3d6 + 1	2	Ex
Arbalest, Heavy	Shooting	1 / 6	Agility + 4d6	3	Ex
Axe, Throwing	Throwing Edged	1	Strength + 2d6	1	Gd
Bow, Long	Shooting	1	Agility + 2d6 + 2	2	Ex
Bow, Short	Shooting	1	Agility + 2d6	1	Gd
Crossbow	Shooting	1 / 2	Agility + 2d6 + 2	2	Ex
Javelin	Throwing Edged	1	Strength + 1d6 + 2	1	Ty
Knife	Throwing Edged	1	Strength + 1d3	0	Ty
Sling	Throwing Blunt	1	Strength + 1d6 + 1	0	Ty

Armor

Armor Type	Protection Rank	Protection Rank Bonus	Protection Rank Dice	Protection Rank Fixed	Agility Penalty	Load	Cost
Padded Armor	Fe	-2	1d2	1	--	2	Fe
Leather Cuirass	Pr	-1	1d3	2	--	3	Pr
Full Leather	Ty	+0	1d6	3	--	5	Ty
Studded Leather Jerkin	Pr	-1	1d3	2	--	2	Pr
Studded Leather Hauberk	Ty	+0	1d6	3	--	3	Ty
Full Studded Leather	Ty	+0	1d6+1	4	--	4	Ty
Rigid Scale Shirt	Pr	-1	1d3	2	--	2	Pr
Rigid Scale Haubergeon	Ty	+0	1d6	3	--	3	Ty
Rigid Scale Hauberk	Ty	+0	1d6+1	4	--	4	Ty
Full Rigid Scale	Ty	+0	1d6+2	5	--	5	Ty
Metal Scale Shirt	Ty	+0	1d6	3	--	3	Ty
Metal Scale Haubergeon	Ty	+0	1d6+1	4	--	4	Ty
Metal Scale Hauberk	Ty	+0	1d6+2	5	--	5	Ty
Full Metal Scale	Gd	+1	2d6	6	-1	6	Gd
Mail Shirt	Ty	+0	1d6	3	--	1	Gd
Mail Haubergeon	Ty	+0	1d6+1	4	--	2	Gd
Mail Hauberk	Ty	+0	1d6+2	5	--	3	Gd
Full Mail	Gd	+1	2d6+1	7	-1	4	Ex
Plate and Mail Cuirass	Ty	+0	1d6+1	4	--	2	Gd
Plate and Mail Haubergeon	Gd	+1	2d6	6	-1	3	Ex
Plate and Mail Hauberk	Gd	+1	2d6+2	8	-1	4	Ex
Full Plate and Mail	Ex	+2	3d6+1	10	-2	5	Rm
Plate Cuirass	Ty	+0	1d6	3	--	3	Gd
Full Plate	Rm	+3	4d6	12	-3	6	Rm

Shields

Shield	Reaction	Protection Rank	Protection Rank Bonus	Agility Penalty	Load	Cost
Buckler	Block	Ty	+0	--	1	Pr
Round	Block	Gd	+1	--	2	Ty
Heater	Block	Ex	+2	--	2	Gd
Tower	Block	Rm	+3	-1	3	Gd

Helmets

Helmet	Protection Rank	Protection Rank Bonus	Initiative Penalty	Load	Cost
Iron Cap	Ty	+0	--	0	Pr
Mail Coif	Ty	+0	--	0	Pr
Open Helm or Cap & Coif	Gd	+1	-1	1	Ty
Great Helm	Ex	+2	-2	2	Gd
Visored Helm	Ex	+2	-1	1	Ex

Encumbrance: Add the Load rating of the hero's weapons, armor, shield, and helmet. If the total Load is less than or equal to their Strength Max Number, there is no penalty. There is a -1 penalty to Initiative and Agility if the total Load is higher than the Strength Max Number. If the total Load breaks into the next Strength Rank, there is a -2 penalty to Initiative and Agility.

MARVELOUS ACTION ROLEPLAYING GAME

DUNGEONS & DRAGONS MONSTERS

Ability Equivalencies

MARG Primary Ability	D&D Ability or Trait
Fighting	Hit Dice
Agility	Dexterity
Strength	Strength
Endurance	Constitution
Reason	Intelligence
Inuition	Wisdom
Psyche	Charisma

MARG Secondary Ability	D&D Trait
Health	Hit Points
Karma	Sum of Mental Stats
Resources	up to 2 x Challenge
Popularity	± 5 x Challenge

Karma Award for Defeat = Challenge

Primary Ability Conversion Table

D&D Score	D&D Bonus	D&D HD	Ability Rank	Ability Bonus	Ability Dice	Ability Fixed	Ability TN
1	-5	<1	Ab	-3	1	1	8
2 – 5	-4 & -3	1	Fe	-2	1d2	1	9
6 – 9	-1 & -2	2	Pr	-1	1d3	2	10
10 – 11	+0	3 – 5	Ty	+0	1d6	3	11
12 – 15	+1 & +2	6 – 8	Gd	+1	2d6	6	12
16 – 19	+3 & +4	9 – 10	Ex	+2	3d6	9	13
20 – 21	+5	12 – 17	Rm	+3	4d6	12	14
22 – 23	+6	18 – 23	In	+4	6d6	18	15
24 – 25	+7	24 – 35	Am	+5	8d6	24	16
26 – 27	+8	36 – 47	Mn	+6	12d6	36	17
28 – 29	+9	48 +	Un	+7	16d6	48	18
30	+10	--	St	+8	25d6	75	19

Attack and Defense

Marvelous Action Trait	How to Calculate
Attack Damage	Strength or Agility Fixed + Weapon Size Modifier (+0, +3, or +6)
Protection Fixed	Just the natural armor or other armor portion of AC (no Dexterity)
Special Ability Target Number	11 + ½ x (DC – 10), rounded up
Special Ability Damage	As listed, for simplicity
General Target Number	9 + Proficiency Bonus (in case you need a generic TN for the creature)
Magic Resistance	Magic Resistance Rank Bonus equals D&D Proficiency Bonus

D&D Difficulty Class and Challenge to MARG Target Number and Magic Resistance

D&D DC	D&D Challenge	Target Number	Magic Resistance	D&D DC	D&D Challenge	Target Number	Magic Resistance
5 – 6	0	9	+0	17 – 18	17 – 20	15	+6
7 – 8	Fractional	10	+1	19 – 20	21 – 24	16	+7
9 – 10	1 – 4	11	+2	21 – 22	25 – 28	17	+8
11 – 12	5 – 8	12	+3	23 – 24	29 – 32	18	+9
13 – 14	9 – 12	13	+4	25 – 26	33 – 36	19	+10
15 – 16	13 – 16	14	+5	27 – 28	37 – 40	20	+11