



HANDLING ACTION SCENES

THE ACTION ORDER

- The Watcher chooses a hero to go first or spends a die from the doom pool for a Watcher character to go first. If no heroes have **REFLEXES** or **SENSES** powers or if Watcher characters have **REFLEXES** or **SENSES** powers equal to the heroes, the cost is **D6**. Otherwise, the cost is a doom die at least equal to the highest **REFLEXES** or **SENSES** powers the heroes possess.
- After the chosen hero acts, his player chooses who acts next.
- Everyone, including all Watcher characters, must act before anyone can act again.
- The Watcher may interrupt the action order by spending a die from the doom pool. Order of play continues with the interrupted player.

ACTIONS

- Actions include **attack**, **recovery**, and **support** actions as well as general actions.
- You roll your **dice pool** for an attack action against another character's reaction dice pool (plus an **asset**, **complication**, or other trait, if you're targeting one).
- You make a reaction roll against another character's attack roll.

Declare Your Intent

As a player, when it's time for your action, you need to **make your intent as clear as possible** to the Watcher and other players before you even pick up the dice. If you're the Watcher, you need to do the same thing. **Be shamelessly transparent**. There's no sense in hiding from the players what the outcomes might be; they're partners in telling the story, too.

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Assemble Your Dice Pool

- Your **Affiliation** (based on current grouping)
- One **Distinction**, either as a **D8** or a **D4** (using **D4** gets a hero 1PP; it lets the Watcher add a **D6** to the doom pool)
- One **power** from each of your **Power Sets**
- One **Specialty**
- One of your opposition's **stress** or **complication** dice, if any
- One **asset**, if any
- One **push** die, **stunt**, or **resource**, if any



PUSH

An additional die that isn't tied to a power or specialty.

STUNT

A cool description of what your hero is doing and is related to one of your hero's Power or Specialties. Once used, it's gone.

RESOURCE

A special stunt that is linked to one of your Specialties and lasts until the end of the next action scene.

Heroes can add additional dice to their dice pool before rolling by spending plot points or activating SFX that have other costs or triggers.

- Spend 1PP to add a **D6 push die**
- Spend 1PP to bring in a **D8 stunt die** that is connected to your Power Sets or Specialties
- Spend 1PP to add **an extra trait** from a trait group (i.e., two powers from a single Power Set, two Distinctions, or two Specialties.)
- If there are **SFX** that adds or manipulated dice, like *Captain America's Ricochet*, you have the option to use it now
- Spend 1PP to add one of your own **stress dice** (but then step up that stress die after your roll)
- Spend 1PP to an **additional type of stress dice** from your opposition

Watchers can add additional dice to their dice pool by spending dice from the doom pool or activating SFX that have other costs or triggers.

- Spend a doom die to add that die to the dice pool
- Spend a doom die to an additional type of stress dice from your opposition
- If there are SFX that adds or manipulated dice, you have the option to use it now.

Once you've finalized the die pool, roll the dice.

FIND THE TOTAL AND EFFECT DIE

Roll the dice. Choose two dice and add them together as your **total**. Any dice that come up **1** are **opportunities** and they're set aside.

Heroes **may include more dice** into the total by spending 1PP per die. The Watcher can include more dice into his total by spending a doom die of the same size or larger than the die he wants to add. (Adding a **D8** to the total would require spending a **D8**, **D10**, or **D12** from the doom pool.)

Once the total has been determined, announce it.

If there are dice remaining, choose one to use as the **effect die**. If there are no more dice, the effect die is a **D4**.

Heroes and Watchers **may keep additional effect dice** the same way they can include more dice into the total: either spend 1PP per die or spend doom dice that match or exceed the kept effect dice.

THE OPPOSITION ACTIVATES OPPORTUNITIES

A hero may activate an opportunity the Watcher rolled by spending 1PP. When your hero does that, one of the following things occur:

- If there is a **recovery cost** for one of your Power Sets' SFX or Limits that states "activate an opportunity", the recovery cost is paid
- Take a **D8 push die** for your next dice pool
- Create a **D10 stunt die** for your next dice pool
- Create a **resource** on the spot (something you can otherwise only do during a Transition Scene). The resource lasts until the end of this Scene.

The Watcher must activate opportunities by handing a player a Plot Point when the player rolls at least one **1**. The Watcher can either **add a D6** to the doom pool or **step up the smallest die** in the doom pool. If multiple opportunities arise on the same roll, then the Watcher can

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Stunt Dice
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Doom Pool
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SFX
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Push Dice and Stunt Dice

Resources
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Building up the Doom Pool

step up dice for each additional opportunity (this does not award extra PP) and/or add add multiple dice to the doom pool (each additional die costs another PP).

DETERMINING REACTIONS

After you've rolled the dice for the action and there's a total and an effect die, your opponent gets to roll a reaction. The opposition gathers dice and makes a dice pool, same as the side that's taking action. The choice of traits to draw on here should reflect that it's a reaction to the acting player's attempt to do something.

However, what dice are rolled differs based on what is opposing your character. For Watchers, the opposition is always a hero. For a hero, the opposition could be a character, a group of characters, or a generic difficulty that is represented by the doom pool. Here's how to handle each type of opposition.

Opposition by a Single Character

When it's obvious that the person that is reacting is just one target, we build up that target's dice pool the same way you would if he or she (or it) was acting. (See **ASSEMBLE YOUR DICE POOL**, page 1.)

Depending on if the Watcher character is a **major**, **minor**, or **specialty** character, it may or may not have distinctions. Specialty characters, like the Sentinels Cyclops faced off against, are primarily defined by their specialty. (The Sentinel here has a Specialty of *Expert Sentinel*, which adds a **D8** to its dice pool.)

Opposition by Multiple Characters

This is most commonly done when making an **AREA ATTACK** or when attacking **mobs**. When attacking multiple individual characters, they all get to defend with individual reaction rolls. When attacking a mob, they defend as if they are one single character, so they only have one dice pool.

Opposition by Doom Pool

The doom pool stands in as the opposition dice pool for anything the heroes want to try that's important enough to break out the dice but for which no opposing characters are present. Natural forces, sheer luck, that growing sense of dramatic tension—the doom pool acts as a generic pool of opposition when the situation demands it. The Watcher rolls the entire pool of dice and takes two dice for the total with a third die as effect. If there are other traits in the Scene that might add to this pool they can be included as well.

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Creating Watcher
Characters
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Sentinels
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Area Attack
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Mobs
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Doom Pool as
Opposition
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RESOLVING ACTION

Once a reaction roll has been made, compare the two totals. Remember, the action roll is made first and finalized before the reaction roll is made.

Example
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If the Action Succeeds...

The action is a success if the action total is equal to or greater than the reaction total. The person making the action can use the effect die to **create an effect** (if you have more than one effect die, you can create multiple effects).

If the Action Fails...

The action fails if the action total less than the reaction total. When this happens, the person making the reaction may spend a Plot Point (if a player) or a **D6** or larger from the doom pool (if the Watcher) to **create an effect**.

Extraordinary Success

If your action total is 5 or more points higher than the opponent's reaction total, you've gained an **extraordinary success**. For every 5 points higher than the opponent, step up the effect die. In this way, it is possible to step up an effect die past **D12**. If this happens, you can either declare that you've automatically stressed out the opponent (if you were trying to inflict stress) or add an additional effect die.

DETERMINE THE EFFECT

The effect you create is based on your **effect die**. When an effect is made, you do one of the following:

- ♦ inflict stress on the target,
- ♦ add a complication to the target, or
- ♦ build an asset

If stressing the target or creating a complication, the person creating an effect compares their effect die against the effect die of the target. If the target's effect die is larger, step back the effect die.

Inflicting Stress

Stress starts out with a die rating equal to the effect die that was used to inflict it. If you already had stress in this stress track and the new die is larger than the old, replace the rating with the new die. If the new die is less than or equal to the old, step up the stress die.

Once any type of stress exceeds **D12**, the hero is **stressed out** and cannot take any actions or do anything until he recovers with another hero's aid or in a Transition Scene. **The hero picks up a D6 of trauma.** Trauma dice can be added to an opponent's die pool. (The highest of stress and trauma is added to the opponent's die pool.)

Stress
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Trauma
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If trauma exceeds **D12**, the character is dead, in a coma, or otherwise out of the story. But it's comics, kids.

Pulling Punches: You can always **inflict less stress** by choosing a smaller effect die and then step back the effect die. If you **don't want to inflict trauma**, you make that choice when you stress out the target.

Complications
p. DM24

Adding Complications

Complications are **temporary disadvantages attached to a target** that vanish once the situation is dealt with. Give the complication a name and a rating (equal to the effect die). The complication can be added to anyone's dice pool when acting against the target.

Complications can last longer than a single roll or conflict by spending a Plot Point. These persistent complications last until the end of the next Action Scene.

Assets
p. DM23

Building Assets

Assets are **temporary advantages designed to help** other heroes by adding to their dice pools or giving you more dice in subsequent actions. Like complications, assets are created at the same size as the effect die used to create them, but have a minimum rating of **D6**. If a **D4** is used to create an asset, it is created as a **D6**.

Assets can last longer than a single roll or conflict by spending a Plot Point. These persistent assets last until the end of the next Action Scene.

If your sole action was to help another hero, this is called a **support action**, and it almost always results in a using the effect die as an asset for that other hero. (This roll is against the doom pool. If you fail the action, the Watcher should create a complication based on the effect die.)

Support Actions
p. DM53

Watcher characters can support each other without a roll: one character's action is to take a die from the appropriate trait to the other character. (Using dice from the doom pool to augment or increase support dice is perfectly kosher.)



Every game should have at least one Action Scene where a Punisher-possessed Doctor Strange opens fire with an UZI on vampiric X-Men lycanthropes. Excelsior!

WHO CAN USE WHAT?

In general, Stunts and Resources are used by the character that created them.

Complications can be used by any character against the character with the Complication.

Assets can be used by any character that has access to the Asset.

ON COMPLICATIONS

A hero can exploit a complication that has been inflicted on them the same way they can use their own stress against them: use the die and then step it up.

MAIN TRAIT

The term **main trait** is used in this document to mean the power or specialty that most clearly defines the action.

Even though a hero adds her **Affiliation, Distinction**, and other dice to the action roll, in the fiction of the game, there's always some action being done: blasting a gun with heat vision (**Superhuman Heat Vision d10**), clouding the target's mind (**Mind Control d8**), or spreading flame retardant down on a raging fire (**Asset: Sprinkler System d8**).

TARGETING ASSETS, COMPLICATIONS, AND TRAITS

Is it a trait? It is if it has dice associated with it. Also, is it something that can be targeted? A goon with **BIG GUN D6** can be disarmed, but you can't disarm him from being an **EXPERT THUG D8**.

Also, can you affect the trait at all? The Watcher compares your character's main trait die to the trait you are attempting to remove. The description in the rules are a bit unclear, but it looks like the Watcher follows this procedure, assuming the situation says you may be able to target it:

1. If the trait you are targeting **is higher than** your main trait, you *may* not be able to attempt affecting it.
2. If the trait you are targeting **is equal to** the main trait you are using, you may be able to affect it, but only to step back the trait's die.
3. If the trait you are targeting **is less than** the main trait you are using, you may be able to affect it, possibly eliminating it.

Take the Shot

If you can target the asset, first begin by building out the dice pool like you would for any action and then roll.

The opposition then makes a reaction roll. If the condition, asset, or another trait is somehow connected to a character that would knowingly resist your action, you roll against the character. If the Watcher character doesn't or can't resist the action, the reaction roll is the doom pool plus the trait's die.

Note that for Watcher characters, they are either always taking action against a character; if any character doesn't decide to react to the action, the action succeeds.

Determine Effect

If the person making the action has a higher total, compare the effect dice. If the actor's is a larger die size, the trait is **eliminated**. But if the actor's effect die size is equal to or smaller than the reaction effect die, step back the trait.

However, if the main traits were equal (as in 2, above), if the actor's effect die is larger, **step back** the trait; if your effect die is equal or smaller, nothing happened.

Automatic Success

If you have a power that might be useful in eliminating an asset, complication, or some other trait, you might be able to forego the roll entirely and **just spend 1PP to succeed automatically**. Most of the time, this can be accomplished when your key trait is higher than the trait you are trying to eliminate.

Watcher characters can make automatic successes by **spending a die from the doom pool that equals or exceeds the die size** of the targeted trait.

ACTIVATING POWER LIMITS

The Watcher may activate a power's **LIMIT** by spending any die from the doom pool to activate them, under certain circumstances. This does not award PP to the hero, so **the hero always is given the option to activate their LIMIT first**. If the hero activates the **LIMIT**, her player gets 1PP.

Example
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Activate a Limit
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THE CHASE SCENE

Mind Control
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So, how to handle chases? While there are no chase rules in the OM, chases can be simulated by establishing assets like **ESCAPING D8**. This works similar to establishing a complications via **MIND CONTROL**.

On subsequent turns, the Watcher rolls an action for the villain, including the **ESCAPING D8** asset. (In essence, the villain is targeting his own asset and attempting to make it larger.) There are two possible outcomes of this action: either a hero reacts, in which case she is pursuing or attempting an action to keep the villain from escaping, or no hero reacts, in which case they are letting (or are otherwise cannot prevent) the villain to get away.

If the hero makes a reaction to the villain's escape attempt, treat this as a normal action/reaction and adjust the die size of the asset just like it is done when inflicting stress (see page 4).

If the fleeing villain has a higher total, he is getting further away. If the hero's effect die is larger than the villain's, step back the villain's effect die. Then, depending on the size of the asset, either:

- Step up the **ESCAPING** asset's value if the villain's effect die is less than or equal to the current value of the **ESCAPING** asset, or
- Replace the rating with the new die if the villain's effect die is larger than the current value of the asset.

Once the **ESCAPING** asset exceeds **D12**, the villain has fled the scene. Alternatively, the Watcher can spend **2D12** from the doom pool to end a scene. Remember this awards 2XP to every hero present.



This is in here just because it's awesome.

STEPPING UP EFFECTS

This is also how to use stepping up complications via **Mind Control** and other similar effects.

NOTE

This **Handling Action Scenes** document is based on **Marvel Heroic Roleplaying** by **Margaret Weis Productions, Ltd.** This is a fan-created cheat sheet and is not an official supplement for **MHR**.