



# 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



Heroes can add additional dice to their dice pool 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
- 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 adds a **D6** to the doom pool whenever activating an opportunity by handing a player a Plot Point. If multiple opportunities arise on the same roll, then the Watcher can step up the die for each additional opportunity (this does not award extra PP). If the Watcher wants to instead add multiple dice to the doom pool, each additional die costs another PP.

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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*  
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*Resources*  
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*Building up the Doom Pool*  
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### STUNT

A cool description of what your hero is doing and is related to one of your heros 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.

## 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**, previous page.)

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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## 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.

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### If the Action Succeeds...

**The action is a success if the action total is 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 is equal to or 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.)

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.

### 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.

### 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 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.)

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.)

Note: This 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.

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Trauma  
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