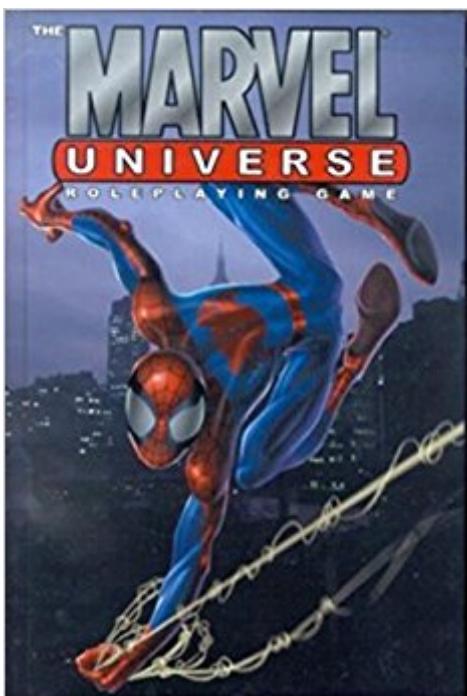


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# The Marvel Universe: Roleplaying Game



## Synopsis

Get the must-have guide that gets you started playing your own Marvel Universe adventures! Contains everything you need to learn and play, including full game system rules, character profiles, briefings and background for the Marvel Universe, pull-out Character Action Display, and a beginning adventure complete with maps.

## Book Information

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## Customer Reviews

I used to play this when I was younger and totally forgot about it. The system's really easy to use and the rules are flexible enough that you can use it for other settings, too. Great for people who like having a little more control over their characters rather than relying on the fate of dice.

I thought this game was awesome. Too bad marvel didn't keep going with it.

I've played RPGs for 22 years, every type, genre, and style. Superhero games are something I adore. From V&V to Champions, to Superworld, and beyond. I know them all. So I picked up MURPG...Lo, and behold, the game works, but needed much clarification found on the Internet. That's not a good thing. There are problems with the system (just ask anyone online about the "death spiral" and you'll get lots of answers.) That's not good, either. Both those things caused me to take from this rating 2 whole stars. The authors should have addressed some of these concerns in playtest, yet somehow they slipped through. Some of the character writeups are a little bit on the odd side: for instance in one of the supplements the character of Hercules is given an Agility that is

never displayed in any issue that he's ever appeared in. Either Marvel is hiding information (likely), or the authors aren't doing much research--either way, that's not a good thing. The good: your character that you make will not be an archetypical starting joke--you can actually have some power! The system lends itself to comic book timing and the idea of effort being more important than randomosity is good too. The system does work. You just need to figure it out and have a lot of patience. If they revise the rules a bit, clarify, and fix the writeups I'll be a happy man.

This is the first RPG I've come across that uses a system with no dice! Which means it makes for easy online adaptation and puts the game more in the hands of the players. It's got tons of good information, statistics and biographies for all of the biggest names in Marvel, a built-in starter mission, and a flexible creation system allowing you to create your very own super heroes and villains. There are really only a few problems I have with this book. First off, it's a really small book. While it is a lot cheaper than all the other RPG rule books out there, it seems like they could have included a lot more without having to raise the price. Also, the system has a very slow skill development process. It will take your character a very long time before they will be able to use their skills as well as the characters from the comic books can. Aside of that though, it's a lot of fun and a much better system than all the dice-based ones rolling around.

Gift for someone else

I was really impressed with this game. It offers a really cool way to role play a superhero in a comic book setting. There were a few inconsistencies but nothing that can't be worked out. I've been looking for something like this for a long while now. I am very happy with this purchase.

It's not very inspired and doesn't show the diversity of the Marvel universe. The only thing that can be said is that you can play without dice, which might not be a good thing really.

I think diceless systems are a great starting point if I ever get to playing a game at some point.

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