

# HEROIC<sup>TM</sup> ROLEPLAYING

## RANDOM DATAFILE GENERATOR

### Design

Dave Chalker

### Additional Design and Development

Cam Banks  
Jeremy Keller  
Adam Minnie

### Editing

Amanda Valentine

### Based on Marvel Heroic Roleplaying by Cam Banks (*design lead*)

Rob Donoghue  
Matt Forbeck  
Will Hindmarch  
Philippe-Antoine Ménard  
Jesse Scoble

### Playtesting

*Piledrivers:*  
Fred Hicks  
Adam Minnie  
Quinn Murphy  
Danny Rupp

### Layout

Jeremy Keller

### Graphic Design Concepts

John Harper

### Art

Marvel Bullpen

**E**veryone loves dice. We love them because they push the action along into often unexpected places, inspiring us to create more exciting stories. So why aren't the dice a part of creating hero datafiles in **MARVEL HEROIC ROLEPLAYING**? Surely there's a way to let the dice shake things up before the game even starts. Great news, True Believers! With this bonus content, there is.

The original *Marvel Super Heroes RPG* from TSR had three ways to choose a character: pick one of the character cards included in the game, model an existing character idea or concept by assigning stats and powers, or break out the dice. The **MARVEL HEROIC ROLEPLAYING OPERATIONS MANUAL** includes the first two. But we know how much fun random generators can be, so we decided to make that third option a reality.

You'll still need the **OPERATIONS MANUAL** for this Random Datafile Generator to work, but using these tables and charts with a blank datafile or scratch paper, you'll be whipping up crazy super heroes in no time!

As an added bonus, the Random Datafile Generator can serve as a guide for assigning Power Sets, power traits, Specialties, and other variable traits, even if you don't use dice to roll up new heroes.

We've done our best to emulate the source material, but feel free to adjust or tweak the tables as you and your friends like for your **MARVEL HEROIC ROLEPLAYING** games.



TM & © 2012 Marvel & Subs.

5

**ORIGIN:**  
**ALTERED HUMAN**  
 One Power Set  
 Add one D8 power trait  
 Add one Expert Specialty

## ORIGIN EXPLANATIONS

**Mutants** are those who have an activated mutant gene granting them some kind of ability or abilities. Example: Wolverine and the X-Men.

**Altered Humans** were once ordinary people; they were changed by another force to possess innate powers. Example: Spider-Man and the Fantastic Four.

**Non-Humans** are those who are not human, including aliens, robots, and Asgardians. Often, their abilities aren't that unusual to others where they come from. Example: Thor and the Vision.

**Trained Humans** are those whose super powers are the results of fantastic technology or intense personal training. Example: Iron Man and Hawkeye.

Rolling a 12 on the Origins table can turn up some strange results. Come up with the most appropriate story you can without worrying too much about the contradiction. A Trained Human + Non-Human could be someone who started human but had their body replaced by a robot body, or perhaps an alien who somehow acquired all the memories of a Trained Human. An Altered Human + Mutant might have been involved in an accident that grants powers, but also triggered a latent mutant gene at the same time.

## OVERVIEW

- ▶ Roll your Origin (or Origins), which determines the number of Power Sets you have, as well as additional benefits for that Origin.
- ▶ Roll your Affiliations.
- ▶ Roll to determine the makeup of your Power Sets; this gives you a spread of dice for your power traits within those Power Sets.
- ▶ For each Power Set, roll the theme of that Power Set.
- ▶ For each power trait in a Power Set, roll on that theme's table. Repeat until all power traits are assigned.
- ▶ Assign SFX and Limits to your Power Set(s).
- ▶ Name your Power Sets.
- ▶ Assign and roll your Specialties.
- ▶ Roll and create your Distinctions and Milestones.
- ▶ Name your new hero.

## ORIGINS

Roll 1D12:

- 1-2:** Mutant: One Power Set. Add an additional SFX. After rolling them all, step up one of the traits in your Power Set. You automatically have the Mutant Limit.
- 3:** Mutant: Two Power Sets. After rolling them all, step up one of the traits in your primary Power Set. You automatically have the Mutant Limit on at least one Power Set.
- 4-5:** Altered Human: One Power Set. Add an additional SFX. Add an additional power trait at D8 to your primary Power Set and an additional Expert Specialty.
- 6:** Altered Human: Two Power Sets. Add an additional power trait at D8 to your primary Power Set and an additional Expert Specialty.
- 7:** Non-Human: One Power Set. Add two additional SFX and an additional Limit.
- 8:** Non-Human: Two Power Sets. Add an additional SFX and an additional Limit to the primary Power Set.
- 9-10:** Trained Human: One Power Set. Gain two more Specialties, one at Expert, and one at Master.
- 11:** Trained Human: Two Power Sets. At least one must represent equipment, and have the Gear or other Limit representing its status. Gain one more Specialty at Master.
- 12:** Roll twice. Take the higher number of Power Sets offered, re-rolling any duplicate Origins. Take all other benefits or Limits.

# AFFILIATIONS

Roll 1D6:

- 1: SOLO D10, BUDDY D8, TEAM D6
- 2: SOLO D10, TEAM D8, BUDDY D6
- 3: BUDDY D10, SOLO D8, TEAM D6
- 4: BUDDY D10, TEAM D8, SOLO D6
- 5: TEAM D10, BUDDY D8, SOLO D6
- 6: TEAM D10, SOLO D8, BUDDY D6

Affiliations  
p. OM63

Affiliations

SOLO **D10**

BUDDY **D8**

TEAM **D6**

1

# PRIMARY POWER SET

Roll 1D12:

- 1: One power trait at D10. Add an additional SFX.
- 2: Two power traits at D8.
- 3: One power trait at D10, another at D8.
- 4: Three power traits at D8.
- 5-6: One power trait at D10, two at D8.
- 7-8: Two power traits at D10, one at D8.
- 9: Two power traits at D10, and two at D8.
- 10: Two power traits at D10, and three at D8.
- 11: Three power traits at D10, and two at D8.
- 12: Roll twice, gaining the benefits of both.

Power Sets  
p. OM70

## SECONDARY POWER SET (IF TWO)

Roll 1D10:

- 1-3: Two power traits at D8.
- 4-5: One power trait at D10.
- 6-7: One power trait at D10, another at D8.
- 8-9: Two power traits at D10.
- 10: Roll twice, gaining the benefits of both.

11

## PRIMARY POWER SET

Three D10 power traits  
Two D8 Power Traits  
(Add one D8 Power Trait  
from Origin)

# POWER TRAITS

Power Traits  
p. OM71

For each Power Set, roll 1D10 on the appropriate table for the Origin of the hero (in the case of multiple Origins, pick between them) to determine the general thematic group of the powers in that Power Set.

## Mutant:

- 1-4: Common Powers
- 5-6: Uncommon Powers
- 7-9: Psychic Powers
- 10: Mystic Powers

## Altered Human:

- 1-4: Common Powers
- 5-7: Uncommon Powers
- 8: Technological Powers
- 9: Mystic Powers
- 10: Psychic Powers

## Non-Human:

- 1-5: Common Powers
- 6-7: Uncommon Powers
- 8: Technological Powers
- 9: Mystic Powers
- 10: Psychic Powers

## Trained Human:

- 1-4: Common Powers
- 5-7: Technological Powers
- 8-9: Mystic Powers
- 10: Uncommon Powers

Then for each power trait (start with the largest die size first), roll on the corresponding table. If you roll a power trait you already possess within the same Power Set—and it's not an option with multiple choices—roll again on that table.

Roll 1D10 on the corresponding table:

## COMMON POWERS TABLE


- 1: Attack Power (Step back the power trait's die. Choose between Weapon or type of Energy Blast. This option can be rolled multiple times.)
- 2: DURABILITY
- 3: Movement-Based Power (Step back the power trait's die. Choose between: AIRWALKING, BURROWING, FLIGHT, LEAPING, SPEED, SWIMMING, or SWINGLINE. This option can be rolled multiple times.)
- 4: REFLEXES
- 5: Resistance (Choose an Energy type. If you have Elemental Control, you must choose that same Energy. This option can be rolled multiple times.)
- 6: SENSES
- 7: STAMINA
- 8: STRENGTH
- 9: Roll on Uncommon Powers for this power trait only.
- 10: Re-roll on your Origin's table to the left, re-rolling any Common Powers result, for this power trait only.



**ALTERED HUMAN  
THEMATIC GROUP:**  
Common Powers



## POWER TRAITS:

HEAT RESISTANCE D10  
COLD RESISTANCE D10  
(+ ) STRETCHING D10  
ENHANCED DURABILITY D8  
ENHANCED STRENGTH D8  
WEAPON D6

## UNCOMMON POWERS TABLE

- 1:** Elemental Control Power (Step back the power trait's die. Choose from one of the following: **AIR**, **COSMIC**, **DARKFORCE**, **EARTH**, **ELECTRIC**, **FIRE/HEAT**, **GRAVITY**, **ICE/COLD**, **KINETIC**, **LIGHT**, **MAGNETIC**, **SONIC**, **TECHNOLOGY**, **WEATHER**, or **WATER**. This option can be rolled multiple times.)
- 2:** INTANGIBILITY
- 3:** INVISIBILITY
- 4:** MIMIC
- 5:** ANIMAL CONTROL
- 6:** PLANT CONTROL
- 7:** SHAPESHIFTING
- 8:** SIZE-CHANGING
- 9:** STRETCHING
- 10:** TELEPORT

## MYSTIC POWERS TABLE

- 1-2:** SORCERY
- 3:** Blast (Choose Energy or another specific elemental type. This option can be rolled multiple times.)
- 4:** Elemental Control Power (Choose from one of the following: **AIR**, **COSMIC**, **DARKFORCE**, **EARTH**, **ELECTRIC**, **FIRE/HEAT**, **GRAVITY**, **ICE/COLD**, **KINETIC**, **LIGHT**, **MAGNETIC**, **SONIC**, **WEATHER**, or **WATER**. This option can be rolled multiple times.)
- 5:** Movement-Based Power (Choose from one of the following: **AIRWALKING**, **FLIGHT**, or **SPEED**. This option can be rolled multiple times.)
- 6:** SENSES
- 7:** TELEPORT
- 8:** TRANSMUTATION
- 9-10:** Roll on Uncommon Powers for this power trait only.

## PSYCHIC POWERS TABLE

- 1-2:** TELEPATHY
- 3:** PSYCHIC BLAST
- 4:** Elemental Control Power (Choose from one of the following: **COSMIC**, **ELECTRIC**, **FIRE**, **GRAVITY**, **ICE**, **KINETIC**, **LIGHT**, **MAGNETIC**, or **WATER**. This option can be rolled multiple times.)
- 5:** INVISIBILITY
- 6:** MIND CONTROL
- 7:** ANIMAL CONTROL
- 8:** PSYCHIC RESISTANCE (Or if you have Elemental Control, choose the same kind of Resistance as the type controlled.)
- 9:** SENSES
- 10:** TELEPORT

## TECHNOLOGICAL POWERS TABLE

- 1:** Attack Power (Choose between Weapon or Blast. If Blast, choose specific type. This option can be rolled multiple times.)
- 2:** DURABILITY
- 3:** INVISIBILITY
- 4:** Movement-Based Power (Choose from **BURROWING**, **FLIGHT**, **LEAPING**, **SPEED**, **SWIMMING**, or **SWINGLINE**. This option can be rolled multiple times.)
- 5:** REFLEXES
- 6:** SENSES
- 7:** STAMINA
- 8:** STRENGTH
- 9-10:** Roll on Uncommon Powers for this power trait only.

# SFX AND LIMITS

SFX  
p. OM88

**SFX:**  
*Multipower*

Each Power Set automatically comes with one SFX and one Limit. These numbers might be modified by your Origin, Power Set, or other factors.

These are not rolled, since various combinations of power traits may make certain SFX and Limits unworkable. The following are some suggested SFX by character type:

- ▶ Single Power Set: *Unleashed, Versatile*
- ▶ Many power traits: *Focus, Multipower*
- ▶ Few power traits: *Affliction, Constructs, Counterattack*
- ▶ Mutant: *Dangerous, Unleashed*
- ▶ Altered Human: *Absorption, Counterattack*
- ▶ Trained Human: *Focus, Second Wind*
- ▶ Technological Power Set: *Afflict, Area Attack, Boost, Burst*
- ▶ Psychic Power Set: *Constructs, Unleashed*
- ▶ Mystic Power Set: *Constructs, Healing*

Limits  
p. OM92

**LIMIT:**  
*Exhausted*

Limits are also chosen similarly, though some Limits may be required (usually *Mutant* or *Gear*.)

Some good Limits by character type:

- ▶ Mutant: In addition to the required *Mutant* Limit, *Conscious Activation* is common.
- ▶ Altered Human: *Exhausted*.
- ▶ Technological Power Set: *Gear, Exhausted* (as *Power Surge*)
- ▶ Mystic Power Set: *Growing Dread, Uncontrollable*
- ▶ Psychic Power Set: *Conscious Activation, Uncontrollable*
- ▶ Two Power Sets: *Mutually Exclusive*
- ▶ Powerful heroes: *Growing Dread, Uncontrollable*

After this, name each of your Power Sets.

Power Sets	MOLTEN SKIN	
ENHANCED DURABILITY	d8	ENHANCED STRENGTH d8
COLD RESISTANCE	d10	HEAT RESISTANCE d10
STRETCHING	d10	WEAPON d6
SFX/Limits:		
SFX: <i>Multipower</i> . Use two or more MOLTEN SKIN powers in your dice pool, at -1 step for each additional power.		
Limit: <i>Exhausted</i> . Shutdown any MOLTEN SKIN power and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.		

# SPECIALTIES

Roll 1D10:

- 1-2: Two Expert Specialties
- 3-4: One Expert Specialty and One Master Specialty
- 5-6: Two Expert Specialties and One Master Specialty
- 7-8: Three Expert Specialties
- 9-10: Three Expert Specialties and One Master Specialty

Plus any bonuses granted for Origins.

Before rolling to determine what your Specialties are, you may assign some Specialties automatically:

- ▶ If you have Mystic Powers, you must take the **MYSTIC**, **COSMIC**, or both Specialties.
- ▶ If you have Psychic Powers, you must take the **PSYCH**, **MENACE**, or both Specialties.
- ▶ If you have Technological Powers, you must take the **SCIENCE**, **TECH**, or both Specialties.
- ▶ If you have any Uncommon Powers, you may take the **COSMIC** Specialty.
- ▶ You may take the **COMBAT** Specialty regardless of Powers.

You choose if the above assigned Specialties are Expert or Master (if available.) Then for each other Specialty available, roll on the following table. Choose whether it's going to be for your Expert or Master Specialty before rolling. Re-roll any duplicates.

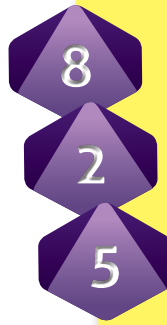
Roll 1D10:

- 1: ACROBATIC
- 2: BUSINESS
- 3: COVERT
- 4: CRIME
- 5: MEDICAL
- 6: MENACE
- 7: PSYCH
- 8: SCIENCE
- 9: TECH
- 10: VEHICLE



**SPECIALTIES:**  
 One Expert Specialty  
 One Master Specialty  
 Add one Expert Specialty  
 (from Origin)

Specialties  
 p. OM96



**SPECIALTIES:**  
 SCIENCE EXPERT  
 BUSINESS EXPERT  
 MEDICAL MASTER

Specialties	BUSINESS EXPERT	<input type="checkbox"/> D8	MEDICAL MASTER	<input type="checkbox"/> D10
	SCIENCE EXPERT	<input type="checkbox"/> D8		<input type="checkbox"/>
		<input type="checkbox"/>		<input type="checkbox"/>
[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]				

# DISTINCTIONS, MILESTONES, AND FINISHING TOUCHES

By this point, you should have an idea of who your character is. The last two steps are to drive home that concept; therefore they are less random.

## DISTINCTIONS

Round out your character by choosing three Distinctions. Roll on the following table to get a category for each Distinction. It's OK to have multiple of the same category.

Roll 1D6:

- 1: Personality Trait: **NATURAL LEADER**, **QUICK TO ANGER**, **UNCOMPROMISING**, etc.
- 2: Outlook or Reputation: **HARDHEADED FUTURIST**, **MISUNDERSTOOD MENACE**, **NEVER GROWS UP**, etc.
- 3: History/Backstory: **CRIMINAL PAST**, **MYSTERIOUS DESTINY**, **TEXAS FARMBOY**, etc.
- 4: Catchphrase or Title: **DEFENDER OF JUSTICE**, **"I DON'T BELIEVE IN NO WIN SCENARIOS"**, **"SMASH!"**, etc.
- 5: Notable Feature: **ALLURING**, **CUTTING EDGE TECH**, **WORLD-CLASS INTELLECT**, etc.
- 6: Profession: **ACE REPORTER**, **BILLIONAIRE PLAYBOY**, **RUSSIAN SUPERSPY**, etc.

You'll want to customize the Distinction to your hero. See OM111 for examples of how to make good Distinctions.

Distinctions  
p. OM67

2  
6  
4

**DISTINCTIONS:**  
MISUNDERSTOOD MENACE  
MEDICAL GENIUS  
THINGS ARE ABOUT TO ERUPT!

## DOCTOR VOLCANO

Name:

Affiliations

SOLO **d10**

BUDDY **d8**

TEAM **d6**

Distinctions

MISUNDERSTOOD MENACE

MEDICAL GENIUS

THINGS ARE ABOUT TO ERUPT!

**4**

or

**8**

+1 PP

Power Sets

**MOLTEN SKIN**

ENHANCED DURABILITY **d8**

ENHANCED STRENGTH **d8**

COLD RESISTANCE **d10**

HEAT RESISTANCE **d10**

STRETCHING **d10**

WEAPON **d6**

PP

STRESS / TRAUMA



Milestones	FINDING PATIENT ZERO
	1 XP when...you follow a lead pertaining to the origin of the Volcan Virus.
	3 XP when...you confront one of the infected people who caused you to contract the Virus.
	10 XP when...you find Patient Zero and turn him in to government officials or let him go.
	FREAK OF MEDICAL SCIENCE
	1 XP when...you use your MISUNDERSTOOD MENACE distinction for a d4 and a PP.
	3 XP when...use of your powers results in stress to an ally or an innocent.
	10 XP when...you find a cure for your Volcan Virus and regain your normal life or refuse a cure and embrace your new identity as a hero or villain.

## MILESTONES

Your hero starts with two Milestones. To determine what kind they are, roll on the table below. It's OK to have multiple of the same category.

Roll 1D10:

- 1-2:** Affiliation Milestone: Choose your highest or lowest Affiliation die and create a Milestone based on that. For example, someone with a **TEAM D10** might take a Milestone about keeping his team together. Someone with a **TEAM D6** might take a Milestone about resisting joining a team.
- 3-4:** Origin Milestone: Create a Milestone based on your Origin. For example, a Mutant Origin could involve being a self-hating mutant. A Trained Human might make a Milestone based on keeping up with mutants and gods in a team.
- 5-6:** Power Milestone: Create a Milestone that relates to one of your Power Sets. A hero with a Mystical Power Set might make a Milestone around mastering the arcane arts. A hero with Uncontrollable Powers might make a Milestone about keeping those powers under control.
- 7-8:** Distinction Milestone: Create a Milestone that relates to one of your Distinctions. These include personal Milestones like succumbing to an addiction, or having the past come back to haunt your hero.
- 9-10:** Specialty Milestone: Create a Milestone that relates to one of your Specialties, particularly if you have a Master-level Specialty. A dedicated doctor with **MEDICAL MASTER** who is attempting to cure a dangerous disease might make this kind of Milestone.

See OM113 for guidelines on creating Milestones and triggers for each step of 1 XP/3 XP/10 XP.

Finally, decide if your hero has a public or private identity, and give your super hero a name.

Milestones  
p. OM105



**MILESTONES:**  
Origin Milestone  
Power Milestone

Name:

Affiliations

SOLO

BUDDY

TEAM

PP

Distinctions




or



+1 PP

STRESS / TRAUMA

Power Sets

	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

SFX/Limits:

--

	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

SFX/Limits:

--

Specialties

	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]

Milestones

1 XP when...
3 XP when...
10 XP when...

1 XP when...
3 XP when...
10 XP when...

P



M



E



XP

