

Marvel Universe RPG Characters Costs

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Character	Abilities	Actions	Modifiers	Gear	Challenges	Total
Abomination	28w 1r	12w	27w	0w	-6w	61w 1r
Baron Mordo	11w	91w	7w	0w	-5w	104w
Beast	18w	39w	5w	0w	-8w	54w
Black Cat	7w	11w 2r	22w	0w	-2w	38w 2r
Blob	22w 2r	12w 2r	15w	0w	-7w	43w 1r
Bullseye	11w	15w	19w	0w	-6w	39w
Captain America	11w 2r	20w	11w	26w	-2w	66w 2r
Cyclops	6w	23w 2r	1w	0w	-6w	24w 2r
Daredevil	9w	27w	18w 1r	3w	-4w	53w 1r
Doctor Doom	14w (7w 1r)	57w (8w)	12w (6w 2r)	0w	-7w (-8w)	90w
Doctor Octopus	15w	19w	4w	12w 2r	-4w	46w 2r
Doctor Strange	12w	135w	11w	20w(+)	-3w	175w(+)
Elektra	8w	35w	4w 1r	0w	-2w	45w 1r
Gambit	6w 1r	57w	1w 1r	0w	-7w	57w 2r
Green Goblin	18w	34w	14w	30w 2r	-8w	88w 2r
Jean Grey	10w 1r	63w 2r	2r	0w	-5w	69w 2r
Hulk	55w 2r (4w)	1w 1r (20w 1r)	50w (0w)	0w	-12w	119w 1r
Human Torch	6w	44w	3w 1r	0w	-2w	51w 1r
Invisible Woman	5w 2r	31w 1r	1w	0w	-2w	36w
Iron Man	15w (14w 1r)	58w 1r (48w 2r)	9w (31w)	0w	-3w (-8w)	165w 1r
Kang	9w 2r (10w 2r)	38w (19w 2r)	16w (7w)	0w(+)	-5w (-10w)	86w(+)
Kingpin	14w 1r	20w 2r	9w	13w	-5w	52w
Loki	36w	129w	26w	4w	-7w	188w
Magneto	21w 2r	82w 1r	9w 2r	7w	-6w	114w 2r
Mr. Fantastic	29w 1r	93 1r	9w	0w	-6w	125w 2r
Mystique	6w	43w	2r	0w	-7w 1r	42w 1r
Punisher	6w 2r	24w	7w	12w	-7w	42w
Quicksilver	32w	6w 1r	6w 1r	0w	-6w	38w 2r
Rogue	22w	41 2r	30w 1r	0w	-7w	87w
Sabretooth	15w	20 2r	25w 1r	0w	-8w	53w
Scarlet Witch	5w 2r	32w 1r	1r	0w	-5w	33w 1r
Silver Surfer	49w	98w	18w	25w	-6w	184w
Spider-Man	22w	31w 1r	14w	4w(?)	-7w	64w 1r(?)
Storm	7w	44w	2r	0w	-6w	45w 2r
Thing	27w	44w	20w 2r	0w	-6w	85w 2r
Thor	35w (3w)	37w (11w 1r)	18w (1w 2r)	7w(+)	-5w	108w(+)
Toad	13w	33w 1r	5w	0w	-8w	43w 1r
Ultron	13w 2r	77w 1r	39w	0w	-13w	117w
Venom	15w 2r	20w	9w	4w(?)	-10w	38w 2r(?)
Wasp	11w	32w	8w	0w	-2w	49w
Wolverine	15w 2r	36w	32w 1r	0w	-10w	74w
Yellowjacket	17w	75w 2r	2w	4w 2r	-5w	94w 1r

Challenges Included Above:

It should be noted that I only included the most unambiguous Challenges, in each case, and was generally quite conservative in giving out extra stones for them. Furthermore, I based these decisions specifically on the characters presented in the book, in their most typical representation (some characters would have more or fewer Challenges at different times during their history). In some cases, I would have added Challenges and/or raised their value a little, in my own campaign; however, I wanted to set this up as a default base-line, usable by everyone and generating as little debate as possible. You should not hesitate to add additional Challenges and/or modify the value of existing ones, if it seems appropriate to do so.

It is also worth noting that I made certain that every character has at least one Challenge, as specified in the rules. Frankly, this required a little hedging in some cases, e.g Black Cat, Invisible Woman, Wasp.

Finally, you will notice that I halved the value of any Challenge that was partially negated by a character's powers, e.g. Daredevil's blindness, Mystique's unusual appearance. I am a firm believer that a disadvantage should be a disadvantage and not just a source of free stones.

Abomination: Appearance (4), Poverty (2)

Baron Mordo: Egomania/Power Lust (3), Hatred of Dr. Strange (2)

Beast: Appearance (4), Farsighted (1), Mutant (3)

Black Cat: Nose for Trouble (2)

Blob: Appearance (2), Greedy Troublemaker (2), Mutant (3)

Bullseye: Hatred of Daredevil (2), Sociopath (4)

Captain America: Honorable Patriot (2)

Cyclops: Mutant (3), Overly-Developed Sense of Responsibility (3)

Daredevil: Blind (2, halved), Strong Sense of Justice (2)
Doctor Doom: Appearance (2), Ego/Power Lust (3), Hatred of Fantastic Four and, Especially, Reed Richards (2)
Doctor Octopus: Arrogant Intellectual Snob (2), Occasionally Unbalanced (2)
Doctor Strange: Strong Sense of Responsibility as Sorcerer Supreme (3)
Elektra: Loner with Little Trust in Others (2)
Gambit: Appearance (2), Feels Like Outsider (2), Mutant (3)
Green Goblin: Insane (5), Extreme Hatred of Spider-Man (3)
Jean Grey: Compassionate/Empathic (2), Mutant (3)
Hulk: Appearance (4), Disdain of Each Form for the Other (2), Rage (3), Uncontrolled Transformation (3, see below)
Human Torch: Impetuous (2)
Invisible Woman: Protective of Family and Team (2)
Iron Man: Artificial Heart Requires Occasional Recharge (1), Recovered Alcoholic (2)
Kang: Ego/Power Lust (3), Seeks Worthy Adversaries (2)
Kingpin: Protective of Wife (2), Strongly Competitive (3)
Loki: Desire to Rule Asgard (3), Hatred of Thor (2), Nose for Trouble (2)
Magneto: Mutant (3), Obsessed with Advancing Mutant Cause (3)
Mr. Fantastic: Loses Track of Day-to-Day Affairs (2), Strong Scientific Curiosity (3)
Mystique: Appearance (1, halved), Looks at Normal Humans as Tools or Obstacles (3), Mutant (3)
Punisher: Haunted Past (2), Obsessed with War on Crime (3), Will Not Harm Innocents (2)
Quicksilver: Arrogant, Proud, and Distrustful (3), Mutant (3)
Rogue: Guilt-Ridden About Absorbing Memories (2), Mutant (3), Sometimes Disturbed by Remnants of Absorbed Psyches (2)
Sabretooth: Appearance (2), Bloodlust (3), Mutant (3)
Scarlet Witch: Mutant (3), Weirdness Magnet (2)
Silver Surfer: Appearance (3), Protects Life (2), Restless (1)
Spider-Man: Bad Luck (3), Poverty (2), Strong Sense of Responsibility (3)
Storm: Extreme Claustrophobia (3), Mutant (3)
Thing: Appearance (4), Occasional Bouts of Depression (2)
Thor: Conflicting Interests (3), Honorable (2)
Toad: Amoral and Sometimes Nasty (2), Appearance (3), Mutant (3)
Ultron: Appearance/Lack of Humanity (4), Hatred of Humans (3), Extreme Megalomania (4), Poverty (2).
Venom: Appearance (2, halved), Extreme Hatred of Spider-Man (3), Often Ruthless and Amoral (2), Vulnerable to Fire and Sonics, Taking x2 Damage (3)
Wasp: Weirdness Magnet (2)
Wolverine: Haunted Past (2), Loner (2), Mutant (3), Soft Spot for Jean Grey (1), Temper (2, since his control has improved)
Yellowjacket: Bad Luck (3), Occasional Mental Instability (2)

Notes:

This section simply gives a brief insight into my decision-making process while working on these characters, e.g. costs of traits not listed in the book, problems associated with the translation of the character, and so forth. Ideally, this should answer some of the questions you may have, when analyzing the values given above. If a character is not listed here, that means that the calculations were completely straightforward and required no special tinkering or evaluation on my part.

Beast: The cost of the “x2 Natural Healing Rate” Modifier is not listed in the book, but I gather Evan Jones suggested it would be worth around 2r (it is not nearly as useful as Healing Factor, which would cost 4w, based on a Durability of 4).

Captain America: See the note under *Beast* about Cap’s “x2 Natural Healing Rate” Modifier. I assume that Targeting that only works with a specific weapon has a –2 level Disadvantage, similar to “Out of Control Without Device” or “Weaker Away from Power Source”. The cost for Cap’s shield is taken straight from page 126.

Daredevil: The cost for DD’s suit is taken straight from page 126. His billy club has no cost (at least, in stones). Note that DD can add his billy club Modifier to his Acrobatics (in addition to Agility), but I consider this to be only a +2 level Advantage, since the usual +5 would be absurd for a +4 increase that works only with a specific item, under specific circumstances.

Doctor Doom: The parenthetical values are for his Powered Armor. Note that the total cost for the suit’s weapons and Modifiers is reduced by 8w to reflect Doom’s Wealth, as usual (this is included, parenthetically, under Challenges).

Doctor Octopus: Doc Ock’s tentacles – which are listed under Gear – turned out to be a bit of a headache, since they do not appear to conform to the normal Tongue/Tail/Tendrils Whip rules (ironic, given that they are, arguably, the classic example of this power). The ability to have two or more work together to increase his effective Strength is simply an extension of the usual “add +1 to double the effort” rule, so this “perk” is, arguably, a non-ability. On the other hand, the fact that Ock has more than one tentacle, in the first place, is clearly an advantage (even if they do not actually increase his allowable number of Actions). I finally settled on buying the power with a +2 Advantage, bringing its total effective Cost Level to 9 (12w). This is more than a Strength of 7 would have cost him and gives him no cost break for the power being in a device, but then many other advantages are provided, and he is seldom without this particular device, anyway. Ock’s Underwater Breathing is less useful than the “No Need to Breathe” aspect of Self-Contained Lifeform (which costs only 1w, by itself), so I charged him only 2r for it. Given that it is in a device, the cost could be reduced even lower, to 1r, but that seemed too generous.

Doctor Strange: Youch! At 175w, he certainly is the Sorcerer Supreme! Anyway, the value of most of his gear is listed on page 126. I priced the Book of Vishanti at 2w, since it adds +1 to his effective Sorcery (worth 5w, in his case) but is a seldom-carried “device” and probably takes time to access. The Books of Lore, Mystical Artifacts, and Sanctum Sanctorum have no effective cost, in stones. Frankly, I have no idea what the value of the Orb of Agamotto would be, since the game has no clairvoyance-type powers and, in any event, the device’s Action Number is undefined, so I just left it out of the equation. Obviously, it could easily push his cost over the 180w mark.

Gambit: I calculated Gambit’s cost exactly as they built him, but it is, frankly, a very inefficient route to take. Since he can use his Agility Bonus with Charge Objects, this adds +5 to the Cost Level (bringing the total to +15, for 40w); however, since he has an Agility of only 3, this grants him a total effective Action Number of only 9. Had he simply raised his Action Number to 9, in the first place, and skipped the Agility Bonus, the total Cost Level would have been only +13 (30w), and he would have saved 10w. Moral of the story: only take the extra Ability Bonus option if your relevant Ability is or will some day be 5 or greater.

Green Goblin: The cost for most of the Goblin’s gear is taken straight from page 126. I assumed that the Gas Bombs are similar, in price, to the Pumpkin Bombs. I cut back his bombs to 6 of each type, as on that page, since 12 of each type seemed to be overkill and was, in any event, prohibitively expensive.

Jean Grey: Jean was granted the –1 cost break on Flight, since it “fits with her main power” (she uses Telekinesis to move about). Note that her Mental Defense Modifier of +7 is a free bonus from her Telepathy.

Hulk: The parenthetical values are for Bruce Banner’s form (they get added into the final total). Hulk’s Strength was bought as 18 (its maximum) but with two Disadvantages: 1) the score can only exceed 10 when he is enraged (-2), and 2) the score increases only relatively slowly when he is enraged (+1 per 3 Panels) but decreases all at once when he is calm (-2). Thus, the final cost was based on an effective score of 14, which seems about right. Technically, Hulk’s transformation should have the Power Out of Control Disadvantage, but I could see no practical way to factor this in, since it would affect every single trait he gets. The so-called Transform Self Modifier is really just a method for buying traits in two different forms and has no cost of its own to modify. There could also be some debate as to which form the Disadvantage should apply to, anyway, since Banner does virtually all of his “adventuring” in Hulk form, and his Appearance Challenge and such are all based on this form, as well. Giving him a big cost break on all of his Hulk traits would, thus, be abusive and unbalancing. I would recommend treating his Uncontrolled Transformation as a Challenge, instead, worth only 3w, since, realistically, it helps him more often than it harms him (unless he reverts to Banner at an awkward moment). In fact, this would probably be a good idea for most characters of this sort, as the Disadvantage method is simply too awkward and unbalancing.

Human Torch: Since Johnny’s Toughness only works when his flame is on, it was purchased with the same –1 reduction that applied to his Flight bought through Mastery of Fire.

Invisible Woman: Sue was granted the –1 cost break on Flight, since it “fits with her main power” (she uses force columns).

Iron Man: The parenthetical values are for his Powered Armor. Note that the total cost for the suit’s weapons and Modifiers is reduced by 8w to reflect Stark’s Wealth, as usual (this is included, parenthetically, under Challenges). Most of Iron Man’s weapons are described and valued on page 76 (note that he has two repulsor rays). His finger laser can defeat a Difficulty of about 7 but takes time to use and is of little value as a weapon (which would be redundant, anyway, given his many other weapons). With at least –5 levels in Disadvantages, it seemed to be worth little more than 2r, so I valued it as such.

Kang: The parenthetical values are for his Powered Armor. Note that the total cost for the suit’s weapons and Modifiers is reduced by 10w to reflect Kang’s Wealth, as usual (this is included, parenthetically, under Challenges). Kang’s “exoskeleton” is probably a non-ability and simply justifies the physical attributes and defenses provided by his Powered Armor. His Time Ship could be considered a “normal” piece of equipment (i.e. one costing no stones), given his background. Personally, I would be inclined to charge him some stones for it, but, since it is poorly defined in the game, and no time-related powers exist, anyway, I’m really not sure how much it would cost. For this reason, I simply left it out of the equation. Naturally, this also applies to his Powered Armor’s “useable with Time Ship” notation.

Kingpin: The cost for most of the Kingpin’s gear is taken straight from page 126. The other resources listed under his “Equipment” can be treated as a function of his high Wealth score (8) and criminal background.

Loki: Loki’s sword is enchanted and unusual enough to warrant the expenditure of stones. It was purchased with a Cost Level of Modifier + 2. How does one define “any element”, for Force Blast, in cost terms? Well, I figured that once you can use about three extra elements, any more are pretty extraneous, so I considered it to be a +3 Advantage. Better question: how do you define a cost for “God-like Powers”, especially when one of them is listed as “Healing, Magic, etc.”? I finally settled on a Cost Level of Action Number + 10 – or 17 (50w), in Loki’s case. This was based on the idea that most powers comprising it would normally have a cost of around Action Number + 2, but that some might be as high as +3 or +4. I settled on a base of +4 (a sensible value for the hypothetical best power in the group), then, following the Mastery of Elements and Telepathy pattern, added +1 for each extra option, assuming that there would be at least possible 6 options (and any more would probably be extraneous). This also puts the cost roughly on par with taking a value of 7 in Mastery of Magic, Sorcery, Summoning, and Witchcraft, which seems about right (i.e. 12w x 4 = 48w).

Magneto: The Magneto write-up on page 27 lists no Magnetic Force Blast, and, so, none was included in his cost, here; however, the write-up of his Mastery of Magnetism power, on page 55, does include a Magnetic Force Blast. If you want him to have that, add 5w to his Action cost (and, thus, to his total cost). Magneto was granted the –1 cost break on Flight, since it “fits with his main power” (he uses magnetic force to fly). The exact effect of Magneto’s helmet was left undefined in the book, but I treated it as Mental Defense +8 (adding to his already impressive Intelligence and personal Mental Defense combination). Purchased as part of his suit (-2) and only working against Telepathy (only –1, since there are few other powers it would need to work against), it has a Cost Level of +5 (3w). The cost for his suit is taken straight from page 126.

Punisher: I assumed that Special Ops is similar in scope to Black Ops and valued it accordingly. It didn’t seem kosher for the Green Goblin to have to pay stones for his bombs and give the Punisher his (which are much the same) for free, so I charged him a similar fee – specifically, 6w for the concussion grenades, plus 3w for each of the other two types. As noted, he has 6 of each type per mission. As usual, his guns cost no stones, only money.

Rogue: Note that the Steal Superpower Action is always uncontrolled, so Rogue gains no discount on the power's cost for this (although it does provide her with some related Challenges).

Silver Surfer: Thank goodness they listed a cost for "The Power Cosmic", as I would have had no idea what to do with that! Just wish they had done the same for "God-like Powers"... The cost for the Surfer's board is taken straight from page 126.

Spider-Man: Okay, this is probably the biggest oversight in MURPG. What, exactly, do Spider-Man's web shooters do, in explicit game terms? The book contains no entangle-type Action or Modifier that they can be even remotely compared to, and their description, in Spidey's write-up, is pretty much useless. For obvious reasons, I had serious trouble trying to figure out a cost for them, although they should definitely have one. I finally settled on just charging for a Cost Level of 6, since that is the Modifier listed. It could easily be argued that an equivalent trait would have a value above Action Number +0, especially given the stunts Spidey does with the power (which might count as options that raise the price). However, since the power is in a device with "charges", anyway, that seems to cancel out such perks and make the base cost seem fair. Don't hold me to this, if they decide to eventually clean up Spidey's write-up and clarify the trait, though...

Storm: It could easily be argued that Storm's Mastery of Weather warrants a +1 "extraordinary power" modifier, although I did not include it, above, since the book makes no mention of it, in her case. If you think it should be applied, though, just add +5 to her Action cost (and, thus, to her total cost). This seems to bring her more in line with the other X-Men, anyway. Storm was granted the -1 cost break on Flight, since it "fits with her main power" (she glides on the winds she creates).

Thor: The parenthetical values are for his human form (they get added into the final total). I assumed that "Medical Skills" refers to "Healing, Medical" and valued the Action accordingly. No values have been given anywhere in the book for any of Thor's gear, so that left me in a bit of a quandary. I'm guessing that the Magic Belt is worth around 3w. Raising Thor's Strength from 10 to 12 would cost 10w, but the belt has some serious disadvantages: it is a device (half value, more or less), and it leaves him weakened much longer than it grants him strength (again, half value, more or less - rounding up). I'm guessing that the Magic Chariot is worth around 4w. Raising Thor's Speed from 5 to 10 would cost 12w, but I divided this by 3, because the chariot also has many drawbacks. It is a large, unwieldy device, used only "in times of need", and the Speed bonus it grants really only applies when trying to get "from A to B" quickly (which is just meant to move the story along, when all is said and done). Then there is Mjolnir... Frankly, I have no idea what the value of Thor's hammer would be, and MURPG doesn't give me any clues, so I just left it out of the equation. If forced to make a guess, I would think that it is worth at least 72w. This is based on the idea that feature #1 is worth around 3w, #2 is worth around 2w, #3 and #4 are covered under #6, #5 has already been paid for through Transform Self, and #6 is worth around 67w, in total. This is really just a guess, but, since it brings Thor's total to 180w (which seems much more accurate than the 108w, listed above), it probably isn't far off.

Toad: Although it is listed as a Modifier, Toad's slime was purchased as a +2 Advantage for Tongue Whip, so its cost is included under Actions (along with the +1 Weapon Modifier Advantage).

Ultron: As noted on page 75, a Tractor Beam basically counts as Telekinesis, for cost purposes. The Encephalo-Beam is, of course, Telepathy, usable with Intelligence ("Reprogramming, Subliminal Commands" replaces "Control Others" and "Can Affect Computer AI" is treated as an extra +1 option, so the total Cost Level = Action Number + 6). The "Adamantium" notation, under Toughness, I translated to mean that he has the equivalent of an Adamantium Skeleton (3w). The Poverty Challenge is based on the fact that the book lists Ultron's Wealth as -1 (representing a lack of income, I presume). Given that he always seems to have the equipment he needs, you may wish to remove this Challenge. As per the rules on page 78 (and as implied by the character's own write-up), I built Ultron as a robot to get the costs, listed above. Frankly, however, I think this is abusive in the extreme. Since Ultron's Abilities, Actions, and Modifiers are part of him and cannot be taken away without damaging him, why should he get a huge cost break? Personally, I think he should just be built as a normal character, in which case, his values would be as follows: Abilities 27w + Actions 97w 2r + Modifiers 51w - Challenges 13w = Total **162w 2r**. This total seems much more reflective of Ultron's power level and place in the Marvel universe than 117w.

Venom: See the note for *Spider-Man*, above, concerning the Web Shooters. Venom's Stealth Modifier is so specific that I couldn't see charging more than 1w. His reduced Prescience Modifier seems to be worth around 4w.

Wasp: Her antennae are awfully specific, but she has, traditionally, found the occasional good use for them, and they are retractable, so I figured they are worth around 2w.

Wolverine: Note that Armor Penetration is, technically, a Close Combat Advantage and, thus, has been included under the Action cost, rather than the Modifier cost.

Yellowjacket: The cost for Yellowjacket's armor is taken straight from page 126 (3w), although 2r must be added to it for Flight 3 (purchased as per Powered Armor). The cybernetic helmet is similar to Wasp's antennae (see above) but, since it is a device, I reduced the cost to 1w.

General Note: Remember that characters who use Intelligence to provide their energy must pay double for that score. This applies to Baron Mordo, Doctor Octopus, Doctor Strange, Jean Grey, Iron Man (personal energy only), Magneto, Mr. Fantastic, and Wasp.