

Marvel Universe RPG Character Creation Summary

Ability/Action/Modifier #	Cost Level in Stones
1 (or less)	1 Red
2	2 Red
3	1 White
4	2 White
5	3 White
6	4 White
7	6 White
8	9 White
9	12 White
10	15 White

Challenges:

Being a mutant	3 stones
Looking non-human	2-4 stones
Minor disability	1-3 stones
Special vulnerabilities	1-5 stones
Losing a sense	4-5 stones
Being restricted in movement	4-5 stones
Psychological; per symptom	1-3 stones
Can't or won't drive/ride car; fly	1 stone
Won't (or can't) go to certain places	2 stones
Won't break the law	2 stones
Power dangerous to self	1-3 stones
Major psychological restriction	3-5 stones
Power is painful to use	1 stone
Chronic disease or condition	1-3 stones
Character needs „attachment“ to stay alive, use power, etc.	1-5 stones
Compulsion to stick up for underdog	1-5 stones
Haunted past	1-3 stones
Deadly enemies	1-5 stones
Conflicting interests	1-5 stones

Advantages:

Each additional Element	+1 level
„Convertible“ to human form	+1 level
Works at increased range	+1 level/extra range #
Other benefit from power	+3 levels
Area Effect	+3 levels
Artificially Intelligent (applicable only to modifiers)	+3 levels
2x Damage	+2 levels
3x Damage	+4 levels
Extra Ability Bonus/Weapon Modifier (added to action only)	+5 levels
Disables if any damage occurs	+5 levels
Attack vs Enemy Ability	+6 levels

Magic:

Mastery of Magic	Cost Level = Action Number +2 Levels
Sorcery	Cost Level = Action Number +2 Levels
Summoning	Cost Level = Action Number +2 Levels
Witchcraft	Cost Level = Action Number +2 Levels
Magical Travel	Cost Level = Action Number +2 Levels

Disadvantages:

Not particularly useful	-1 level
One target only	-1 level
Automatically causes collateral damage	-1 level
Takes extra time to prepare	-1 level
No bonus	-2 levels
Can't be improved by adding lines	-2 levels
Stones can't be split between attack/defense	-2 levels
Power out of control without device	-2 levels
Counterattack only, may not initiate attack	-2 levels
Power weaker away from power source	-2 levels

Elements:

Concussive · Fire · Ice/Cold · Water · Electricity · Light · Telepathic/Psionic · Magical (+ Necromancy) · Kinetic Vibration · Magnetism · Dark Force · Cosmic · Bio-Energy · Communications (Radio, etc) · Sonic · Radiation Plasma

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Actions:

Acrobatics	Cost Level = Action Number
Astral Travel	Cost Level = Action Number
Black Ops/Spying	Cost Level = Action Number +1 Level
Business Skills	Cost Level = Action Number
Charge Object	Cost Level = Action Number +4 Levels
Combat, Close	Cost Level = Action Number
Combat, Ranged	Cost Level = Action Number
Concentration	Cost Level = Action Number +3 Levels
Create Illusion	Cost Level = Action Number
Drain Energy	Cost Level = Action Number +3 Levels
Energy Absorption/Reflection	Cost Level = Action Number +5 Levels
Fireworks	Cost Level = Action Number +1 Level
Flight	Cost Level = Action Number +2 Levels
Force Blast (Beam, Projectile, etc)	Cost Level = Action Number
Force Field	Cost Level = Action Number +3 Level
Gambling	Cost Level = Action Number
General Knowledge	Cost Level = Action Number +1 Level
Growth	Cost Level = Action Number +2 Levels
Healing (Medical or Mutant/Magical)	Cost Level = Action # +1 (Med) or +2 (Mut/Mag)
Hex-Spheres	Cost Level = Action Number +3 Levels
Hunting/Tracking (Detecting/Pursuit)	Cost Level = Action Number
Inventing	Cost Level = Action Number +6 Levels
Invisibility	Cost Level = Action Number +2 Levels
Leadership	Cost Level = Action Number
Mastery of Elements	Cost Level = Action Number + Options taken
Ninja	Cost Level = Action Number +5 Levels
Personalized Actions	Cost Level = Action Number (GM descretion)
Phase Shift	Cost Level = Action Number +2 Levels
Psi- Weapon	Cost Level = Action Number +3 Levels
Shape Shifting	Cost Level = Action Number +3 Levels
Shrink	Cost Level = Action Number +1 Level
Social Skills	Cost Level = Action Number
Steal Superpower	Cost Level = 30 white stones
Stretching	Cost Level = Action Number +5 levels
Technology	Cost Level = Action Number +1 Level
Telekinesis	Cost Level = Action Number +2 Level

Telepathy (Mesmerism)	Cost Level = Action Number + Options
Teleportation	Cost Level = Action Number +2 Levels
Thieving	Cost Level = Action Number
Tonge/Tail/Tendrill Whip	Cost Level = Action Number +2 Levels
Unstoppable	Cost Level = Action Number +3 Levels
Vehicle Operation	Cost Level = Action Number
Ventriloquism	Cost Level = Action Number
Wall-Crawling/Climbing	Cost Level = Action Number
Web-Slinging	Cost Level = Action Number

Modifiers

Adamantium Skeleton	Cost Level = 3 white stones
Animal Senses	Cost Level = Modifier Number
Armor Penetration	Cost Level = +3 Cost Levels to Close Combat
Claws	Cost Level = Modifier Number +4 Levels
Defense, Energy	Cost Level = Modifier Number
Defense, Magical	Cost Level = Modifier Number
Defense, Mental	Cost Level = Modifier Number
Extended Life/ Immortality	Cost Level = 3 white stones
Healing Factor	Cost Level = Durability Number + 2 Levels
Healing Factor, Accelarted	Cost Level = Durability Number + 4 Levels
Immovability	Cost Level = 3 white stones
Luck (Personal)	Cost Level = Modifier Number +6 Levels
Prescience	Cost Level = 6 white stones
Radar Senses	Cost Level = Modifier Number +2 Levels
Reflexive Dodge	Cost Level = Modifier Number +3 Levels
Self-Contained Life Form	Cost Level = 3 white stones
Sonar Sense	Cost Level = Modifier Number
Targeting	Cost Level = Modifier Number +4 Levels
Toughness	Cost Level = Modifier Number +3 Levels
Transform Self	Cost Level = see description
Transform Self by Touch	Cost Level = 30 white stones
Transform Others by Touch	Cost Level = 15 white stones
Vision, Enhanced	Cost Level = 1 red stone/option x Modifier Number