

Building a Better Hero, Volume 3 Version 1.2

Contact Information & Disclaimers:

This unofficial resource was created for use with the Marvel Super Heroes Adventure Game™ SAGA Rules. While every effort has been made to make these statistics as accurate as possible, the statistics contained herein are unofficial and represent only one man's opinion on the characters and their capabilities. While the game is currently out of print, I do encourage you to make every effort to locate and utilize any official materials that you can. For the most part, they are first-rate materials.

I really appreciate any user feedback. If you noticed any errors, or have questions or comments about these statistics, please let me know by sending a clearly labeled (i.e. - won't be mistaken for Spam) e-mail to: MSHAGLibrarian@wmconnect.com.

Disclaimer 1: I have no official connection with TSR, Wizards of the Coast, Hasbro, Marvel Comics, or any other company or entity that owns the intellectual property rights to the characters or game mechanics. No connection – either expressed or implied – is intended.

Disclaimer 2: The Marvel Super Heroes Adventure Game™ SAGA Rules is Copyright © and Trademark™ TSR, Property of Wizards of the Coast, a Hasbro Company. No official or copyrighted materials relating to the Marvel SAGA game are contained within this document.

Disclaimer 3: Characters, Character Names, and the distinct likenesses thereof are Copyright © and Trademark™ their respective owners and are used without permission.

For more information and game materials, please see the Marvel Superheroes Yahoo Group (<http://games.groups.yahoo.com/group/mshag/>) or my website (<http://hl.ripway.com/mshaglibrary/index.html>).

Summary & Description:

This is the third in a series of documents detailing important aspects of character creation for the Marvel Super Heroes Adventure Game, SAGA rules. This article includes an optional statistic known as the 'Power Rating.' This article is based upon the idea that you are using the optional point-based creation house rules, and cannot be applied to the official card-based creation system. If you are using the official, card-based system, you need not read this article (but are welcome to, anyway).

These are the Power Ratings for many of Marvel's better-known heroes. A 'Power Rating' is simply the number of hero points needed to create a hero using the Marvel-Phile website's point-based hero creation system. This rating does not necessarily denote the raw power of a hero; it takes into account all aspects of his game statistics. Things to be aware of with this system:

- 'Strongmen' are usually the 'best value' characters. They get the most out of their points because their superpower overlaps with an ability score: Strength. Anyone whose main power is an enhanced ability will have a high ability score to work with, but a low creation cost makes him appear 'weaker.'
- 'Energy Users' are of average value. They have to use points on powers in addition to their basic abilities, but do not have to 'double up' on any abilities.

This makes them more balanced on average.

- ‘Gadget users’ can be the best or worst value, depending on the nature of the equipment. They have to use points for basic abilities that they probably won’t use (they’ll use the equipment-enhanced stats, instead) and sometimes have to ‘double up’ points to achieve a higher score, but the more powerful the equipment, the better the deal. For instance Iron Man spent 20 points just to gain a 16 Strength. After that, however, he gained several powers at 16 intensity for a mere 1 point each: now that’s bargain shopping!
- ‘Power Boosters’ are very similar to the Gadget Users, above. They can be of very good or very poor value depending on the nature of their powers. Those whose powers boost an existing stat (such as Ability Boost or Power Amplification) are of better value than those whose power replaces those stats with something else (such as Animal Form or Body Transformation).

Here are some Power Ratings for the stats of some of Marvel’s most popular heroes. I use these as examples because these are likely the heroes you are most familiar with. Some of the entries may be based upon updated, revised, or corrected hero sheets from my own campaign. If there is a discrepancy between the official sheets and the number here, you may use whichever you wish.

Avengers (Low 55 - High 139, Avg. 87):

Captain America 124

Giant Man 63

Hawkeye 82

Iron Man 95

Quicksilver 67

Scarlet Witch 55

Thor 139

Wasp 60

Right away we can see that huge points don’t necessarily mean huge power. Thor has the highest score and he is probably the most powerful Avenger. However, The Scarlet Witch, The Wasp, and Giant Man are the three lowest scores and all of them have more raw power than the hero with the second highest score, Captain America.

Fantastic Four (Low 73 – High 114, Avg. 86):

Human Torch 90

Invisible Woman 90

Mr. Fantastic 91

Thing 73

The Human Torch probably is probably the most powerful member in terms of raw power; his Nova Flame attack can melt pretty much anything short of Adamantium. But as we see here, his scores are right on average with the rest of the team. The lowest score belongs to the Thing, the physically strongest member of the team; his strength is as powerful as Johnny’s flames (both are 18), but his overall score is nearly 20 points lower.

The highest score belongs to Mr. Fantastic; while he's no slouch, he is probably the least combat-effective member of the Fantastic 4.

Solo Heroes (Low 89 - High 189, Avg. 135):

Daredevil 110

Doctor Strange 120

Hulk 151

Silver Surfer 189

Spider-Man 148

Sub-Mariner 89

The Silver Surfer is easily the most powerful, and this is reflected by his tremendously high score. The Hulk is easily the second most powerful and he also has the second highest score. However, that's where things break down. The Sub-Mariner, arguably the third most powerful, has the lowest score of all; lower, even, than the weakest hero, Daredevil. To be brutally honest, Daredevil would have to be praying that his dead carcass would not be used as a bathmat if he were to go up against Namor. Spider-Man wouldn't stand much of a chance against Dr. Strange, either, but Spidey's score is nearly 30 points higher.

X-Men (Low 64 - High 164, Avg. 96):

Angel 69

Archangel 85

Beast 89

Colossus 69

Cyclops 82

Gambit 89

Iceman 77

Nightcrawler 69

Phoenix 102

Psylocke 111

Rogue 94

Shadowcat 64

Storm 106

Wolverine (Bone) 163

Wolverine (Metal) 164

We see again that the statistics can be deceiving. Wolverine is an incredible fighter, but in terms of raw power doesn't stack up to powerhouses like Colossus, Iceman, and Rogue. That isn't to say he can't beat them; he is a savage and cunning fighter of immeasurable talent, but he doesn't pack a lot of brute force. The hands-down loser in points total would have to be Shadowcat, but as we know from the comics, taking her out of a fight is next to impossible. That darned Phasing power comes in mighty handy during a scrap.

So, there you have it. The X-Men, while statistically less powerful, are more

expensive to create. This is usually because mutants have one 'main power' and several related 'lesser powers' making them more versatile. The X-Men, especially, usually have skills and stunts galore; a byproduct of daily training in the Danger Room. Solo heroes, unsurprisingly, tend to be more powerful and more expensive than individual team members, purely out of necessity. They tend to have a collection of powers in the middle range of intensity. And mighty teams like the Avengers and the Fantastic Four keep creation costs low by having a few well-focused powers in the upper intensity range. This tends to make members of these teams more powerful, but less versatile.

So which way should you go when making your own super hero? That depends on what you want to get out of him. Heroes (and most villains) have an amazing knack for getting into and out of trouble, so in actuality, the stats won't make much difference, there. However, the difference in FUN can be astounding. If you'd like to be the ultimate bad ass, you'll probably want a 'one trick pony' type of hero. He'll have a high intensity power, lots of stunts and skills to back it up, and a serious attitude problem. On the other hand, if you'd prefer a milder hero, you'll want to take the 'Swiss army knife' approach. You'll have loads of low and mid-range powers, a few general purpose skills, and a 'why me' attitude that's sure to evoke sympathy in even the most hardened of hearts.