

MURPG: Character Creation

01/20/04 | v6

Origins

1	Mutant
2	Human-Serum or Drug taken once
3	Human-Serum or Drug taken each time
4	Human - Training
5	Fundamental Force of Nature
6	Gamma/Nuclear Radiation
7	Cosmic Radiation
8	Armor or Cyborg
9	Asgardian/Spirit/God/Demigod
10	Enchantment/Magic/Sorcery
11	Alien
12	Human or Mutant with Technological Enhancement
13	Human or Mutant with Magic/Mystic Enhancement
14	Mutagenic Accident
15	Possessed by/Interfered with by Ancient/Demonic forces

Ability/Action/Modifier Cost

Rank	Cost	x2	x3
1	1r	2r	1w
2	2r	1w1r	2w
3	1w	2w	3w
4	2w	4w	6w
5	3w	6w	9w
6	4w	8w	12w
7	6w	12w	18w
8	9w	18w	27w
9	12w	24w	36w
10	15w	30w	45w
+1	+5w	+10w	+15w

Abilities

Ability	Cost	Page
Intelligence	AN	41
• Intelligence Energy	ANx2	41
Strength	AN	41
Agility	AN	41
Speed	AN	41
• Use Speed for action order	+1w	41
Durability	ANx3	41

Health and Energy

Health Stones	41
Maximum = Durability	
Energy, Durability	41
Maximum = 3 x Durability	
Recovery = Current health	
Energy, Intelligence	41/GA46
Maximum = 2 x Intelligence - 3 x Wounds	
Recovery = Intelligence	

Advantages/Disadvantages

Advantage	Mod	Page
Ability Bonus/Weapon Modifier (actions)	+5	40
Action to Modifier	+3	125
Area Effect	+3	40
Artificially Intelligent (modifiers)	+3	40
Attack against Ability + defense to disable	+3	GX53
Attack vs. Enemy Ability	+6	40
Convertible to human form	+1	40
Damage x2	+2	40
Damage x3	+4	40
Disables if any damage occurs	+5	40
Each additional Element	+1	40
Other benefits from power	+3	40
Overstrain	+1	GX53
Power damages or stuns at will	+1	GX53
Works at increased range	+1/range	40
Disadvantage	Mod	Page
Action/Modifier doesn't help friends	-2	GX53
Affect only non-living substances	-1	GX53
Automatically causes collateral damage	-1	40
Can't be improved by adding lines	-2	40

Counterattack only, may not initiate attack	-2	40
Limited Duration	-1	GA46
No bonus	-2	40
Not particularly useful	-1	40
One target only	-1	40
Only in conjunction with other Action/Modifier	-1	GX53
Only used to save lives	-1	GX53
Only works in Limbo	-2	GX53
Others not shielded from power use	-1	GX53
Power out of control without device	-2	40
Power weaker away from power source		
Stones can't be slip between attack/defense	-2	40
Stones can't be split between attack/defense	-2	40
Takes extra time to prepare	-1	40

Actions

Action	Cost	Page
Acrobatics	AN	44
Animal Training	AN	GA37
Astral Travel	AN	44
• Body travels with you	+2	GX48
• Can take others	+1	GX48
Biocomputing	AN+3	GX44
Black Ops/Spying	AN+1	45
Blasting	AN+2	GX44
Business Skills	AN	45
Charge Objects	AN+4	45
Combat, Close	AN	46
Combat, Ranged	AN	46
Computers	AN	GX44
• Interface directly	+2	GX44
Concentration	AN+3	47
Create Illusions	AN	47
Dance	AN+1	GA37
Drain Energy	AN+1	47
• Death Factor	-2	GX48
• Extreme Death Factor	-4	GA42
• Improved Drain	+3	47
• Redirect as Force Blast	+1	GX48
• Tied to location	-4	47
• Use at up to range 2	+2	47
Energy Absorption/Reflection	AN+5	47
• Sound/Light Transduction	+0	GX48
Enhanced Abilities	AN	78
Fear	AN+1	GX44
• Absorb Fear	+3	GX44
Fireworks	AN+1	48
• Each additional element	+1	48
Flight	AN+2	48
• Fits with main power	-1	48
• Limited maneuverability	-1	GX48
• Maximum speed up to 5	-1	GX48
• Speed is 2 when carrying someone	-1	GX48
Force Blast	AN	49
• Each additional element	+1	49
Force Field	AN+349	
• Effective against magic	+1	GX49
• Effective against mental attacks	+1	GX48
Gambling	AN	50
General Knowledge	AN+1	50
Genetic Engineering	AN+6	GX45
• No laboratory necessary	+5	GX45
• Only enhance a subject	-1	GX45
Growth	AN+2	50
Healing, Mutant or Mystical	AN+2	51
• Healing, Medical	-1	51
Hex-Spheres	AN+3	51
Horsemanship	AN	GA37
Hunting/Tracking	AN	52
Inventing	AN+6	52
Invisibility	AN+2	53
Leadership	AN	54
Manipulate Body Density	AN+5	GA38
• Phase attack	+3	GA38
• Phase stun	+2	GA38

Mastery of Element	AN+	54
• Absorb same element attacks	+1	GX49
• Accumulate energy	+2	54
• Buy Movement Action at -1		54
• Combine with Close/Ranged Combat	+2	GX49
• Create/Manipulate element	+1	54
• Elemental Force Blast	+1	54
• Extraordinary power or scope	+1	GA42
• Free Force Field while using element	+2	GX49
• Immunity to element	+1	54
• Must exist as element	-1	GA42
• Regenerate when in element	+1	GX49
• Transform into element	+1	54
• Unlimited Create/Manipulate	+5	GA42
Mastery of Death	AN+	GX48
• Call Undead	+1	GX48
• Communicate with Spirits and dead	+1	GX48
• Read Corpses	+1	GX48
• Resurrect the Dead	SpC	GX48
Mastery of Magnetism	AN+2	54
• Substitute Mastery for Strength	+1	54
Manipulate Mutagenic Fields	AN+7	GX46
Metamorphosis	AN+6	GX46
• Duration of 1 hour or 1 red stone/Panel		GX46
• Only new alternative form possible	-2	GX46
Ninja	AC+5	55
Personalized Actions	AN+	56
Phase Shift	AN+2	56
• Phase attack	+3	GA42
• Phase stun	+2	GA42
Pheromones	AN+5	GX46
Phoenix Force, Full	NA	GX47
Phoenix Force	AN+13	GX47
Power Boost	AN+4	GX47
Power Cosmic	AN+13	31
Private Investigating	AN	GA38
Psi-Weapon	AN+3	56
Psychiatry	AN+4	GA38
• Intelligence bonus	+2	GA39
• Can't/refuses to manipulate others	+2	GA39
Shape Shifting	AN+3	57
Shrink	AN+1	57
• Insect Strength	+1	57
Social Skills	AN	57
Statercraft	AN+2	GA39
Steal Superpower	30w	58
Stretching	AN+5	58
Swimming	AN	GA39
• Can exceed human limits	+1	GA40
Technology	AN+1	58
• Auto-Transference	+4	GA42
• Simultaneously occupy multiple machines	+2	GA42
• Transference	+2	GA42
Telekinesis	AN+2	59
• Bought through Telepathy	-1	59
• Buy Force Field Action at	-1	59
• Intelligence Bonus	+2	59
• Weapon Modifier	+1	59
Telepathy	AN+	59
• Astral Projection	+1	GX49
• Buy Telekinesis Action at -1		59
• Can't read minds	-1	GX49
• Create links with others	+1	59
• Empathy	+1	GX49
• Generate pain by touch	+2	GX49
• Hear voices of spirits or dead	+1	GX49
• Illusions	+1	59
• Intelligence Bonus	+2	59
• Mental Block	+1	GX49
• Mental Bolts	+1	59
• Possess others	+2	GX49
• Project Thoughts/Control others	+2	59
• Psychometry	+2	GX49
• Read thoughts from before object handled	+1	GX49
• Reflect Mental attacks back	+2	GX49

• Repair Minds	+1	59
• Requires eye-contact	-1	GX4
• Swap Minds	+2	GX49
• Telepathic Communication	+1	599
Teleportation	AN+2	60
• Do not have to travel to send others	+2	GX49
• Interstellar distances	+3	60
• Only teleport to places you have been	-1	60
• Open portals for others to return	+2	GX49
• Other dimensions	+2	60
• Range limit of 3 miles	-1	60
• See through portal	+1	GX49
• Spend 1 red stone per "guest"	-1	60
• Time Travel	+6	GX49
• Travel through other realm	-1	60
Thieving	AN	60
Tongue/Tail/Tendrils Whip	AN+2	60
• Weapon Modifier	+1	60
Unstoppable	AN+3	61
Vehicle Operation	AN	61
Ventriloquism	AN	61
Wall-Crawling/Climbing	AN	62
Web-Slinging	AN	62

Magic	Cost	Page
Asgardian Sorcery	AN+2	GA41
Magical Travel	AN+2	67
Master of Magic	AN+2	63
• Accumulate Energy	+1	63
• Increase Action Number	+1	63
Sorcery	AN+2	64
Summoning	AN+2	64
Voodoo	AN+2	GA40
Witchcraft	AN+2	67

Modifiers

Modifier	Cost	Page
Adamantium Skeleton	3w	68
Animal Senses	MN	68
Armor Penetration	+3	68
Bionic Self-Repair	1r/MN	GX49
Bone Weapons	3/5/7w	GX49
Claws	MN+4	68
• Either Retractable or extendable	+1	68
Copy Ability/Action/Modifier	30w	GX49
Cosmic Awareness	15w	GA42
Cybermorphics	1r	GX49
Cybernetic Senses	MN+4	GA42
Defense, Energy	MN	68
Defense, Magical	MN	68
Defense, Mental	MN	68
Destiny Force	9w	GA43
Duplicate Self	30w	GX49
Extended Life/Immortality	3w	68
Fast-Draw	MN	GA43
Healing Factor	DN+2	69
• Accelerated	DN+4	69
• Enhanced	DN+5	GA43
• Instant	DN+7	GA43
Immovability	3w	69
Immunity to Reality Distortion	8w	GX50
• Protect others	+6w	GX50
Invulnerability below	GX50	
• Energy Invulnerability	20w	GX50
• Magical Invulnerability	20w	GX50
• Mental Invulnerability	20w	GX50
• Minor Invulnerability	3+w	GX50
• Physical Invulnerability	20w	GX50
Inter-Dimensional Travel	9w	GA43
Luck, Personal	MN+6	69
• Backfire	-1	GX51
• Balance	-1	GX51
Photographic Memory	2r	GX50
Photographic Reflexes	12w	GA44
• Acceleration	+3w	GA44
Precognitive Flashes	1r	GX50
Prescience	6w	69
• Limited Prescience	4w	GX51
Psycho-Centric Power Template	MN+5	X50/A44
Reconstitute Self	8w	GX50

• Takes only one panel	+7w	GX50
Radar Sense	MN+2	69
Reflexive Dodge	MN+3	69
Self-Contained Life Form	3w	70
Sense Mutants	MN+2	GX51
Sonar Sense	MN	70
Suppress Mutant Power	MN+9	GX51
• Able to restore powers	+1	GX51
• Friends not effected	+3	GX51
• Permanent	+5	GX51
Targeting	MN+4	70
Toughness	MN+3	70
• Nullifies Armor Penetration	+1	70
• Nullifies 2x Damage from Firearms or Projectiles	+1	70
Transform Self	Spc	70
• Additional forms	+2w	GX51
• Unlimited forms	+10w	GX51
Transform Self by Touch	30w	71
Transform Self/Possession	20w	GA44
• Must touch victim	-5w	GA44
Transform Other by Touch	15w	71
Translate below	GX51	
• Computer Translation	1w	GX51
• Normal Translation	2w	GX51
• Universal Translation	5w	GX51
Vision, Enhanced	opt*MN	1
• Blinding Light	1r	GX51
• Electrical Energy	1r	GX51
• Fog or Smoke	1r	GX51
• Infrared	1r	71
• Invisible Gasses	1r	GX51
• Life Energy	1r	GX51
• Magnetic Fields	1r	GX51
• Microscopic	1r	71
• Microwave Energy	1r	71
• Phased objects	1r	71
• Pheromones	1r	GX51
• Psionic Waves	1r	GX51
• See Auras	1r	71
• See energy patterns	1r	71
• See in Darkness	1r	71
• See into other dimensions	1r	71
• Sonic Waves	1r	GX51
• Telescopic	1r	71
• Ultraviolet	1r	71
• Underwater	1r	GX51
• X-Ray Vision	1r	71
Wealth	MN	73

Powered Armor/Robots

Actions	Cost	Page
Combat, Close	AN-1	75
Combat, Ranged	AN-1	75
Energy Absorption/Reflection	AN+3	75
Flight	AN-1	75
Force Field	AN+2	75
Image Inducer/Holographic Projector	AN-1	75
Invention	AN+4	75
Invisibility	AN	75
Phase Shift	AN-1	75
Surface Adhesion	AN-1	75
Tendrils Whip	AN+1	75
Tractor Beam	AN+2	75
Voice/Sound Projection	AN-1	75

Weapons	Cost	Page
Close Combat Mega-Weapon	MN	76
Electromagnetic Pulse	MN	77
Energy Weapon	MN-1	76
• 2x Damage	+2	76
• Area Effect	+2	76
• Can do stun damage	+1w	76
• Extra function	+1	76
• Per +1 range	+1w	76
Firearms	MN+1	77
• Silenced systems	+1	77
Flamethrower	MN	77
Grenade/Canister Launcher	MN+2	77
Rocket Launchers	MN+2	77

Modifiers	Cost	Page
Artificial Emotion	MN	78
Collapsible/Portable	1w	78
Electrification	MN+1	78
Energy Defense	MN-2	75
Exclusivity	1w	78
Life Support	below	78
• Per hour	1r	78
• Permanent	2w	78
Self-Repair	MN+1	75
• Accelerated	DN+3	69
• Enhanced	DN+4	GA43
• Instant	DN+6	GA43
Sensors	1r/2optsCMN	75
Stability	2w	75
Stealth Technology	MN	78
Targeting	MN+2	75
Toughness	MN+1	75
Translator	1w	78

Challenges

Starting Challenge	Bonus	Page
Being a mutant	3w	40
Being restricted in movement	4-5w	40
Blames "Society" and other for his situation	1w	GA46
Character needs "attachment" to stay alive, use power, etc.	1-5w	40
Chronic disease or condition	1-3w	40
Compulsion to stick up for underdog	1-5w	40
Conflicting interests	1-5w	40
Deadly enemies	1-5w	40
Disliked an shunned by peers	1-2w	GA46
Elemental Sensitivity	1-3w	GA46
Elemental Sensitivity, Extreme	4-5w	GA46
Extreme vanity	1-2w	GA46
Guilty conscience	1-2w	GA46
Half-Faerie Blood	1-3w	GA46
Haunted past	1-3w	40
Legacy Virus	10w	GX53
Looking non-human	2-4w	40
Losing a sense	4-5w	40
Major psychological restriction	3-5w	40
Minor disability	1-3w	40
Power dangerous to self	1-3w	40
Power is painful to use	1w	40
Prying relatives, friend, associates	1-2w	GA46
Psychological; per symptom	1-3w	40
Scared of opposite sex	1w	GA46
Special vulnerabilities	1-5w	40
Techno-Organic Virus	10w	GX53
Vulnerable loved ones who don't know that character is a super	1-4w	GA46
Weak Immune System	spc	GA46
Won't break the law	2w	40
Won't/can't drive/ride car; fly	1w	40
Won't/can't go to certain places	2w	40

Additional Challenge	Bonus	Page
Branded an outlaw (criminal, etc.)	1-3w	72
Cursed! (Your power, life, loved ones, teammates, companions, etc.)	1-5w	72
Give up a sample of DNA, blood, etc.	1-3w	72
Joined the enemy/sold out with various hideous consequences	1-2w	72
New powers sabotage old relationships	1-2w	72
Reduce one Ability and add it to another	spc	72
Someone becomes envious of you	1-2w	72
Someone is out for revenge against you	1-5w	72
The GM puts you on a dark path of his choosing; you find out the hard way	1-5w	72
You are considered a traitor/disgrace	2-3w	72
You are now possessed by a Demon/ unstable force, willful entity, etc.	1-5w	72
You have supernatural restrictions (like a vampire needs a coffin, must avoid sunlight)	1-5w	72
You lose your job	1w	72
You owe someone(s) a favor(s)	1-5w	72
Your family rejects you (if it didn't already)	1-3w	72

MURPG: Situational Modifiers

Visit the unofficial MURPG forum for updates @ <http://murpg.proboards19.com> • v5 - 07/15/03

Note

GP = Genera Pool. R = Resistance. When we say "+ stones from GP," you may instead subtract stones from Resistance. When we say "+ stones R", you may choose to subtract stones from the appropriate Action Box. The effect is the same, so choose whichever procedure you feel most comfortable with.

General Modifiers

Using an Ability instead of an Action	+1-3 stones R
No previous experience	+1 stone R
No experience when experience matters	+2 stones R
Previous experience (relevant Line)	+1 stone from GP
Previous experience (relevant Specialty)	+2 stones from GP
Specific effect	+2 stones R

Preparation/Flashback Modifiers

Prep, taking care/time to aim	+1 stone from GP/Panel prep up to 2 stones max.
Rushing, taking less time than required	+1 stone R
Practice	+1 stone from GP
Flashback Panel	+1 stone from GP
Always wanted to do it	+1 stone from GP
Lifelong promise/sworn vengeance	+2 stones from GP

Style Modifiers

Acting Heroically	+1 stone from GP
Showboating, showing off	+1-2 stones R
Saving a friend/the city/an innocent	+1 stone from GP
Real cool description by player	+1 stone from GP
Shot that counts, last chance to save day	+1-2 stones from GP
Overcoming or playing into a challenge	+1 stone from GP
Ignoring a Challenge	+1-2 stones of R

Movement Modifiers

Stationary Action while moving	+1 stone R/stone of speed
Stopping a moving object	+1 stone R/stone of speed

Weight Modifiers-Handling Objects, Gravity

Object is resisting	+ stones R for weight, effort resisting
Object has awkward shape	+1 stone R
Object is fragile and it matters	+1-2 stones R
Weightlessness	+1 stone R (until acclimated)
Heavy gravity/rapid acceleration	+1 stone R per G (Gravity)

Area Effect Modifiers

Decreasing area affected	+1 stone R/stone decrease on D&R
Tough crowd (soldiers, lots of cover)	+1-2 stones R to Area Effect
Weak crowd (kids, elderly, injured)	+1 stone damage to Area Effect

Environmental Modifiers

Extremes of Hot/Cold	+1 stone R
Incremental hours of exposure	increase by +1 stone R/hour
Extremes of Weather	Add stones of effect to R
Restricted sight: dark, fog, smoke	+1-2 stones R
Restricted relevant perception	+1-2 stones R based on severity
Poor footing, ice, slippery surfaces	+1-2 stones R
Helpful weather conditions	+1-2 stones from GP

Ranged Combat Modifiers

Thrown objects	+1 stone R/10' distance
Beyond specified range	+2 stones R
Shorter than normal range	+1 stone from GP
Point Blank range	+2 stones from GP
Moving Target	+1 stone R/stone of target speed
Firing at a single target in a crowd	+1 stone R
Firing from cover/being fired at while totally hidden	+4 stones R
Firing from cover/being fired at while partially hidden	+2 stones R

Combat (All Forms) Modifiers

Specific effect, disarming	+2 stones R
Unopposed/ambush	+2 stones from GP
First time under fire or in combat	+1 stone R, one time only
Operating on home turf	+1 stone from GP once/Mission
Using a strange weapon/device	+1 stone R, 1st time only
If attacking a large target	+1 stone from GP
If attacking a very small target	+1 stone R
Attacking opponent from above	+1 stone from GP

Complexity and Operational Modifiers

Minimum Resistance to operate anything	+1 stone R
Never operated type before	+1-2 stones R
Confusing/unintelligible controls	+1-3 stones R
Unknown properties	+1-3 stones R
Designed to require special training	+1-3 stones R
Traffic, Heavy traffic (land or air)	+1-3 stones R
Sudden direction change (or violent maneuver)	+1 stones R
Driving against traffic	+1 stones R
Operating vehicle while talking on a cell-phone	+1 stones R
Ground Vehicles @ Speeds over 3	+1 stone R/stone of speed above 3
Weather	+1-4 stones R based on severity

Hunting and Tracking Modifiers

Target is well known to hunter	+1 stone from GP
Subject is wounded	+1 stone from GP

Flight Modifiers

1 stone of weight carried	+1 stone R
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Teleportation, Magical Travel Modifiers

Unfamiliar area	+1 stone R to all non-combat Action
Weird & unfamiliar area	+2 stones R to non-combat Action
Familiar area	+1 stone from GP
Extremely familiar area (Home, HQ)	+2 stones from GP
Travel without Specialty	+2 stones R (lost at GM description)
Extra "passengers"	+1 stone per person

Inventing Modifiers

A well-stocked Laboratory and staff	No Bonus
A poorly stocked old garage or junkyard	Doubles time
No tools or materials	Quadruples time

Telepathy Modifiers

Subject is drugged/crazy	+1 stone R
Subject is distracted	+1 stone from GP
Subject is exclusively resisting the Telepath	+1 stone R
Talking to subject	+1 stone from GP
Gaining trust of subject	+1 stone from GP
Self-Doubt	+1 stone R

Social Interaction/Communication Modifiers

Acting very strange	+1-2 stones R
Asking too many questions	+1 stone R
Spilling your hand	+1-2 stones R
Being very "cool," fitting in	+1 stone from GP
Being very different, "uncool"	+1-2 stones R
Ignoring protocols and precedents	+1-2 stones R
Subject knows you and is your enemy	+1-2 stones R
Overcoming subject's rational belief	+1 stone R
Overcoming subject's irrational belief	+2 stones R
Convincing to betray feared authority figure	+1 stone R
Threatening someone ruled by fear	+1 stone from GP
Buttering up someone ruled by vanity	+1 stone from GP
Bribing subject who fears he'll be caught	+3 stones R
Having a good reputation	+1 stone from GP

Health-Related Modifiers

Impaired (Drunk, drugged, ill, no sleep)	+1-3 stones R
Broken Bones: 6 weeks	+1-3 stones R
Sprains: 3 days	+1 stone R (for sprained part only)
Burns: 4-8 weeks	+1 stone R/2 wks recovery)
Serous internal injury: 4-8 weeks	+1 stone R/2 wks recovery)
Poisoning: 3-7 days	+1 stone R
Disease: varies	+1 or more stones R
Illness: 2 weeks on average	+1 stone R
Common Cold: 2 weeks	+1 stone R for first two days
Losing your last white stone	Stunned for 1 panel, get 2 red stones of health
1 red stone of health left	Coma
No stones of health left	Dead