

SS Tier

Phoenix

- Cleansing Flames is the best Ability in the game
- Strong Stagger with Phoenix's Fury
- Strong single attack in Telekinetic Talon

S Tier

Star Lord

- Amazing DPS
- Easy Breezy self-synergises with all other abilities
- Amazing AOE attack in Amped Up
- Synergizes well with others
- All abilities have elemental trait and can power up his or allies' light and heavy attacks

Thor

- Excellent stagger attack in Mjolnir's Might
- High base stats and hp allow for off tanking; despite this still mobile with a variety of strong attacks
- Thunder Strike synergises well with other attacks
- Can shock buff himself and others

Wolverine

- Primal Rage is the strongest damage buff in the game (50%) and boosts his already great damage
- Skill kit is full of useful moves from crowd clearing to stagger bar melting
- Has good energy costs and a healing factor to act as a brawler and a tank

Ms Marvel

- Giant Foot Spiny Thing melts stagger bar
- After enemy is staggered, use Super Combo Attack to melt health
- Synergises well with Wasp because of the ricochet
- Embiggen and Giant Foot Spiny Thing are good for crowd clearing

Black Panther

- Fast, agile and shreds bosses and stagger bars faster than anyone in the game with Vibranium Slash
- Panther Claw closes gaps and combos well with Vibranium Slash
- Bast's Fury prevents him from getting mobbed

Doctor Doom

- Good DPS with Life Leech and shock damage ISO-8s
- Self synergises with Doombots to copy his other abilities

Captain America

- Strong boss stagger with Shield Dash
- Considerable teamwide support with Super Soldier
- Can ricochet things off his shield when using absolute defence
- From experience, Shield Throw is one of if not the most fun abilities to use.

Colossus

- Cold Hard Steel is one of the best defensive abilities in the game and synergises well with a variety of characters
- Tied for highest base durability in the game with Infinity Thanos and Thanos

Storm

- Excellent crowd control/clearing move with ice barrage
- Can self synergise with Whirlwind although the ability leaves her immobile

Magento

- Arguably the best crowd control in the game with his heavy attack
- Deadly Debris ability deals high damage when synergised with a character that can reflect it like Cable or Colossus
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Cable

- Excellent self synergy with his beam and shield abilities
- Strong crowd control with Suction Bomb
- Most of the time the first ability is hard to aim

Cyclops

- Can move while using Optic Beam, making his beam the most effective in the game
- Ricochet Beam is amazing for clearing mobs

Thanos

- Highest base stats in the game (excluding Infinity Thanos)
- Four hit light attack combo deals heavy damage
- Heavy attack gives him surprising mobility
- Strong beam attack in Incineration Beam
- Crushing Blow is an effective stagger bar diminisher
- Underwhelming for fun gameplay because of his speed
- Abilities are powerful but take a while to execute
- Has one standout attack - the beam synergy as he is easy to control while using this
- Beam is satisfying to use but might feel unnecessary for some

Captain Marvel

- Good base stat spread, strong stagger and beam attacks in her kit
- Goes binary after using Extreme attack, boosting her stats

Wasp

- Excellent self synergy with Tiny Tornado, including ricochet, making her one of the best pairings with Ms Marvel
- Strong shock abilities in her kit
- Solid stagger in Bio Charge
- Third ability is good for synergy as it has slam synergy

A Tier

Daredevil

- Effective brawler, though his Radar Sense debuff makes him one of the most useful utility characters in the game

- May take some getting used to
- Feels like he needs more range
- Very upclose and stationary with his abilities so it can be tricky to line him up properly
- If the timing is right he deals good damage
- Recommended to stack up his damage with strength ISO-8s

Mr Fantastic

- Similar to Ms Marvel, his Elongated Attack spin ability is one of the most effective crowd-clearers in the game. However, it's faster than Ms Marvel's and doesn't stagger as effectively

Invisible Woman

- Her Force Spheres ability can trap enemies, even bosses in a bubble which staggers them and opens them to stun
- Protective Field is an amazing damage reduction buff for herself and allies
- Stealth Strike removes aggro and gives her immunity to projectiles

Miles Morales

- High Voltage Lines + Venom Strike is one of the most satisfying and smooth self-synergies in the game
- Mobile
- Adds shock elemental buff to allies.

Gamora

- Very effective DPS with both a strong Stagger and AOE in her skill kit
- Can be fun but doesn't have any abilities that stand out
- Has a good amount of range on her attacks

Iceman

- Excellent team-wide defensive buff (30% damage reduction that lasts 45 seconds)
- Can also be ISO-equipped to deal impressive damage with Arctic Blast

Ghostrider

- Solid overall base stats and strong Abilities in his kit
- Only drawback is that his highest stagger move, Hell Cycle takes a wide, sweeping arc which makes it less time efficient than others in the same category
- Meant to be more of a tanky character

- One of the best characters to use as a tank because his base defence stats are really high
- Movements are slow but he is hard to knock down
- Has fantastic stagger damage and good crowd control
- Synergises very well
- Hell Cycle allows you to get to enemies faster
- Hell Cycle leaves a trail of damaging fire
- Hell Cycle can be hard to aim sometimes
- Can take a beating while handing out his own
- Pretty good crowd control with third ability

Hulk

- Hulk was tied for the highest base Strength, Vitality and Durability stats in game before Infinity Thanos
- Hits hard and has some highly-entertaining, highly-effective abilities
- He staggers less quickly than some of the other heavy hitters and drains energy quickly
- Thunder Clap when held is good for taking out trash because of its high damage
- Unstoppable Charge has solid stagger
- When held, Hulk Smash has a really big radius of effect
- Gamma Slam is also good for taking out trash because of how Hulk grabs someone and then swings them around before slamming them

Deadpool

- Deadpool has plenty of mobility thanks to Teleport and Slice & Dice
- Eat Lead is highly damaging
- Teleport is an invaluable enemy-skipping tool in some spots, especially in Danger Room
- High staying power thanks to his high vitality and healing factor
- Katanarama! Is a bit too slow compared to other staggers
- You can teleport to the enemy and slash them using the first ability
- The third ability has good AOE and synergises well

Human Torch

- Fun, effective, AOE ability that self-synergizes similar to Miles Morales coupled with a strong stagger

The Thing

- Has a faster variant of Colossus' Cold Hard Steel in Ready to Rock

Venom

- Respectable base stats and high resilience make him a viable tank option
- Strong AOE with Living Weapon and mobile stagger in Venom Fang
- Venom Fang is hard to aim but if you go up to the enemy and use this it's very effective in staggering
- You would enjoy playing with him but kind of slow
- More of a tank character but might not be able to keep up
- Abilities are good at crowd control
- Recommend boosting him with strength and energy ISO-8s

B Tier

Iron Man

- Fun to play and solid all-around character whose specials don't excel in any category compared to others
- Strong Stagger and Beam abilities

Luke Cage

- Solid Stagger and AOE Abilities
- High strength and vitality stats but like other tanks in the game, suffers from low energy
- Plays similar to Drax but better
- Solid stagger and health damage

Psylocke

- High damage potential and self-synergy
- Has low durability and resilience

Nightcrawler

- Fastest character in the game thanks to his teleport, making him very useful in certain Danger Room missions
- Good damage output but a little frail overall and requires competent energy management
- Can make up distance fast
- In general his damage is good but stagger is low
- You have control of how evasive or aggressive you want to be

Gambit

- Strong self-synergy attacks and damage output but best used as an auxiliary character as he lacks a consistent stagger

Black Widow

- Decent damage output although her skill kit seems a little incongruous to what you might expect from a super-spy character
- Plays similar to Elektra and Gamora but more fun to use
- Attacks cover a lot of range
- Also has good up-close attacks
- Feels quick and precise
- Is a very useful character but doesn't stick out

Spider Gwen

- Mediocre stats but has a spin-to-win move in Swing Time
- Impressive AOE damage with her other abilities
- Synergises well
- Basic attacks pack more of a punch than most other characters
- A solid character but lacks damage output that players might need
- Useful against large amounts of enemies like in Wave Infinity Trials

Blade

- Unique playstyle with his charged abilities
- Potential for solid damage output with elemental charges, synergies and solid stats
- Has one of the fastest Bash attacks in the game

Morbius

- Solid, speedy brawler with an AOE debuff like Daredevil
- Above-average mobility and a health regen attack to make up for his mediocre defenses
- Shines in big crowds of trash
- Downside is against bosses
- Try to get close and spam the slash attack

Hawkeye

- Enjoyable, ranged playstyle with self-synergy
- Requires more knowledge of positioning and setup than some of the other characters

Elsa Bloodstone

- Somewhat frail but has a bad-ass variety of boomstick-oriented attacks, including a fun AOE
- Can be fun to play but has low stagger damage

Rocket and Groot

- Energy-efficient, self-synergizes and if you unequip his second ability Vine Whip from his special abilities, you will be able to simultaneously attack with Quantum Igniter while performing heavy attacks with Groot
- Tough to aim light attack
- Can self synergise with the beam synergy

Punisher

- Like Hawkeye, Punisher requires competent positioning and aiming ability to fully utilize his kit
- Otherwise he's a bit squishy
- Has two attacks that have you diving away from enemies

Crystal

- Fun skill kit with self-synergy and lively animations but isn't as effective as Star Lord
- Still a solid character with myriad synergies. Good choice for synergy-based Infinity Trials

Loki

- Like a mix of Storm and Scarlet Witch but with less mobility and fluidness than either
- Solid damage and self-synergy still make him a fun character to play
- Has good damage, especially with his ice attribute
- Stagger is almost non-existent though
- Attack animations may feel slow
- Better as a support character

C Tier

Falcon

- Synergizes well with Ms. Marvel and other characters. Very mobile

- Has a unique, charged Stagger Ability in Falcon's Flight that keeps him above danger in mid-air but requires better aim than other due to its extra movement
- Decent AOE
- Damage output may feel underwhelming

Spiderman

- Strong Bind abilities and good mobility but not as useful as other characters in boss fights due to his lack of a strong stagger ability

Drax

- Another tank with a low energy stat as a result; he has capable stagger ability but a somewhat frustrating mix of attack types for his special abilities
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Moon Knight

- Decent attacker with a useful glide ability for Danger Room missions but nothing exceptional in his skill kit nor anything overly useful during boss fights

Elektra

- Solid damage and Stagger and agile - although she's a bit frail and plays like a less dynamic version of Psylocke
- Attacks do decent damage on stagger and health but not crows control
- Best stagger ability is Sai Strike but not really good
- Sometimes delay on attacks

Iron Fist

- Good Stagger ability and fluid skill kit
- Attacks are a mix of melee and Mastery, requiring knowledge of proper stat prioritization when it comes to ISO-equipping
- Has a good set of abilities that do solid health and stagger damage
- Synergises well
- Doesn't have that much range

D Tier

Doctor Strange

- One of the most powerful characters in the MCU is unfortunately a bit lackluster in *Marvel Ultimate Alliance 3*
- Decent binding ability and damage output but lacks in the synergy department and has a healing ability that does not scale well at all
- Only has 2 synergy abilities
- The healing ability (Winds of Watoomb) is useless and needs a buff

Scarlet Witch

- Very much in the same boat as Strange. Decent damage output but suffers from lack of synergies and a sub-par healing ability
- Only has one ability that can synergise
- The healing ability is useless and needs a buff

F Tier

D Tier

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