

DIFFICULTY (D) AND RESISTANCE (R) CHART

DIFFICULTY:	1	2	3	4	5	6	7	8	9	10
ACTIVITY & RESISTANCE WEIGHT Use Strength to Lift or Carry. You may use all ● in energy pool. Throw Damage = ●x2	Up to 100 lbs R=1 to lift, throw +1 per panel carried or 10' thrown. Personal Computer Garbage Can, Dog	100-250 lbs R=2 to lift, throw +1 per panel carried or 10' thrown. Newspaper Machine Refrigerator Park Bench	250-1,000 lbs R=3 to lift, throw +1 per panel carried or 10' thrown. Motorcycle City Mailbox Siberian Tiger	1,000 lbs-2 tons R=4 to lift, throw +1 per panel carried or 10' thrown. (2,000 lbs=1 Ton) Car/SUV Polar Bear/Rhino Cruise Missile	2-5 tons R=5 to lift, throw +1 per panel carried or 10' thrown. Minibus Lightweight Truck Huey Helicopter	5-10 tons R=6 to lift, throw +1 per panel carried or 10' thrown. Medium Truck Elephant/T. Rex Blackhawk	10-25 tons R=7 to lift, throw +1 per panel carried or 10' thrown. School Bus F-16 Falcon	25-50 tons R=8 to lift, throw +1 per panel carried or 10' thrown. City Bus Garbage/Hvy Truck Subway Car	50-75 tons R=9 to lift, throw +1 per panel carried or 10' thrown. SR71 Blackbird C-130 Hercules M1 Abrams	75-100 tons R=10 to lift, throw +1 per panel carried or 10' thrown. Space Shuttle (93t) Small Locomotive (125t)
RUNNING Also Web-Slinging, Wall-Crawling, etc. Use Speed. No cost to move under 5mph.	5 to 10 MPH 80 yds/Panel 1 block R=1 Normal Human	To 20 MPH c. 200 yds/Panel 2 blocks R=1 Athlete/Dog	To 40 MPH c. 400 yds/Panel 5 blocks R=2 Peak Human/Cat Fox/Grizzly Bear	To 75 MPH c. 750 yds/Panel 10 blocks R=2 Enhanced Human Jackrabbit/Cheetah	To 125 MPH c. 1 mile/Panel 20 blocks R=3 Highway car chase.	To 250 MPH c. 2 mi./Panel R=3 Racing Car	To Mach 1 (750+mph) c.6 mi./panel R=4	To Mach 2 c. 12 mi./Panel R=4	To Mach 5 c. 30 mi./Panel R=5	To Mach 20 c. 120 mi./Panel R=5
FLYING Add Extra ● for carrying extra weight (as lifting)	10 to 30 MPH R=1 (Near-Hover) Glider	31-150 MPH R=1 MLB Fastball/Hawk Apache Chopper WWI Biplane	151-160 MPH R=1 Peregrine Falcon (Natural limit)	161-200 MPH R=1 Blackhawk Helicopter	250-750 MPH R=2 WWII Fighter 747	Mach 1-2 R=2 Concorde	Supersonic Mach 2-4.6 R=3 F-16 Falcon	Escape Velocity To Mach 4.7-7 R=3 Bullet from gun Titan II ICBM	Sublight Speed D=9 Flight R=4	Light Speed 186,000 MP/S R=5
AREA/LEAPING Use Str, Agl, Spd or Acrobatics. Also Use for diameter of Area.	To 5'	To 10'	To 25'	To 50'	To 100'	To 200'	To 500'	To 1500'	To 1 mile	3+ miles
RANGES	Close Combat 10 feet	Very Short Range 30 Yards	Short Range 100 yards	Medium Range 1/4 mile/500 yds.	Long Range 1 mile/1,760 yds	Bombardment Range 3 miles	Cruiser Range 10 miles	Battleship Range 20 miles	Missile Range 100 Miles	Extreme Range 5,000+ miles
DURATION	1 Panel	10 Panels	120 Panels 1 hour	500-1,000 Panels A few hours	3,000 Panels 1 day	10-15,000 Panels Several days	20,000 Panels 1 week	100,000 Panels 5 weeks	1 million Panels 1 year	100 million Panels 1 century
ENVIRONMENTAL DAMAGE ●/person/Panel of exposure	Low-Level Radiation	Noxious Gas	Intense Heat or Cold	Burning Building	Poisonous Gas	High-Level Radiation	Huge Storm containing large chunks of debris	Caught in prolonged or repeating blast-like situation	Firestorm (intensified heat)	Totally hostile environment/ Ground Zero/ Instant annihilation
HARDNESS (Break or Smash) Use Strength. GM may also add Resistance as desired	TV, computer, small appliance H=Leather, Wood	Car window, Furniture, H=Hard Plastic	Kick in door, Rip light metal H=Bulletproof Glass, Brick	Tear door off car, break handcuffs, Smash Walls H=Lead, Copper, Aluminum	Brass or bronze work, break telephone poles H=Iron	Uproot tree, punch through concrete wall, bend bars H= Steel	Rip steel, punch through vaults, pull guns off tanks H=Diamond, Titanium Steel	Knock support from under major bridge H=Super Hardened Steel Alloy	Bring down a skyscraper, bust a dam H=Omnium Steel, Advanced Military Alloys	Destroy/Devour Worlds H=Alien Alloys, Secondary Adamantium
OPENING LOCKS Use thieving or similar	Latch R=1	Common Lock, Padlock, Handcuffs R=4	Commercial Lock, Standard Safe R=3	Jail Door, FBI/UN- Level Security R=100 ●	Bank Vault, X-Men Mansion R=1,200 ●	Fort Knox, SHIELD Security R=3,000 ●	Supernatural Defense, Tombs R=7-5,000+ ●	Advanced Alien R=7,000-15,000 ●	Legendary Alien, Supernatural R=3,000+ ●	Overcome a god's treasure defenses R=10,000+ ●

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ACTIVITY & RESISTANCE TECHNOLOGY	VCR, Common Appliances, Cars	Simple Computer, Communications Equipment	Programming, Large Computer Systems	Most Medical Tech, Normal Hi-tech	SHIELD/Interpol-Level Devices State-of-the-Art	AIM Devices Alien Devices	Kree Technology Shi'ar Technology	Time Machine	Highly Complex Alien Machine	Alien Machine (Using unknown principles)
VEHICLE OPERATION R=D unless given R is /panel to operate. May combine ● to overcome R	Bikes, Simple Machines, Cars, SUVs, Motorcycles	Trucks R=1 Armored Personnel Carriers R=1	Basic Planes R=1 Blackbird R=3 Quinjet R=2 Tank R=3	Fighter Jets R=2 Helicopters R=1	Space Shuttle R=18	Fighter Spacecraft R=10	Complex Alien Spacecraft R=60-100 ●	Alien Heavy Cruiser R=2,000 ●	Space Battleship R=5,000 ●	Space Station Operations R=7,500 ●
General Education Level	Secondary School	High School	College	Master's Degree-level	PhD Level	Multi-PhD Level	Recognized Leading Scholar	World Authority	Knows most facts, all in area of expertise	Knows almost all known facts.
Games (Zero-level, Tic Tac Toe, Odds/evens.)	Checkers Most Arcade Games	Poker, Monopoly, Stratego, Risk, Clue, Computer Games	Bridge, Chess, Go, Settlers of Catan, Simple Wargames	Chessmaster Go @ 1 Don Level	World Champion Chess Player	World Premier Go-master	World Premier Go-master	Master of any game having played it once.	Can beat anyone at the gods.	Unbeatable at any game not involving luck.
Scientific Speciality (not general knowledge)	Undergraduate Level (Bachelors')	Graduate Level (Masters')	PhD-Level	Expert Researcher	Expert Specialist	Nobel Prize-Level	Legendary Ability	Mad Scientist Level	World's Best	Interplanetary Expert
Wealth Net Worth/Monthly or Issue Income -1=Dead Broke, \$0 0=Broke, \$5k/\$50	Okay \$25,000/\$2,000 N.Y.P.D.	Well-Off \$100,000/\$7,500 X-Men, AIM, FBI, CIA, Homeland Security	\$250,000/\$10,000 Avengers, SHIELD	Millionaire \$1 million/ \$20,000 Henry Pym	\$10 million/ \$100,000 Wasp	\$100 million/ \$1 million Professor X	Billionaire/ \$10 million Green Goblin	\$10 billion/ \$100 million Tony Stark, Kingpin, Doctor Doom	\$100 billion/ \$1 billion Small Nation	\$1 trillion/ \$10 billion Kang
DIFFICULTY:	1	2	3	4	5	6	7	8	9	10
Intelligence	Below Normal Green Hulk	Normal Abomination	Above Normal Rogue, Gambit	Gifted Daredevil, Elektra	Genius Beast, Jean Grey	Exceptional Genius Forge, Apocalypse	Exceptional Genius Bruce Banner/ Spider-Man	Supergenius Doctor Doom	Superhuman Reed Richards, Henry Pym	Immeasurable
Strength	Normal Bruce Banner	Athlete Cyclops, Storm	Peak Human Kingpin, Elektra	Enhanced Human Wolverine	Superhuman Beast, Spider-Man	Enhanced Superhuman Mister Sinister	Metahuman Venom, Ultron	Enhanced Metahuman Blob, Rogue	Maximum Metahuman Thing, Iron Man	Incalculable Green Hulk, Thor, Silver Surfer
Agility	Normal Bruce Banner	Athlete Storm, Cyclops	Peak Human Elektra, Gambit	Enhanced Human Wolverine, Sabretooth	Superhuman Beast, Quicksilver	Enhanced Superhuman Spider-Man	Metahuman Super Skrull, Apocalypse	Enhanced Metahuman Hercules	Maximum Metahuman	Incalculable
Speed	Normal Human Bruce Banner	Athlete Gambit, Jean Grey	Peak Human Elektra, Bullseye	Enhanced Human Toad, Thing	Superhuman Spider-Man, Beast	Subsonic Silver Surfer	Mach Speed Electro	Supersonic	Quicksilver	Quicksilver
Durability	Normal (Tires after a few seconds/1 Panel) Bruce Banner	Athlete (Tires after 5 min./10 Panels) Hawkeye, Jean Grey	Peak Human (Tires after 1 hour/120 Panels) Cyclops, Elektra	Enhanced Human (Tires after few hrs/500-1,000 Panels) Spider-Man, Beast	Superhuman (Tires after 1 day/3k panels) Wolverine, Sabretooth	Enhanced Superhuman (Tires after several days.-10k/15k Panels) Blob, Thing	Metahuman (Tires after 1 wk 20k/Panels) Green Hulk	Enhanced Metahuman (Tires after 5 wks/100k Panels) Silver Surfer	Maximum Metahuman (Tires after 1 year/1 million Panels)	Immeasurable (Tires after 100 million Panels)

How to use this chart: The Activity is described along the left side of this chart. The Difficulty of doing something at that range, weight, speed, technical level, etc., is represented by the numbers in the red circles along the top of the chart. The information in each box then represents the resistance to doing that activity at that Difficulty. It also lists real-world equivalents. Often, it also lists an illustrative example. If no Resistance is given, then use the Difficulty as the Resistance. To be able to attempt an Action, the total of your Action Number, Ability Bonus and Modifier must be = to the Difficulty. To succeed at that Action, the stones of effort you put in must = the Resistance to that Action.

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