



Benchmark Guide V2

Compiled By Chris Finney

“Very nice work! I don't see anything in your guidelines that I wouldn't agree with”

- Steve Kenson

I hope this guide will be a useful resource for your character modelling and creation. Have fun!

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If you have any questions, errata or suggestions message me at Green Ronin's Forum – my forum name is **Chris** or contact me at:
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Mutants & Masterminds, Freedom City Author - Steve Kenson
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MODELLING CHARACTERS

Modelling your favourite comic book character (or any other one) can be fun. It also needs a bit of imagination. The technique I use is simple. I call it the 'going up the ladder'. When you get to a rung that feels right - you stop.

For example, I want to model an M&M version of a well-known wall crawler. What I do is this: note any facts I already have about the bug-guy (lifts 10 tons, shoots sticky webs harder than steel etc.)

Then I start to **Go Up The Ladder** for each of his stats: Starting on attack bonus. As soon as you get to a description that feels right, I stop. If you want to go higher *but are not sure*, stop. For instance, I wouldn't rate him as a +5 or +6 as it's too low. I stop at +7 +8 '*Highly experienced with natural talent or intensive training*'. It sounds about right. I look at the levels above (+9 +10) '*Superior skills with long combat experience, included amongst the best around*'. Nope, that doesn't sound like my wall crawler. I'll stick with my +7 or +8.

Next comes Strength. Well, I know he can lift 10 tons.

Well, my buggy friend has always been muscular but quite slender – a sort of skinny muscular build. It also depends on which artist's version you prefer but I will choose his well-known lithe body – sort of like a martial artist or gymnast's body.

I go up the ladder.

I get to **14-15**:

Strong defined build. Athletic. This perhaps is the level where muscle toning stops and serious building begins because you are incredibly toned and defined. This is the result of regular training as for a martial artist or athlete where speed and lighter build is necessary with a muscular form.

Well, he *is* incredibly toned and defined, but he is certainly not like a body-builder so this sounds good. He is slender so I think I'll choose a **STR 14**. Now I also know exactly how much Super Strength to give him so he can lift 10 tons!

Next is **DEX**.

I arrive at: **Enhanced Superhuman (+11 to +12)**

Your reaction times are increasingly fast and your reflexes are beyond belief.

I look at the levels below and above. Nope, this sits right for me.

Now I know our wall crawler has a total of **+11 or +12 DEX** levels – but what about his normal **DEX**?

Hmm. Here comes a bit of imagination...

If our webbed friend ever lost his incredible agility, just how good would he be?

Well, I can imagine him being really active and athletic – but not as good as an Olympic athlete.

This one appeals to me:

Athletic (+1 to +2)

You are far more agile than a regular person. Improved coordination and reflexes.

A **+1 or +2** means a stat of **12 to 15**. I think he's had a lot of years of practical improvement so I choose a **DEX of 14**. This means I can now give him a **Super Dexterity of +9**.

Keep going up the ladder, use the same methods and above all else, have fun!

COMBAT BENCHMARKS

(Base Attack Bonus)

Untrained (+0)

No ability

(*Civilian*)

Some Training (+1 to +2)

A little talent or training.

(*Police Officer, Gang Member, evening classes in self-defense*)

Regular Training (+3 to +4)

Some talent or professional training.

(*Police Officers marksmanship, Lor Soldier, experienced soldiers*)

Highly Trained (+5 to +6)

Excellent natural talent or training.

(*Daedelus, Megastar, Nereid, Wildcard, Gepetto, Toy Boys marksmanship, Special Forces, typical Ninja*)

Highly Experienced (+7 to +8)

Great natural talent or intensive training.

(*Siren, Max Atom, Bowman, Star Knights, Angel Androids, Gepetto's marksmanship, superb martial artist*)

Expert Skills (+9 to +10)

Long combat experience or incredibly trained, included amongst the best around. (*Foreshadow, Dr Tomorrow, Johnny Rocket, Lady Liberty, Wildcard's marksmanship*)

Mastery (+11 to +12)

Peerless skill, amongst an elite of the world's greatest combatants. (*Raven, Orion, Dr Sin, Talos, Hyena, Pugilist, Minotaur*)

Legendary (+13 to +14)

Far greater than human. The greatest combatants ever. (*Master Lee, Star Khan, Remlock, Damocles, Atomic Brain*)

Superhuman (+15 to +16)

Combat prowess beyond mundane human ability.

(*Omega*)

Powerful Superhuman (+17 to +18)

Great natural superhuman talent or intensive training.

Unbelievably Powerful Superhuman (+19 to +20)

Long superhuman combat experience or unbelievably trained, included amongst the best around the cosmos. You may be a demi-god.

Overwhelmingly Powerful Meta-Human (+21 to +25)

Peerless skill amongst an elite of the cosmos' greatest combatants.

A legendary fighter amongst demi-gods.

Otherworldly (+26 to +30)

The greatest combatants in the cosmos bow to your fighting prowess.

A legend amongst demi-gods.

Near-Cosmic (+31 to +35)

You have no equals throughout many realms.

Cosmic (+36 to +40)

You have no equals anywhere.

Godlike (+41 to +50)

A god. You are victorious over all.

STRENGTH

Note: these benchmarks for strength are modelled on actual real-word comparisons to physical build & appearance and apply to 'normal' human levels of strength.

1 Tiny (*10lbs heavy load*) **(-5)**

A small baby

2-3 Small (*20-30lbs heavy load*) **(-4)**

Cosmo The Moon Monkey, A three-year-old child / a toddler

4-5 Waif-like. (*40-50lbs heavy load*) **(-3)**

A four or six year old child

6-7 Thin. You may have a child-like build or actually BE a child. (*60-70lbs heavy load*) **(-2)**

Toy Boy, An eight or ten-year-old child

8-9 Slight. You have a light build and appear very slender or lithe: that is not to say you are a weakling, especially if you have a healthy CON of 10 or more. (*80-90 lbs heavy load*) **(-1)**

Medea, Doc Otaku, Lady Tarot, most fashion supermodels, a thirteen-year-old child

10-11 Regular build. You may be strong with a slighter build or have a regular build. That is not to say you look weak. You have a perfectly good physique and your body weight determines whether you appear slim, or perhaps a little defined. (*100-115lbs heavy load*) **(+0)**

Daedelus, Seven, Eldrich, Wildcard, Dr Sin, most people

12-13 Good build. You clearly have a stronger build than normal folk. You may be wonderfully toned, robust, or lithe with coiled strength. Usually this is the result of everyday activity with lifting / physical work or regular fitness training. (*130-150lbs heavy load*) **(+1)**

Johnny Rocket, Siren, Sonic, Hellqueen, Terra King, Professional tennis player

14-15 Strong defined build. Athletic. This perhaps is the level where muscle toning stops and serious building begins because you are incredibly toned and defined. This is the result of regular training as for a martial artist or athlete where speed and lighter build is necessary with a muscular form. (*175-200lbs heavy load*) **(+2)**

Lady Liberty, Raven, Bowman, Nereid, The Silencer, Cinematic martial artist

16-17 Large build of a pro athlete. Muscles are incredibly defined; veins prominently bulge when exerting strength. This is the result of intensive athletic training as for a pro athlete or sportsperson where a large muscular build is needed. (*230-260lbs heavy load*) **(+3)**

Max Atom, Orion, Magpie, Warden, Heavyweight boxer

18-19 Huge build of Olympic weightlifter or wrestler. Muscles are hugely defined and hugely prominent, large veins may be permanently bulging. This is the result of an intensive, punishing weight-training regimen for normal people. (*300-350lbs heavy load*) **(+4)**

Foreshadow, Captain Thunder, Dr Metropolis, Zandar the Jungle Lord, Star-Khan, Jack Wolf, White Knight, Super-heavyweight boxer, Professional wrestler

20 Extreme build – massively over-developed. You muscles are bulging to the extreme and veins may be like knotted rope. You are so huge that even athletes gasp. (*400lbs heavy load*) **(+5)**

Mastermind, Omega, Talos

IMPORTANT !

The figures below are based on **TOTAL STAT BONUSES** with super stats added to the total:
e.g. **DEX 20 (+5)** and **Super DEX +6 = +11 Enhanced Superhuman**

Progressions of value are based on increments of +2 up to +20, then in increments of +5 up to +40 and finally increments of +10 up to +80.

DEXTERITY

Terrible (-5)

You are barely coordinated. *Über Klutz*

Very bad (-4)

Shaky. Mind that cup of coffee...

Bad (-3)

You are really quite clumsy and awkward. Klutz.

Poor (-2)

You are both slow AND clumsy. Roadkill auditions.

Below average (-1)

You may be a little slow or clumsy. Watch out.

Normal human (+0)

Most normal everyday people. You can get through the day and face life's normal athletic challenges.

Athletic (+1 to +2)

You are far more agile than a regular person. Improved coordination and reflexes.

Captain Thunder, Daedelus, Dr Metropolis, Eldrich, Lady Lunar

Gifted (+3 to +4)

You are agile enough to be a professional athlete or gymnast.

Dr Tomorrow, Lady Liberty, Siren, The Hellqueen

Peak Human Agility (+5 to +6)

You are one of the finest examples of honed reflexes, reaction times and superb motor skill. You could be a record-setting Olympic gymnast.

Jack Wolf, Wildcard, Dr Sin

Enhanced human (+7 to +8)

Your reflexes are way above what is considered 'normal'. You may have highly trained and augmented motor skills or be naturally agile. Your nerve impulses and reaction times become faster through ability or training.

Wolfjack, Silencer's reflexes, Hyena's reflexes

Superhuman (+9 to +10)

Reaction times become superhuman and you are incredibly fast and agile or fantastically well trained.

Dr Tomorrow's reflexes, The trained abilities of Raven, Bowman, Foreshadow, Orion, Star-Khan's reflexes, Remlock's training

Enhanced Superhuman (+11 to +12)

Your reaction times are increasingly fast and your reflexes are beyond belief.

The Angel Androids, Magpie, The proportional speed of a spider?

Meta-Human (+13 to +14)

Your reaction time is beyond anything normal science can explain.

Johnny Rocket

Enhanced Meta-Human (+15 to +16)

You can react in an instant as you respond to danger with the speed of thought.

Powerful Meta-Human (+17 to +18)

Your reflexes function almost instinctively as you can anticipate every move.

Unbelievably Powerful Meta-Human (+19 to +20)

Simply astonishing reflexes and reaction times push you to levels nearly beyond mortal comprehension. You react almost with precognition. Your athletic manoeuvres defy humanoid anatomy. Wow.

Overwhelmingly Powerful Meta-Human (+21 to +25)

All thrown projectiles appear be almost motionless – arrows hang in the air.

Otherworldly (+26 to +30)

High velocity projectiles appear to be almost motionless – bullets hang suspended in the air.

Near-Cosmic (+31 to +35)

You see energy bolts appear to be almost motionless. Half the time you can dodge faster than light objects.

Cosmic (+36 to +40)

You see laser beams and lightning appear to be almost motionless.

Godlike (+41 to +50)

You see radiation and objects travelling faster than light appear to be almost motionless.

Virtual Deity (+51 to +60)

Everything appears to be motionless.

Deity (+61 to +70)**Beyond Imagination (+71 to +80)**

The universe and all of its manifestations appears to be frozen in time.

CONSTITUTION

Terrible (-5)

You are barely awake. How much time do I have left doctor?

Very bad (-4)

Call a doctor. Very sickly. I need a sick bag.

Bad (-3)

You are badly out of shape. Sickly. Gasp gasp.

Poor (-2)

You are really out of shape. Weak or infirm. Elderly. Cough.

Below average (-1)

You may be a little frail, infirm or just plain out of shape.

Normal human (+0)

Most normal everyday people. You are healthy enough to endure the normal physical stresses of everyday life.

Doc Otaku, civilians

Above average (+1 to +2)

You are far fitter and healthier than average and have good stamina. You may work out and train regularly.

You eat a really healthy diet OR your metabolism rocks!

Johnny Rocket, Lady Liberty, Bowman, Seven

Gifted (+3 to +4)

Intensively trained levels.

You are VERY fit and healthy and have great stamina. You definitely work out and/or train –and intensively.

You definitely eat the right things and your metabolism is superb.

Dr Tomorrow, Captain Thunder, Daedelus, Raven, Siren, Eldrich, Foreshadow,

Human peak levels (+5 to +6)

Peak human stamina and resistance

You have one of the finest human physiologies around. You have ultimate human fitness, health and stamina. Perhaps only hours of painful intensive training or a superb natural body can reach this level. You can take a punch in the gut from an ordinary punk and not flinch. Mostly.

Jack Wolf / Wolfjack, Devil-Ray, Hiroshima Shadow, Orion

Enhanced human (+7 to +8)

Your body is way above what is considered 'normal'. You may have highly trained and augmented physiology or be naturally resilient. Your tissues become denser and more resistant to damage. Occasionally you can shrug off small calibre rounds.

Dr Metropolis, The Hellqueen, Mastermind

Superhuman (+9 to +10)

Metabolic processes become superhuman and you are incredibly tough and hardy.

You may throw away your diet. Half the time you can shrug off heavy-calibre firearms.

Baron Samedi, The Green Man

Enhanced Superhuman (+11 to +12)

Your metabolism is increasingly powerful and your immune system is beyond belief.

You can mostly forget ever having to take medication again. You can withstand high-velocity rifle fire sometimes.

Meta-Human (+13 to +14)

Your immune system and resilience to damage & fatigue is beyond anything normal science can rationally explain. You can on occasion withstand heavy cannon fire from a 20mm gun.

Malador, Atomic Brain

Enhanced Meta-Human (+15 to +16)

You are virtually physically perfect. Bacteria and viruses stand almost no chance of surviving in your system. Your tissues may be very dense and resistant to physical injury.

You can take a hit from a tank gun.

Omega

Powerful Meta-Human (+17 to +18)

Your body tissues become even more resistant to physical trauma and your immune system almost works instinctively. Your physical processes may be beyond conventional medical understanding. You are effectively immune to all small arms fire.

Unbelievably Powerful Meta-Human (+19 to +20)

Simply astonishing physiology, immune system and metabolic processes push you to levels nearly beyond mortal comprehension. Your tissues may be incredibly dense and tough. You can hold a grenade as it detonates.

Overwhelmingly Powerful Meta-Human (+21 to +25)**Otherworldly (+26 to +30)****Near-Cosmic (+31 to +35)****Cosmic (+36 to +40)****Godlike (+41 to +50)**

You could bathe in the fires of a star's surface and not get sunburn. You can stand at ground zero as a 1 Megaton Nuke detonates.

Virtual Deity (+51 to +60)**Deity (+61 to +70)**

You can stand on the surface of a star as it goes super nova.

Beyond Imagination (+71 to +80)

INTELLIGENCE

Terrible (-5)

IQ 10 or less, nearly a vegetable, catatonic. Basic mental functions.

Very bad (-4)

IQ 20-30

An insect / reptile. Primal urges.

Bad (-3)

IQ 40-50

A horse / dog. Basic desires.

Poor (-2)

IQ 60-70

A chimpanzee / A small child. Simple desires.

Below average (-1)

IQ 80-90

A slightly dull or distracted person. You may have a short attention span.

Normal human (+0)

IQ 100-110

Most normal everyday people. You are smart enough to face and enjoy a full life and never get called 'stupid'.

Above average (+1 to +2)

IQ 120-130/140-150

You are bright, intelligent, well read, clever, and smart. You probably went to college or you are just naturally clever. Most professionals and graduates may be of this level.

Captain Thunder

Gifted (+3 to +4)

IQ 160-170/180-190, MENSA genius levels

You are very intelligent and you could excel in your chosen fields. You might have a Master's degree or a PhD – or you could try for one.

The Maestro

Human peak levels (+5 to +6)

Peak human intelligence IQ 200 / IQ 200+

You rank as one of the finest minds around. You could be a leading Professor with a good reputation.

Mastermind, Dr Stratos, typical human 'savant'

Enhanced human (+7 to +8)

At this point IQ becomes irrelevant as sheer genius, unconventional, or unique thought patterns defy most academic forms of measurement.

Professor Fathom

Superhuman (+9 to +10)

Thought processes become unique, intuitive and brilliant.

Terra King, The Cosmic Mind, Foreshadow, Duncan Summers, Raven, Dr Tomorrow

Enhanced Superhuman (+11 to +12)

Unique logical and analytical thinking processes become more focused and your ideas may provide incredible breakthroughs. Your talents surpass academic study and become instinctive.

Warden

Meta-Human (+13 to +14)

Beyond mere preconceptions of intelligence –you may understand or hypothesize on ideas centuries beyond current thinking patterns, intuitive and innate grasp of chosen fields of knowledge with astonishing genius.

Toy Boy

Enhanced Meta-Human (+15 to +16)

Masterful innate grasp of chosen fields of knowledge with unsurpassed genius and brilliance. Your areas of expertise are ground breaking and are decades if not centuries ahead.

Doc Otaku, Daedelus

Powerful Meta-Human (+17 to +18)

Can understand and formulate ideas totally removed from conventional thinking patterns, ultimate almost precognitive thought processes, grasp and mastery in fields of expertise totally beyond brilliance. Your sheer grand genius shines out in whatever your areas of knowledge or thinking are.

Talos, Dr Sin (Intellectual Brilliance), Dr Atom

Unbelievably Powerful Meta-Human (+19 to +20)

Simply astonishing intellect and vast thought processes push you to levels nearly beyond mortal comprehension.

Overwhelmingly Powerful Meta-Human (+21 to +25)

You could create life and alter planets. At this level, you may draw the attention of universal beings and entities to your activities.

Otherworldly (+26 to +30)

Understand galaxy-spanning knowledge, you can reflect on the very arcane secrets of existence.

Near-Cosmic (+31 to +35)

You can alter aspects of time and space.

Cosmic (+36 to +40)

Understand universal knowledge – the secrets of time & space are yours. You become an entity.

Godlike (+41 to +50)

Nothing is beyond your grasp. You could create life and whole universes – or destroy them. You can create physical sciences.

Virtual Deity (+51 to +60)

Understand Multiversal knowledge –entities that transcend time, space and dimensions.

Deity (+61 to +70)

Mastery of Multiversal knowledge

Beyond Imagination (+71 to +80)

You are virtually omnipotent. Your thoughts probably create reality.

WISDOM

Terrible (-5)

Almost catatonic, completely stoned or suffering a massive concussion. You are nearly a virtual slave to anyone's will.

Very bad (-4)

You hardly know what's going on. Have you been hit on the head recently? You are very gullible and easily fooled. You are very easily led and have almost no resistance to stronger minds.

Bad (-3)

You are very slow on the uptake and may miss crucial details, subtle overtones and hidden meanings regularly. You can hardly make a firm decision or resist other's suggestions.

Poor (-2)

You are a little slow on the uptake. You may miss important things now and then. You find it hard to focus or find your determination.

Below average (-1)

You could be a little absent – minded and may occasionally miss a few things. Occasionally your resolve may falter.

Normal human (+0)

You are as alert and intuitive as any regular person and can get through everyday life with no problems. You have the resolve and strength of will to face everyday trials.

Above average (+1 to +2)

You have a greater awareness and can pick up 'vibes' and you are aware of subtle moods and details. You have a greater determination than most and assert yourself with vigour.

Captain Thunder, Johnny Rocket

Gifted (+3 to +4)

You have a keen intuitive sense and notice the finer details. You are aware of very slight nuances and changes in mood, atmosphere and notice details others would miss. You are very determined, assertive and focused, single-minded or obstinate.

Dr Metropolis, Daedelus, Lady Liberty, Siren, Lady Luna, Medea, Star-Khan

Human peak levels (+5 to +6)

You are completely switched on to things. You are acutely aware of many hidden details, moods and have a good intuition about most things. You are incredibly determined – or obsessive.

Talos

Enhanced human (+7 to +8)

You have an uncanny insight and perception of things. You are resolute beyond the strongest willed everyday people.

The Centurion

Superhuman (+9 to +10)

You have amazing intuition; you draw conclusions in an instinctive way from the subtlest moods and details. You have supernal will and self-control. You may be supremely focused or obsessive.

Raven, Duncan Summers, Orion, Baron Samedi, Cosmic Mind, Terra King, Dr Tomorrow

Enhanced Superhuman (+11 to +12)

You have an instinctive grasp of the given qualities of any person, thing or situation. Almost nothing escapes your attention. You are resolute and possess astonishing balance during moments of undeniable terror or immanent mortality.

Foreshadow

Meta-Human (+13 to +14)

You are virtually 'at one' with any environment or situation and perceive the dynamics of it on a gut level. Your willpower is virtually unshakable.

Wolfjack

Enhanced Meta-Human (+15 to +16)

You have an almost mystical awareness and perception of any given event, mood or thing and appreciate things on many levels and depths of perception. You have strength of will that can remain unshaken and resolute during moments of mind-bending mystical terror.

Eldrich, Malador

Powerful Meta-Human (+17 to +18)

You border on the precognitive. You can almost guess what a person is thinking or what they are going to do next. Your wisdom and perception knows many myriad levels. Your will is virtually undeniable. Almost nothing fazes you.

Dr Sin

Unbelievably Powerful Meta-Human (+19 to +20)

You think on many complex levels at once and multiple moves ahead. Your mind is a labyrinth. Almost nothing can shake your self-confidence. You are effectively immune to mood changes due to brain chemistry and hormonal activity; total shifts of reality do nothing more than pique your interest – your willpower is supreme.

Overwhelmingly Powerful Meta-Human (+21 to +25)**Otherworldly (+26 to +30)****Near-Cosmic (+31 to +35)****Cosmic (+36 to +40)****Godlike (+41 to +50)****Virtual Deity (+51 to +60)****Deity (+61 to +70)****Beyond Imagination (+71 to +80)**

CHARISMA

Terrible (-5)

You have all the charm of a rock. You may sit in a funny room with padded walls all day and drool. People overlook you all the time and pay you almost no heed – unless you MAKE them take notice...or they may notice you – and run away.

Very bad (-4)

People tend to ignore you in conversations completely and may not even notice you are there – or they may actively avoid you. You may be very ugly, extremely withdrawn and almost incapable of interacting with people. You may be a hermit. Dates? What are they?

Bad (-3)

You may appear reclusive, very vulgar, or extremely plain and uninteresting. Social interaction is difficult. Most people will tend to avoid you.

Poor (-2)

You find it hard to get asked out on dates. You are just too plain, withdrawn or clumsy at interacting with everyday people. Some people may avoid you.

Below average (-1)

You tend to stay away from attention or maybe you are just shy, a little too reserved or want to be left alone – or you could be a little plain in personality or looks. You may be just one laid-back dude.

Normal human (+0)

You demand as much attention as most people do –unless you are wearing a costume!

Above average (+1 to +2)

You stand out from the crowd as being personable, likable, witty, and persuasive – or imposing, sinister and unsettling. Most radio dj's, T.V. presenters and comedians have this level of charisma – as do the most popular people in social circles. People may be drawn to you.

Johnny Rocket, Eldrich, Seven, Daedelus, Malador, Orion

Gifted (+3 to +4)

A strong forceful personality. You hold the attention of those around you. Typically, charismatic actors, pop stars and other public figures are in this range. Your gaze can be quite unsettling – or charming. People are certainly drawn to you. You have a definite air of authority about you.

Lady Liberty, Captain Thunder, Siren, Bowman, Lady Lunar, Dr Sin, Wildcard, Dr Stratos, Kulak

Human peak levels (+5 to +6)

A unique personality. You cause immediate interest on appearance and your presence demands attention. If you are in the spotlight you may receive national interest because of your personal magnetism. You attract people like a magnet.

Mastermind, Gepetto

Enhanced human (+7 to +8)

A force of personality so strong, you could draw global attention. Worldwide adoration: you could inspire a cult following. You can crush people with your gaze – or enthrall them.

Superhuman (+9 to +10)

So magnetically charismatic, you may become a household name and could inspire urban or galactic myths & legends in your own lifetime. Your presence can turn the heads of legendary figures. Your bearing can instil dread or incredible admiration in people.

Foreshadow, Duncan Summers, Raven, Star-Khan, Hellqueen, Baron Samedi, Medea, Dr Tomorrow

Enhanced Superhuman (+11 to +12)

Your force of personality is so intense and huge; you could influence the opinions and reactions of beings of mystical power.

Meta-Human (+13 to +14)

You can speak amongst gods, angelic or demonic beings – and they would listen.

Enhanced Meta-Human (+15 to +16)

You walk amongst gods as a near equal as your force of personality almost becomes tangible. People are awed by your presence and weak – minded or primitive folk may fall at your feet – in worship or fear.

Powerful Meta-Human (+17 to +18)

Your presence reaches throughout the galaxy.

Unbelievably Powerful Meta-Human (+19 to +20)

You receive the attention of powerful mystical entities and can converse with the most powerful beings in the universe.

Overwhelmingly Powerful Meta-Human (+21 to +25)**Otherworldly (+26 to +30)****Near-Cosmic (+31 to +35)****Cosmic (+36 to +40)****Godlike (+41 to +50)****Virtual Deity (+51 to +60)****Deity (+61 to +70)****Beyond Imagination (+71 to +80)**

POWER BENCHMARKS

Slight (+1 to +2) 250 volts (+2)

Fair (+3 to +4)

Notable (+5 to +6) *Lady Tarot's luck, Remlock's time control*

Considerable (+7 to +8) *Foreshadows' precognition, Centurion's super senses*

Empowered (+9 to +10) *Johnny Rocket's superspeed, Lady Liberty's Light control, 2lbs TNT (+10)*

Very Empowered (+11 to +12) *Dr Metropolis' city control, Captain Thunder's electrical powers, Hiroshima Shadow's radiation control, Dr Stratos' weather control, 250,000 Volts (+12),*

Greatly Empowered (+13 to +14) *Mastermind's telekinesis, 1 Million Volts (+14)*

Incredibly Empowered (+15 to +16) *Eldrich's / Malador's sorcery, Atomic Brain's radiation control, Interior Of A Blast Furnace, Inside A Nuclear Reactor*

Vastly Empowered (+17 to +18) Omega's cosmic power, Cold Of Deep Space (+18)

Unbelievably Empowered (+19 to +20) Kalak's sorcery, Centurion's super strength, Heart Of A Volcano, 1 Ton TNT (+20)

Overwhelmingly Empowered (+21 to +25)

Otherworldly (+26 to +30) A Star's Surface, 1 Kiloton Nuke, 1 Gigavolt (1Billion Volts); (+30)

Near-Cosmic (+31 to +35)

Cosmic (+36 to +40) A 1Megaton Nuclear Blast (+40)

Godlike Power (+41 to +50)

Vast Godlike Power (+51 to +60) A Super Nova (+50)

Deity Level (+61 to +70)

Beyond Imagination (+71 to +80)

EXPANDED DIFFICULTY LEVELS

DIFFICULTY	DC	MODIFIER NEEDED FOR 50% CHANCE OF SUCCESS
Very Easy	0	None
Easy	5	- 5
Average	10	+0
Tough	15	+5
Challenging	20	+10
Formidable	25	+15
Heroic	30	+20
Super Heroic	35	+25
Nearly Impossible	40	+30
Near Cosmic	45	+35
Cosmic	50	+40
Godlike	60	+50
Vastly Godlike	70	+60
Deity	80	+70
Beyond Imagination	90	+80

ELECTRICITY

Low amperage electricity is never fatal (Stun Hits) – such as getting 50,000 volts from a taser gun. High amperage electric on the other hand can be *deadly* (Lethal Hits).

- **Shock from electrical current (mains supply) +2 (250 volts)**
- **Shock from a main power-line +8 (15,000 volts)**

Reality Genre Option

Take the damage and apply as stun and reduce the effect by -5 and also apply as lethal damage: the character gets a belt from the current and may suffer burns and system shock.

Conductivity

Conductivity of a substance may increase or decrease the charges effectiveness. This is particularly appropriate to characters that are in a specific form, or that can change matter.

Substance	Effect
Rubber, Glass, Air	+4 to save
Chromium, Plastic	+2 to save
Flesh, Cloth, Concrete, Wood	No Change
Iron, Steel, Lead, Water	-2 to save
Gold, Silver, Aluminium, Copper	-4 to save

FIRE

Fire will set anything that is combustible ablaze.

Catching on Fire

Characters at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he must make a damage save versus DC16 immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he must make another damage save that round. Success with the Reflex save means that the fire has gone out. (That is, once he succeeds at his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another Reflex save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make Reflex saving throws (DC 15) for each item. Flammable items that fail sustain the same amount of damage as the character.

Note that the levels below indicate DIRECT contact with the source of flame PER ROUND.

- **Burning Torch +1**
- **Campfire +2**
- **Large Campfire +4**
- **Room Ablaze +6 (Smoke: Obscure, Suffocation)**
- **House Ablaze +10 (Smoke: Obscure, Suffocation)**
- **Warehouse Ablaze / A Raging Inferno +12 (Smoke: Obscure, Suffocation)**
- **Chemicals Ablaze +14**
- **Inside A Blast Furnace +16**
- **Combustible Chemicals Ablaze +18**
- **Volcanic Magma / Heart Of A Volcano +20**
- **A Star's Surface +30**
- **A Super Nova +50**

POISONS

(See Pages 122 & 143 M&M Core Book)

TOXIN	SAVE DC	EFFECTS	DETAILS
Arsenic	16 e	+6 Drain STR CON	Lethal, Nauseated
Belladonna	16 e	+6 Drain STR CON WIS	Lethal, Nauseated
Chloroform	15 h	+6 Unconsciousness	Stun
Chloral Hydrate	17 e	+7 Unconsciousness	Stun
Cobra Venom	16 i	+6 Paralysis	Lethal
Cyanide	20 h e	+10 Drain CON	Lethal
Nerve Gas	25 h c	+15 Drain DEX CON Paralysis	Lethal
Rattlesnake Venom	14 i	+4 Drain STR DEX	Lethal, Nauseated
Scorpion Bite	13 i	+3 Drain STR	Lethal
Strychnine	20 e	+10 Drain DEX CON	Lethal, Paralysis

Key:

Eaten = e

Injected = i

Inhaled = h

Skin Contact = c

- Poisons may have the **Slow Recovery Extra**, the **Delay Extra** and **Secondary Effect**. (See M&M core book p. 122).
- Many poisons have CONDITIONS (see M&M core book p.139).
- Drain effects on STR cause weakness (*Most poisons*).
- Drain effects on DEX cause loss of coordination and eventual paralysis (*Neurotoxins*).
- Drain effects on CON cause damage to the body such as organ failure, internal haemorrhaging leading to eventual death (*Most lethal poisons, Hematoxins*).
- Drain effects on INT cause confusion and mental impairment.
- Drain effects on WIS cause confusion, loss of awareness and loss of willpower (*Narcotic drugs, Alcohol, Truth Drugs*). Lowering willpower resistance can have dramatic effects on interrogation.
- Science (Chemistry, Toxicology) can create poisons and custom-made toxins. Use the rules for Demolitions to create a potency level.
- The highest 'normal' potency of toxins that can be produced with 'normal' science is +15: such as Nerve Gas. Comic book science can of course have deadlier poisons.
- Typical comic book Nerve Gases are commonly non-lethal, only causing paralysis.
- Most animal venoms can have a starting potency of +3 and go up to +15 for the deadliest ones known, such as the more exotic kinds like the Sea Wasp jellyfishes venom.
- Animal venoms are usually Hematoxins or Neurotoxins.
- Hematoxins are blood agents that work by causing haemorrhaging and tissue breakdown.
- Neurotoxins attack the nervous system causing paralysis and suffocation.

RADIATION

(See Page 143 M&M Core Book)

In comic books, radiation is almost never fatal. It is a bright glowing form of heat & light energy that is damaging.

The GM may require characters to suffer lethal damage if the style of campaign warrants it. See page 143 in the Core Book.

Residual radiation from a recent nuclear blast +10

Radiation from a sample of plutonium +14

Nuclear reactor +16

Radiation pulse from a nuclear blast +18

Campaign Style Guides

GENRE RULES			
	4 Colour <i>M & M Default level</i>	Gritty	'Real World'
Lethal Damage?	Yes	Yes	Yes
Limited Extra Effort?	No	No*	Yes
Limited Hero Points?	No	No*	Yes
Recovery From Stun Hits	1/Minute	1/10 Minutes	1/Hour
Recovery From Lethal Hits	1/Hour	1/Day	1/Week
Recovery From Knockout	1 Minute	10 Minutes	1 Hour
Recovery From Disabled	1 Day	1 Week	1 Month
Massive Damage?	No	Yes**	Yes
Impairment?	No	No*	Yes

*Game masters may wish to tweak these options to suit their style of 'grittiness'.

**For Gritty campaigns, massive damage is encouraged because of the increased risk of serious injury or even death in this darker world setting.

'Real World' is an approximation of super powers being used in our world – but obviously with 'comic book physics' still in play somewhat. Characters are limited in what they can do with regards to Hero Points and Extra Effort, injury is serious and often fatal and recovery takes longer. Wounds can slow you down and seriously affect your performance.

REFLEX SAVES

• Thrown car	DC 15
• Boulders / Debris	DC 17
• Knives	DC 20
• Darts	DC 22
• Arrows	DC 25
• Small calibre bullets	DC 27
• Sonics	DC 30
• Autofire / High velocity bullet hail	DC 32
• Energy Bolts	DC 35
• Lightning Arcs	DC 37
• Laser Beams	DC 40
• Radiation flares	DC 42
• Faster than light object	DC 45

DAMAGE BENCHMARKS

- +1 Wafer-thin razor sharp playing card, Needle
- +2 Shuriken, Dagger
- +3 Light Pistol, Sword
- +4 Sub Machinegun, Bow, Hand Axe, Spear
- +5 Assault Rifle, Heavy Pistol, Crossbow, Blaster Pistol, Great Sword, Shotgun
- +6 Grenade, Repeating Blaster, Battleaxe, Flamethrower
- +7 Rifle
- +8 Blaster Rifle, Fighter Jet Gun, LAW/Bazooka, Frigate Gun
- +9 105mm Howitzer Gun, Space Fighter Gun
- +10 Tank Gun
- +11 Torpedo
- +12 Battleship Gun, Cruise Missile
- +13
- +14 Space Cruiser Gun
- +15
- +16 Space Battleship Gun

WEIGHTS Table	
Weight	Example of Weight
.352 oz./10.5 grams	Needle, match
1.76 oz./52.8 grams	Mouse, small bird
3.52 oz.	Empty shot glass, paperback novel, rat
.55 lbs./8.8 oz.	A pint of water, squirrel, small handgun
1.1 lbs.	Large book, cup of water
2.2 lbs.	Purse, notebook computer, medium handgun
3.3 lbs.	Laptop computer
4.4 lbs.	Car tire, cat, large handgun
7.7 lbs.	M-16A2, book bag
11	Infant's weight, M1 Garand, shot-put
55 lbs.	Child's weight, full suitcase, 27" TV set
110 lbs.	Adolescent's weight
220 lbs.	Average man's weight
330 lbs.	Football lineman's weight
441 lbs.	Sumo wrestler's weight, small piano, GBU-12 (500-lb bomb)
551 lbs.	Large black bear, seal, large stag, small boulder
661.5 lbs.	Grand piano, small nuclear warhead
771.75 lbs.	120mm mortar, large wooden canoe
882 lbs.	Motorcycle, sailboat, female polar bear
0.5 tons	Male polar bear, camel
0.75 tons	Small trailer
1 ton	Economy car
1.5 tons	Mid-size pickup, mini-van
2.5 tons	Luxury car, van
3 tons	Truck
5 tons	large ship's anchor
6.5 tons	Armored limousine, Learjet, Tyrannosaurus rex
9.5 tons	Killer whale (male)
12.5 tons	Subway car, male African elephant
18.75 tons	Fighter jet (unloaded), streetcar
25 tons	Fighter jet (loaded), Small rocket, reactor fuel container (truck)
37.5 tons	Gray/humpback whale, T-54/55 tank
50 tons	M60A1 tank, amphibious assault vehicle
75 tons	M1A1 tank, Bowhead whale, reactor fuel container (railroad)
100 tons	757, space shuttle, blue whale, locomotive, Crusader howitzer & supply vehicle
150 tons	Cargo jet capacity, diesel locomotive, C-5A Galaxy (empty)
200 tons	767, SRN4 hovercraft
300 tons	Galleon, C-5A Galaxy (fully loaded)
400 tons	747, trawler
600 tons	
800 tons	Drilling rig
1.2 ktons	
1.6 kt	Small bridge
2.4 kt	Hydroelectric generator
3.2 kt	Destroyer
4.8 kt	Freight train, lighthouse
6.4 kt	Nuclear submarine
9.6 kt	
12.5 kt	Freighter (empty)
18.75 kt	
25 kt	Cruiser, freighter (full)
37.5 kt	Large ocean liner (cruise ship)
50 kt	Battleship
75 kt	
100 kt	(100,000,000 kg) Large bridge