# Difficulty (D) and Resistance (R) Chart

### Difficulty:

<table>
<thead>
<tr>
<th>Difficulty Level</th>
<th>Activity &amp; Resistance</th>
<th>Weight</th>
<th>Activity &amp; Resistance</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Up to 100 lbs</td>
<td>Lift</td>
<td>R=1 up to 100 lbs</td>
</tr>
<tr>
<td>2</td>
<td>100-250 lbs</td>
<td>Throw</td>
<td>R=2 100-250 lbs</td>
</tr>
<tr>
<td>3</td>
<td>250-1,000 lbs</td>
<td>Lift+Throw</td>
<td>250-1,000 lbs</td>
</tr>
<tr>
<td>4</td>
<td>1,000 lbs-2 tons</td>
<td>Lift+Throw</td>
<td>1,000 lbs-2 tons</td>
</tr>
<tr>
<td>5</td>
<td>2-5 tons</td>
<td>Lift+Throw</td>
<td>2-5 tons</td>
</tr>
<tr>
<td>6</td>
<td>5-10 tons</td>
<td>Lift+Throw</td>
<td>5-10 tons</td>
</tr>
<tr>
<td>7</td>
<td>10-25 tons</td>
<td>Lift+Throw</td>
<td>10-25 tons</td>
</tr>
<tr>
<td>8</td>
<td>25-50 tons</td>
<td>Lift+Throw</td>
<td>25-50 tons</td>
</tr>
<tr>
<td>9</td>
<td>50-75 tons</td>
<td>Lift+Throw</td>
<td>50-75 tons</td>
</tr>
<tr>
<td>10</td>
<td>75-100 tons</td>
<td>Lift+Throw</td>
<td>75-100 tons</td>
</tr>
</tbody>
</table>

### Activity & Resistance

- **Weight**
  - Lift: Use Strength to Lift or Carry
  - Throw: No cost to move under 5mph

- **Running**
  - Add Extra for carrying extra weight (not lifting)

- **Flying**
  - Add Extra for carrying extra weight (not lifting)

- **Area/Leaping**
  - Use Str. Ag. of Spd or Aerobatics

### Ranges

- **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: 3 miles
  - Cruiser Range: 10 miles
  - Battleship Range: 20 miles
  - Missile Range: 100 miles
  - Extreme Range: 5,000+ miles

### Duration

- **Duration**
  - 1 Panel
  - 10 Panels
  - 120 Panels
  - 1 hour
  - A few hours
  - 1 day
  - Several days
  - 1 week
  - 5 weeks
  - 10-15,000 Panels
  - Several years
  - 100,000 Panels
  - 1 week
  - 5 weeks
  - 1 year
  - 100,000 Panels
  - 1 century

### Environmental Damage

- **Damage**
  - Low-Level Radiation
  - Noxious Gas
  - Intense Heat or Cold
  - Burning Building
  - Poisonous Gas
  - Heatwave
  - High-Level Radiation
  - Huge Storms
  - Caught in prolonged or devastating blast-like situation
  - Firestorm (Intensified heat)
  - Totally hostile environment/Ground Zero/Instant annihilation

### Hardness

- **Hardness**
  - Car window, small appliance
  - Leather, Wood
  - Torso of human
  - Rip light metal, Bulletproof Glass, Brick
  - Tear off clothing, break hardwoods, break telephone poles
  - Brass or bronze, work hard, break H=Iron
  - Uproot tree, punch through concrete wall, bend bars, H=Steel
  - Rip steel, punch through vaults, pull guns off tanks, H=Super Hardened Steel Alloy
  - Knock support from under major bridge, H=Titanium Steel
  - Bring down a skyscraper, bust a tank, H=Oxidium Steel, Advanced Military Alloys
  - Destroy/Devour Worlds, H=Alien Alloys, Secondary
  - Overcome a god's treasure defenses, H=Adamanium

### Opening Locks

- **Opening Locks**
  - Latch
  - Common Lock, Padlock, Handcuffs
  - Commercial Lock, Standard Safe
  - Jail Door, FBI/UN-Level Security
  - Bank Vault, X-Men Mansion
  - Fort Knox, SHEILD Security
  - Supernatural Defense, Tombs
  - Advanced Alien: R=7,000-15,000
  - Legendary, Supernatural: R=3,000+
  - Overcome a god's treasure defenses: R=10,000+
# DIFFICULTY:

<table>
<thead>
<tr>
<th>Activity &amp; Resistance</th>
<th>Technology</th>
<th>General Education Level</th>
<th>Scientific Specialty</th>
<th>Wealth</th>
<th>Difficulty</th>
</tr>
</thead>
<tbody>
<tr>
<td>VCR, Common Appliances, Cars</td>
<td>Simple Computer, Communications Equipment</td>
<td>Secondary School</td>
<td>Undergraduate Level (Bachelors')</td>
<td>Well-Off</td>
<td>Below Normal</td>
</tr>
<tr>
<td>Programming, Large Computer Systems</td>
<td>Most Medical Tech, Normal Hi-Tech</td>
<td>High School</td>
<td>Graduate Level (Masters')</td>
<td>$250,000/$10,000 Avenger, SHIELD</td>
<td>Normal Abomination</td>
</tr>
<tr>
<td>SHIELD/Interpol-Level Devices, State-of-the-Art</td>
<td>AIM Devices, Alien Devices</td>
<td>College</td>
<td>PhD-Level</td>
<td>Millionaire</td>
<td>Above Normal</td>
</tr>
<tr>
<td>Knee Technology, Shi'ar Technology</td>
<td>Time Machine</td>
<td>Master's Degree-level</td>
<td>Expert Researcher</td>
<td>$1 million/ $1 million Professor X</td>
<td>Gifted, Daredevil, Electra</td>
</tr>
<tr>
<td>Vehicle Operation</td>
<td>R=0 unless given</td>
<td>PhD Level</td>
<td>Expert Specialist</td>
<td>Billionaire/ $10 million Green Goblin</td>
<td>Genius, Beast, Jean Grey</td>
</tr>
<tr>
<td>R is /panel to operate. May combine to overcome R</td>
<td>Multi-PhD Level</td>
<td>Recognized Leading Scholar</td>
<td>Nobel Prize-Level</td>
<td>$10 billion/ $1 billion Tony Stark, Kingpin</td>
<td>Exceptional Genius, Forge, Apocalypse</td>
</tr>
<tr>
<td>Vehicles: Bikes, Simple Machines, Cars, SUVs, Motorcycles</td>
<td>Bikes: R1</td>
<td>Master's Degree-level</td>
<td>Legendary Ability</td>
<td>$100 billion/ $1 billion Small Nation</td>
<td>Exceptional Genius, Bruce Banner, Spider-Man</td>
</tr>
<tr>
<td>Trucks R1 Armoled Personnel Carriers R1</td>
<td>Trucks: R1</td>
<td>World Authority</td>
<td>Mad Scientist Level</td>
<td>$1 trillion/ $10 billion Kang</td>
<td>Super Genius, Doctor Doom</td>
</tr>
<tr>
<td>Basic Planes R1 Blackbird R3</td>
<td>Basic Planes: R1</td>
<td>Knows most facts, all in area of expertise</td>
<td>World's Best</td>
<td>Immeasurable</td>
<td>Superhuman, Reed Richards, Henry Pym</td>
</tr>
<tr>
<td>Fighter Jets R2 Helicopters R1</td>
<td>Fighter Jets: R2</td>
<td>Knows almost all known facts.</td>
<td>Interplanetary Expert</td>
<td></td>
<td>Immeasurable</td>
</tr>
<tr>
<td>Space Shuttle R=10</td>
<td>Space Shuttle: R=10</td>
<td>Can beat anyone at his own game except the gods.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fighter Spacecraft R=60-100</td>
<td>Fighter Spacecraft: R=60-100</td>
<td>Master of any game having played it once.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Complex Alien Spaceship R=60-100</td>
<td>Complex Alien Spaceship: R=60-100</td>
<td>Unbeatable at any game not involving luck.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Alien Heavy Cruiser R=2,000</td>
<td>Alien Heavy Cruiser: R=2,000</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Space Battleship R=5,000</td>
<td>Space Battleship: R=5,000</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Space Station Operations R=7,500</td>
<td>Space Station Operations: R=7,500</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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.

The Marvel Universe Roleplaying Game TM & © 2003 Marvel Enterprises, Inc. All Rights Reserved.