

OPTIONAL MATERIAL

General Benchmarks

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The Goal

To create some readily useful reference points for general comparison of capabilities, as well as to help Editors make quick decisions about how to handle various challenges in a game. These are not meant to represent hard-and-fast restrictions; instead, they are meant to give even more meaning to the challenges heroes face and manage to overcome. Remember, by invoking the right combination of Links, a hero can find many ways around what otherwise might look like an impossible situation.

That's the stuff of legends...

Explanations

Rank: The Trait Ranking of the element or action in question, making it directly relative to comparative Traits of characters. For example a hero with Exceptional Strength 3 can be regularly expected to manage Power Lifter Weights and break through Wooden Doors with just a bit of effort.

Difficulty: The base Difficulty number for accomplishing something at the level indicated. This can be modified by circumstances and other influences, but it's a place to start. It's based on the core rules principle of setting a static Difficulty by adding 6 to the relevant Trait Rank.

To Lift: Whether through sheer strength, telekinesis, force manipulation, or any number of other means, this is the general benchmark for picking things up. If a character wishes to then throw the thing being lifted, the Difficulty should probably be set one or two Ranks higher, and possibly more depending on how far they wish to throw the object.

To Catch: This helps measure relative speeds for those with super-speed, flight, or gear that provides some kind of transportation across distances. Opposed rolls should still be used in chases, but this lets the Editor quickly handle roughly how fast something is relative to everything else.

To Reach: This is a measure of distance that can cover anything from weapon ranges to stretching powers to teleportation. In the case of really ridiculous distances, it may take more than an action within a single Round to cover the distance in question.

To Cover: This pretty much addresses anything that would be defined as an "area effect" action, from explosions to mass telepathy to super-speed or satellite searching for someone among a population.

To Break: Busting things up with great strength or blasts of energy or huge weapons is a staple of the comics, and this column gives the Editor a general idea of what it takes for various categories of things to be broken.

Benchmark Table

HUMAN

SUPERHUMAN

COSMIC

Rank	Difficulty	To Lift	To Catch	To Reach	To Cover	To Break
1	7	Football Player Weights	A healthy, Fit Person	From the Outfield to the Infield	An Office Cubicle	A Wooden Board
2	8	Pro Wrestler Weights	A Collegiate Track Star	The Length of a Basketball Court	A Two-Car Garage	A Windshield
3	9	Power Lifter Weights	A Nationally Ranked Sprinter	The Length of a Football Field	A Small House	A Wooden Door
4	10	Strongman Competitor Weights	A World-Class Sprinter	A Large City Block	A Large House	An Interior Wall
5	11	A Small Car	A Race Horse	A Few City Blocks	A Suburban Cul-De-Sac	An Interior Metal Door
6	12	A Large Car	A Cheetah	Across a Town	A Large Aircraft Hangar	A Brick Wall
7	13	A Delivery Truck	A Hi-Performance Sports Car	Across a City	A Metropolitan Pro Football Stadium	A Stone Wall
8	14	A Bus	A Bullet Train	Across a County	A Small Town	An Exterior Metal Door
9	15	A Main Battle Tank	The World's Fastest Car	Across a State	A Small City	A Reinforced Concrete Wall
10	16	A Large Cargo Plane	A Subsonic Jet Aircraft	Across a Region	A Medium City	A Heavy Engine Block
11	17	The Eiffel Tower	A Supersonic Jet Fighter	Across a Small Nation	A Large City	An Armored Car
12	18	A Cruise Ship	A Hypersonic Scramjet	Across a Large Nation	A County	A Tank
13	19	A Battleship	A Mega-Sonic High Orbital Craft	Across a Continent	A Small State	The Side of a Battleship
14	20	A 100-Story Building	An Earth-to-Moon Spacecraft	Across a Hemisphere	A Large State	A Titanium Vault Door
15	21	An Aircraft Carrier	A System-Limited Spacecraft	Anywhere on Earth	A Region	A Mega-Diamond
16	22	The Golden Gate Bridge	A Sub-C Spacecraft	From the Earth to the Moon	A Nation	Super-Science or Alien Metals
17	23	A City Block	A Low-FTL Spacecraft	Anywhere in the Solar System	A Continent	"The Hardest Substance Ever"
18	24	A Small Island	A Mid-FTL Spacecraft	Anywhere in the Milky Way	A Planet	A Moon
19	25	A Mountain	A High-FTL Spacecraft	A Few Galaxies Away	A System	A Planet
20	26	The Moon	Anything That Moves	Across the Universe	A Star Sector	Just About Anything