

Defining Normal in a *Villains & Vigilantes* World

Normal is such a relative term, and the extraordinary flexibility of the V&V system makes it easy to lose track of what is "normal." I've seen many players become dissatisfied with characters who don't score at least a d10 with the basic attack or lack Heightened Agility (with the obscene number of benefits provided by that power). I present this table as a way of encouraging a certain sense of perspective.

Level	Characteristic Range	Carrying Capacity	Hit Points	Damage	Equivalent Damage
Weak	up to 7	up to 120	up to 3	1d3	
Normal	8 to 12	121 - 240	4 to 7	1d4	
Strong	13 to 15	241 - 320	8 to 10	1d6	
Very Strong	16 to 19	321 to 480	11 to 15	1d8	pistol
Peak Human	20 to 24	481 to 960	16 to 24	1d10	rifle, energy pistol
Superhuman	25 or more	961 or more	25 or more	1d12	hand grenade, heavy machine gun
				2d8	autocannon
				1d20	medium bomb, tank gun shell

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