



UNSTOPPABLE HEROES UNIVERSE

UHU Multi-Realm Roleplaying System

Alpha Core Rulebook

Alpha Playtest v0.1

This is a consolidated working build assembled from recoverable UHU RPG rules and explicitly labeled alpha-test procedures. It is not a verbatim recovery of every earlier chat message.

FREE TESTING BUILD - NOT FOR RESALE

Rules, numbers, profiles, and scenarios marked as ALPHA TEST DEFAULTS are deliberately provisional. Their purpose is to generate useful playtest evidence before canon decisions are locked.

1. What This Alpha Build Is

This rulebook provides one contiguous, playable UHU RPG alpha build. Several rules were recoverable with strong continuity across the design work. Other procedures existed only as incomplete notes. For external testing, those gaps are filled with clearly identified **ALPHA TEST DEFAULTS** so groups can actually play instead of stopping every eight minutes to discover another blank space.

Recovered core: 2d10 Core Check; the eight Attributes; the 23 Skills; DN ladder; Margin and degree bands; Edge and Burden dice behavior; Natural 20/Natural 2 triggers; Initiative; five Defenses; Pace; Stress Capacity; Protection structure; Wound Capacity; Scale; damage conversion; Affliction result bands; and the basic Momentum spending menu.

Alpha defaults: exact Momentum/Crisis pool sizes and Crisis menu, some action timing, Range-to-Zone mapping, Defeat/recovery details, several Condition effects, and the provisional advancement schedule. These defaults exist to be tested, criticized, and replaced when evidence says they should be.

2. What You Need

- Two ten-sided dice per player, plus one extra d10 when Edge or Burden applies.
- A character or Scenario Profile.
- A visible Momentum pool and Crisis pool. Tokens, counters, or a digital tracker work.
- A Game Master and a group willing to report what confused, slowed, bored, delighted, or broke them.

3. The Core Check

Core Check = 2d10 + Attribute + Skill + applicable modifiers. Compare the total to a Difficulty Number (DN) or Defense. Margin equals final total minus target value.

Difficulty	DN
Routine	9
Easy	12
Standard	15
Hard	18
Extreme	21
Exceptional	24
Nearly Impossible	27+

Margin	Degree
+10 or more	Exceptional Success
+5 to +9	Strong Success
0 to +4	Standard Success
-1 to -4	Setback
-5 to -9	Serious Failure
-10 or less	Catastrophic Failure

A Setback or worse does not have to mean 'nothing happens.' The Game Master should prefer lost time, reduced quality, exposure, Resource strain, a new Objective, or another consequence that moves the fiction forward.

4. Attributes

Attribute	What it measures
Might	Raw physical power, lifting, striking force, and forceful movement.
Agility	Coordination, speed, balance, reflexes, and physical precision.
Endurance	Stamina, toughness, bodily resilience, and sustained exertion.

Attribute	What it measures
Intellect	Reasoning, analysis, memory, technical comprehension, and planning.
Awareness	Perception, alertness, intuition about immediate surroundings, and reaction speed.
Will	Mental discipline, determination, emotional resistance, and self-control.
Presence	Social force, confidence, leadership, expression, and personal influence.
Essence	Metaphysical, supernatural, cosmic, psychic, or Source-linked potential when a rule calls for it.

5. Skills

Skill	Typical uses
Acrobatics	balance, tumbling, evasive movement
Athletics	running, climbing, swimming, raw physical exertion
Close Combat	melee fighting, grappling, close-quarters attack
Ranged Combat	firearms, bows, energy projection, aimed ranged attacks
Command	leadership, battlefield orders, coordination
Deception	lying, disguise, misdirection
Engineering	design, repair, construction, mechanical systems
Influence	persuasion, negotiation, intimidation, social leverage
Insight	read motives, emotional cues, mental resistance
Investigation	search scenes, reconstruct events, connect evidence
Medicine	first aid, treatment, diagnosis
Mysticism	magic, occult systems, divine or astral practices
Perception	spot, hear, locate, notice
Performance	music, acting, public performance
Piloting	aircraft, spacecraft, advanced vehicles
Science	scientific analysis and laboratory work
Security	locks, countermeasures, intrusion, physical security
Stealth	hide, move quietly, avoid detection
Survival	tracking, wilderness, hostile environments
Tactics	combat planning, positioning, threat assessment
Technology	computers, electronics, AI systems, devices
Temporal Studies	time phenomena, temporal theory, anomalies
Xenology	alien species, cultures, biology, and nonhuman systems

6. Edge and Burden

Edge: roll 3d10 and keep the highest two. **Burden:** roll 3d10 and keep the lowest two. Add Attribute, Skill, and modifiers after selecting the kept dice.

Edge and Burden cancel one-for-one before rolling. Superior Edge or Superior Burden, when a profile explicitly grants it, uses 4d10 and keeps the highest or lowest two respectively. Do not invent Superior states merely because multiple ordinary sources exist unless the profile or table ruling allows it.

Temporary flat modifiers are capped at +4 or -4 unless a rule explicitly says it operates outside that cap. Edge and Burden are dice states, not flat modifiers.

7. Natural Results

Natural 20: the two kept dice are both 10. Upgrade the result by one degree. A player-character check also adds 1 Momentum after the check resolves.

Natural 2: the two kept dice are both 1. Downgrade the result by one degree. A player-character check also adds 1 Crisis after the check resolves.

The resource gained by the current check cannot be spent on that same check in this alpha build.

8. Momentum and Crisis

ALPHA TEST DEFAULT: At the start of a Mission, Momentum starts equal to the number of active player characters. Crisis starts equal to the number of active players. Each pool has a maximum equal to twice that number. Excess gains are lost. Both pools are visible to the table. Both reset at the start of the next Mission.

Momentum cost	Alpha use
1	+2 after the roll but before Margin/degree is finalized; once per check; applied after the ordinary +/-4 modifier cap.
1	Reroll one kept die; once per check; the new result must stand; natural results are recalculated from the final kept pair.
1	Create a minor opportunity: useful position, access, incidental information, a small environmental advantage, or reduced collateral cost.
2	Create a major opportunity: expose a weakness, create an escape route, establish major temporary access, or open a new Objective path.
1-3	Perform a Stunt extending an existing capability. The GM sets the cost by scope. A Stunt cannot permanently add a Power or ignore Source/Scale restrictions without explicit approval.

Crisis cost	Alpha use
1	Complication: introduce a foreshadowed, situation-linked problem that creates play rather than erasing a completed success.
1	Hazard escalation: activate or advance a known environmental threat.
1	Adversary opportunity: reposition, use a listed reaction-like option, protect a component, or call support. Not a full extra turn.
2	Major complication: add a significant new Objective, time pressure, collateral threat, or Resource strain.
2	Preserve threat: allow a major adversary to retreat, phase-transition, sacrifice a component, or convert immediate removal into escape. Existing Wounds, spent Resources, and completed Objectives remain.

Crisis may not retroactively turn a resolved success into failure, invent immunity after the fact, force a player character's beliefs or relationships, delete a Core Clue, or ignore established safety boundaries.

9. Initiative, Rounds, and Turns

Initiative = $2d10 + \text{Agility} + \text{Awareness}$. Roll once when structured timing begins.

- Player-player tie: the tied players choose their order.
- NPC-NPC tie: the GM chooses.
- Player-NPC tie: higher Awareness, then higher Agility, then a tie-only roll.
- Every participant begins the encounter with one Reaction available.
- A Reaction refreshes at the start of that participant's turn.
- Initiative normally remains fixed for the encounter.

Turn package: one Major Action, one Move, one Minor Action, reasonable Free Actions, and the Reaction between refreshes.

Downward Action Exchange, alpha default: an unused Major may become one Move or one Minor. An unused Move may become one Minor. The resulting action cannot be exchanged again. Reactions never convert. Unused actions are lost at turn end.

10. Delay and Ready

Delay: declare before taking any action or movement. Act after a later participant finishes. Your new initiative position becomes permanent. If you never take the delayed turn before the round ends, the turn is lost. This prevents end-of-round double-turn tricks.

Ready: spend the action you are preparing now, state a specific observable trigger, and reserve your Reaction. When the trigger occurs, resolve the prepared effect. It expires at the start of your next turn. If your reserved Reaction is used for anything else, the prepared action is lost.

11. Movement, Zones, Range, and Cover

Pace = 5 + Agility. In this alpha build, tactical movement is Zone-based. Pace is mainly used for chases, unusual distances, difficult transitions, carrying, and speed comparisons.

- A Move lets you reposition anywhere within your current Zone or enter one connected Zone.
- Movement may be split before and after a Major Action unless a trigger or obstacle makes that impractical.
- Difficult terrain usually consumes the whole Move to cross. The GM may instead call for Athletics, Acrobatics, Piloting, or another appropriate check.
- Forced movement does not trigger reactions based only on voluntary departure unless the reaction explicitly includes forced movement.
- Leaving engagement does not create a universal opportunity attack. Only profiles with a relevant Reaction may punish departure.

Range	Alpha Zone meaning
Self	the user only
Close	engaged target or immediate reach in the same Zone
Near	same Zone or one connected Zone away
Far	up to three Zone transitions away within the Scene
Extreme	beyond Far but still meaningfully part of the Scene

Cover	Alpha effect
Partial	+1 applicable Defense
Strong	+2 applicable Defense
Total	no direct line of effect through the obstruction

12. Defenses and Derived Values

Value	Formula
Guard	10 + Agility + Close Combat
Evasion	10 + Agility + Acrobatics
Fortitude	10 + Endurance + Athletics
Resolve	10 + Will + Insight
Firewall	10 + Intellect + Technology
Initiative	2d10 + Agility + Awareness
Pace	5 + Agility
Stress Capacity	6 + Endurance
Wound Capacity	3 for standard player characters
Protection	half Endurance, rounded up + highest applicable Armor + valid layered bonuses

13. Attacks, Degrees, and Damage

An attack is a Core Check against the Defense named by the attack profile. Standard Success hits. Strong and Exceptional Successes improve the result.

Attack degree	Alpha damage/effect adjustment
Standard Success	+0
Strong Success	+2

Attack degree	Alpha damage/effect adjustment
Exceptional Success	+4

ALPHA TEST DEFAULT: Net Impact = Impact + degree adjustment + 3 x (offensive Scale - defensive Scale) - Protection.

Net Impact	Damage
0 or less	0 Stress
1-2	1 Stress
3-4	2 Stress
5-6	3 Stress
7-8	4 Stress
9-10	5 Stress
11-12	6 Stress
13+	7 Stress and 1 Wound

An ordinary attack causes no more than 1 Wound unless the profile explicitly says otherwise.

Voluntary Wound, alpha timing: after damage is converted but before Stress is applied, a character below maximum Wounds may voluntarily take 1 Wound to reduce that incoming Stress by 3, minimum 0. This cannot reduce Barrier Stress and may be used once per incoming effect.

14. Stress, Wounds, Defeat, and Recovery

Stress starts at Stress Capacity and is reduced by damage. Wounds are tracked separately.

ALPHA TEST DEFAULT - Defeat: A character is Defeated when current Stress reaches 0 or Wounds reach 3. A Defeated character cannot take Major, Move, Minor, or Reaction actions. The fiction determines whether they are conscious, trapped, disabled, or unconscious. Defeat is not automatically death.

- First Aid: Major Action, Intellect + Medicine vs DN 15. On Standard Success, a Defeated target with fewer than 3 Wounds returns to 1 Stress. Strong returns 2 Stress, Exceptional 3 Stress. A target benefits once per Scene.
- Short Recovery: after 10 minutes of relative safety, regain 3 Stress.
- Extended Recovery: after at least 1 hour of safe rest, restore Stress to maximum.
- Wound Recovery: after a full day of safe rest and appropriate medical care, heal 1 Wound. Without care, make Endurance + Athletics vs DN 15; Standard or better heals 1 Wound.
- Healing Powers and advanced medical effects use their own profiles and may override these defaults.

15. Afflictions

An Affliction attack identifies a target Defense and an Effect Rank. On a successful attack, determine Net Effect.

ALPHA TEST DEFAULT: Net Effect = Effect Rank + degree adjustment + 3 x applicable Scale difference - Resistance. Resistance is the Attribute most directly tied to the effect: Might for brute restraint, Agility for positional effects, Endurance for bodily effects, Will for mental/emotional effects, Intellect for technological effects, and Essence for explicitly metaphysical effects.

Net Effect	Result
0 or less	No Condition
1-3	Minor Condition
4-6	Enhanced Minor Condition or listed rider
7-9	Major Condition
10+	Severe Major Condition

Recovery DN = 10 + the source Effect Rank at application. Unless a Condition says otherwise, attempt recovery at the end of the affected character's turn using a fitting Core Check. A successful recovery removes that Condition.

16. Condition Catalog

Minor Condition	Alpha effect
Bleeding	At end of turn lose 1 Stress, ignoring Protection. Medicine DN 12 as a Major Action ends it; Healing also ends it.
Burning	At end of turn suffer 1 Stress. A Minor Action plus an appropriate check or immersion/extinguishing effect ends it.
Dazed	Burden on the next Intellect-, Awareness-, or Will-based check before the end of your next turn.
Distracted	Burden on your next check before the end of your next turn.
Glitched	For technological or synthetic targets: Burden on Technology, Firewall-related, or powered-system checks.
Grappled	You cannot voluntarily leave engagement. Escape with a Major Action using Athletics or Acrobatics against the source's Guard or listed DN.
Hindered	Burden on physical movement checks and difficult-terrain checks.
Jammed	One named weapon, device, or system cannot be used until cleared with a Minor Action, or a Major Action if the profile says the fault is severe.
Marked	The source that Marked you gains +1 on its next attack against you before the end of its next turn. Marks do not stack.
Prone	Standing costs a Minor Action. Close attackers gain Edge against you; your own movement is Hindered until you stand.
Shaken	Burden on Resolve checks and on the next action requiring composure or concentration.
Slowed	Pace is halved for chases and you cannot exchange a Major Action into an extra Move.
Vulnerable	The Affliction profile names one Defense; that Defense is -2 until recovery.

Major Condition	Alpha effect
Immobilized	You cannot use Move actions or voluntary positional movement. Other actions remain available.
Restrained	You cannot Move, have Burden on physical checks, and cannot use movement-dependent Reactions.
Staggered	You may take either a Major Action or a Move on your turn, not both. You still have a Minor Action and Reaction.
Stunned	You cannot take Major, Move, Minor, or Reaction actions. At end of your turn, attempt recovery. Free speech or purely narrative action may remain if fiction allows.
Disabled	One named limb, Power, subsystem, or capability is unavailable until recovery or repair.
System Shutdown	A technological target cannot use powered systems or ordinary actions. At end of turn, recover with Intellect + Technology, or an ally may attempt repair as a Major Action.
Controlled	The source may issue one clear, bounded command affecting one Major or Move action on the target's turn. The target retains internal beliefs and may resist prohibited or self-destructive commands immediately. Player identity, consent, relationships, and long-term beliefs are never rewritten.
Temporally Displaced	The target is removed from ordinary interaction until the end of its next turn or until recovery, whichever comes first. It cannot act or be targeted while displaced and returns to the nearest safe legal position.
Unconscious	No actions or Reactions; unaware of the Scene; ordinary passive defenses remain unless the fiction makes the target helpless.

17. Scale

Scale	Name
0	Personal
1	Enhanced
2	Superhuman
3	Heavy
4	Titanic
5	Colossal
6	Planetary
7	Cosmic
8	Divine

Scale measures mechanical magnitude, not physical height. Each relevant Scale difference is worth 3 points in the affected magnitude comparison. Scale never automatically improves accuracy.

18. Sources and the Twelve Realms

Every extraordinary Power should identify its Source. Source compatibility can change when characters cross Realms. The complete compatibility matrix remains under development, so the alpha uses profile-specific notes and GM rulings rather than pretending every cell is finished.

Realm	Alpha identity
Science	advanced science, technology, engineered powers, starships, laboratories
Magic	spells, artifacts, mystical laws, enchanted environments
Divinity	divine forces, avatars, sacred powers, cosmic theology
Time & Space	temporal events, dimensional travel, spacetime anomalies
Monsters	creatures, horror ecologies, supernatural biology
Psyche	mental, emotional, dream, and psionic phenomena
Astral	spiritual, projection, soul, and higher-plane phenomena
Void	absence, corruption, exotic emptiness, destructive anomalies
Dinosaur	prehistoric ecologies, lost-world survival, ancient megafauna
Mechs & Kaiju	giant machines, colossal creatures, city-scale conflict
Water	oceans, aquatic civilizations, pressure, underwater environments
AI Dominion	post-apocalyptic future after global war; sentient AI controls connected machines amid human and mutant survivors

19. Character Creation for Alpha Round 1

The current UHU website playtest module contains the established eight Attributes, 23 Skills, core roller, Defense formulas, a creation-tier budget reference, and a power-cost calculator. This PDF deliberately does not invent a replacement starting budget when that exact value has not been reliably recovered into this contiguous manuscript.

- For the cleanest external alpha, use the Scenario Profiles in the separate character packet.
- Groups using the UHU website builder may use its current creation-tier budget and power-cost calculator, but should record the site/build version.
- Any custom hero used in testing should record Attributes, Skills, Defenses, Stress, Wounds, Protection, attacks, Sources, Scale, Action costs, and full Condition effects.

20. Alpha Progression Schedule A

The following numbers are deliberately provisional test assumptions. Use them only if a group continues beyond the starter campaign, and report whether advancement feels too fast, too slow, too cheap, or too restrictive.

Progression item	Alpha Test Schedule A
Short Adventure award	1 AP
Standard Adventure award	2 AP
Major milestone	additional +1 AP
Ordinary maximum award per Adventure	3 AP
Attribute +1	4 AP
Skill Rank increase	1 AP for Rank 1; 2 AP for Rank 2; 3 AP for Rank 3 or higher
Specialty	1 AP
Minor Talent	2 AP
Major Talent	3 AP
New Power at Rank 1	4 AP
Increase Power Rank by 1	2 AP

Progression item	Alpha Test Schedule A
Enhancement	1-3 AP by scope
Remove Limitation	pay back the credit originally received
Alternate Mode	2+ AP
Increase applicable Scale by one step	6 AP
Realm Familiarity	1 AP
Realm Affinity	3 AP
Resource improvement	1-2 AP
Retraining	2 AP minor; 4 AP major

The 40 AP figure used elsewhere in UHU development is a long-term test horizon, not a promised award rate or campaign length.

21. What Testers Should Report

- Any rule you could not find in under one minute.
- Any term that seemed to mean two different things.
- Any ability that made another character's contribution irrelevant.
- Any repeated Action denial that left a player unable to participate.
- Any encounter that felt much easier or harder than its setup suggested.
- Any time Momentum or Crisis felt pointless, oppressive, too abundant, or too scarce.
- Any Condition that was hard to remember or recover from.
- Any rule the GM had to invent during play.
- Any place where the comic-book fiction and the mechanics fought each other.

The point of this build is not to prove the design is finished. The point is to give testers enough complete machinery to discover where it is not.

UHU Alpha v0.1 - Approved Rules Clarification

UX36 APPROVED ALPHA RULE CLARIFICATION

Attack accuracy: Normal Close attack = Agility + Close Combat. Normal Ranged attack = Agility + Ranged Combat. An explicitly identified special attack may override this with its stated attribute and skill (such as Intellect + Technology or Essence + Mysticism). These are attack accuracy rules, not Might-based impact calculations.

Sample characters: approved derived-defense skill addenda

Invincer	Acrobatics 2
Sunburn	Close Combat 1; Insight 2
Fool's Gold	Acrobatics 1; Insight 2; Technology 0
Gadget Hacker	Close Combat 0; Athletics 1; Insight 2
Corstapik	Technology 0

Scope: these inferred values reconcile the previously printed defenses for the five Alpha scenario sample characters. They are approved Alpha example data, not permanent comic canon or a complete character-build economy. No other character abilities or game statistics are changed by this clarification.

Illustration: Fool's Gold has Agility 2 and Close Combat 3, giving a standard Close attack bonus of +5. Might 4 does not replace Agility for the attack roll. A special named attack uses its explicit exception if the profile says so.