



UNSTOPPABLE HEROES UNIVERSE

UHU Player Quick Reference

Alpha Rules at the Table

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.

Core Check

2d10 + Attribute + Skill + modifiers vs DN or Defense

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

Margin	Degree
+10+	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

Edge / Burden

Edge: 3d10 keep highest 2. **Burden:** 3d10 keep lowest 2. Cancel one-for-one. Superior state: 4d10 keep highest/lowest 2 only when explicitly granted.

Natural 20: kept dice 10+10, upgrade one degree, PC gains 1 Momentum after resolution. **Natural 2:** kept dice 1+1, downgrade one degree, gain 1 Crisis after resolution.

Turn

1 Major + 1 Move + 1 Minor + reasonable Free Actions + 1 Reaction. Reaction refreshes at start of turn.

Exchange: Major -> Move or Minor; Move -> Minor. No reverse exchange, no exchange loops.

Defenses

Defense	Formula
Guard	10 + Agility + Close Combat
Evasion	10 + Agility + Acrobatics
Fortitude	10 + Endurance + Athletics
Resolve	10 + Will + Insight
Firewall	10 + Intellect + Technology

Damage

Net Impact = Impact + degree adjustment + 3 x Scale difference - Protection. Strong +2, Exceptional +4.

Net Impact	Result
<=0	0 Stress
1-2	1 Stress
3-4	2 Stress
5-6	3 Stress

Net Impact	Result
7-8	4 Stress
9-10	5 Stress
11-12	6 Stress
13+	7 Stress + 1 Wound

Ordinary attack: maximum 1 Wound unless profile says otherwise. Voluntary Wound: once/effect, take 1 Wound to reduce incoming Stress by 3.

Afflictions

Net Effect = Effect Rank + degree adjustment + 3 x applicable Scale difference - Resistance.

Net Effect	Result
<=0	No Condition
1-3	Minor
4-6	Enhanced Minor / rider
7-9	Major
10+	Severe Major

Recovery DN = 10 + source Effect Rank at application.

Momentum

- 1: +2 after roll, once/check
- 1: reroll one kept die, once/check
- 1: minor opportunity
- 2: major opportunity
- 1-3: Stunt

Crisis

- 1: complication
- 1: Hazard escalation
- 1: adversary opportunity
- 2: major complication
- 2: preserve threat / phase transition

Pools start at player count and max at twice player count in this alpha build.

Movement

Move anywhere in current Zone or enter one connected Zone. Pace = 5 + Agility for chases and unusual movement. Ranges: Self, Close, Near, Far, Extreme. Partial Cover +1 Defense, Strong +2, Total blocks direct line of effect.

Defeat / Recovery

Alpha default: Defeated at 0 Stress or 3 Wounds. Short Recovery 10 minutes: +3 Stress. Extended Recovery 1 hour: full Stress. First Aid Intellect + Medicine DN 15 can return a Defeated target with fewer than 3 Wounds to 1/2/3 Stress on Standard/Strong/Exceptional success.

Scale

0 Personal, 1 Enhanced, 2 Superhuman, 3 Heavy, 4 Titanic, 5 Colossal, 6 Planetary, 7 Cosmic, 8 Divine. Relevant difference = 3 points per step. Scale is not accuracy.