



UNSTOPPABLE HEROES UNIVERSE

UHU Alpha Feedback and Known Gaps

Tester Report Packet and Provenance Notes

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.

Why This Packet Exists

A previous digital implementation could recover the core roller, Attributes, Skills, DN/Margin logic, natural-result markers, Defense formulas, creation-tier reference, and power-cost structure, but it did not have reliable access to complete procedures for Edge/Burden, Momentum/Crisis spending, Stress/Wounds/Conditions, advancement, portions of action economy, or one contiguous original rulebook. This alpha packet fixes the practical problem by consolidating the known rules and filling the remaining holes with explicitly labeled test defaults.

Important: this is not a verbatim reconstruction of every earlier ChatGPT message. That material is not completely available as one recoverable source. Treat this package as the new contiguous alpha baseline. Future changes should be made against these versioned PDFs rather than trying to reconstruct scattered chat archaeology again.

Known Alpha Defaults Requiring Feedback

Area	What is provisional
Momentum/Crisis	starting pool = player count; maximum = 2x player count; mission reset; visible Crisis; candidate Crisis spending menu
Action economy	downward exchange; permanent Delay position; Ready reserves Reaction; reaction timing model
Movement	Zone-first tactical movement; Pace used primarily for chases/unusual movement; provisional Range-to-Zone mapping
Damage	Strong +2 and Exceptional +4 Impact/Effect; Net Impact order
Defeat	0 Stress or 3 Wounds; First Aid and rest procedures
Conditions	specific Minor/Major effects and recovery timing
Afflictions	temporary Resistance mapping by Attribute
Advancement	Alpha Progression Schedule A costs and awards
Threat Value	not calibrated; no canonical encounter budget yet
Character creation	website budget reference exists, but this PDF intentionally does not invent a conflicting starting budget

Session Information

Group / Tester Name: _____

Date: _____

Rules PDF Version: _____

Website Build: _____

GM: _____

Number of Players: _____

Session Length: _____

Scenario / Adventure: _____

House Rules Used: _____

Rules Question Log

Time	Rule/Page	Question	Temporary ruling	Impact

Rate the Systems

System	Too weak / rare	About right	Too strong / common	Confusing
Edge / Burden	■	■	■	■
Momentum	■	■	■	■
Crisis	■	■	■	■
Action economy	■	■	■	■
Movement / Zones	■	■	■	■
Damage / Stress	■	■	■	■
Wounds / Defeat	■	■	■	■
Conditions	■	■	■	■
Afflictions	■	■	■	■
Advancement	■	■	■	■

Open Feedback

What rule was hardest to understand?

What rule was hardest to find?

What procedure took too long when repeated?

What ability or strategy seemed clearly stronger than alternatives?

What ability or strategy seemed useless?

Did anyone lose meaningful participation for too long? What caused it?

Did Momentum feel like a fun heroic resource or merely a math correction?

Did Crisis create tension or feel arbitrary/unfair?

Did Stress and Wounds produce the kind of superhero durability you expected?

Which Conditions were memorable and which were bookkeeping?

Did the action economy support comic-book pacing?

What should be added, removed, simplified, or explained with an example?

What did the UHU setting do that felt different from a generic superhero RPG?

Severity Suggestion

Severity	Use when
S1 - Blocker	prevents normal play, breaks core math, creates serious agency/safety problem, or makes release evidence unreliable
S2 - Major	materially changes outcomes, causes repeated confusion, or has no reasonable workaround
S3 - Moderate	noticeable but playable with a simple ruling or clarification
S4 - Minor	editorial, formatting, rare edge case, or cosmetic issue

Recommended File Naming for Returned Reports

UHU_ALPHA_[GroupName]_[YYYY-MM-DD]_[Build]_Feedback.pdf

Keep build numbers. Please. Future-you should not have to determine which rules somebody used by comparing punctuation.

Contiguous Baseline Rule

For alpha testing, the Core Rulebook in this package is the baseline when the website, an older note, or a remembered chat fragment disagrees. Record the disagreement as SYNC feedback rather than silently choosing the version you prefer.