



UNSTOPPABLE HEROES UNIVERSE

UHU Alpha Playtest Package

Read Me First

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.

Package Contents

File	Purpose
UHU_Alpha_Core_Rulebook_v0.1.pdf	Contiguous playable rules baseline, including the previously missing procedures.
UHU_Alpha_Player_Quick_Reference_v0.1.pdf	Condensed table-side reference for players.
UHU_Alpha_Scenario_Characters_v0.1.pdf	Five scenario-only profiles for immediate testing without final character-construction costs.
UHU_Alpha_Starter_Campaign_Broken_Moonbase_v0.1.pdf	Three-session noncanonical UHU campaign designed to exercise the alpha rules.
UHU_Alpha_GM_and_Playtest_Guide_v0.1.pdf	How to run, observe, log, and report an external playtest.
UHU_Alpha_Feedback_and_Known_Gaps_v0.1.pdf	Tester forms plus an explicit list of provisional rules and unresolved design areas.

Recommended Distribution

- Players: Core Rulebook, Quick Reference, Scenario Characters.
- Game Master: all player files plus Starter Campaign and GM/Playtest Guide.
- Everyone after the session: Feedback and Known Gaps packet.
- Do not give players hidden GM sections of the Starter Campaign before play.

Free Playtest Notice

This package is intended for free alpha/beta testing of the UHU RPG working build. It is not a final commercial release. UHU names, characters, setting material, and branding remain the creator's intellectual property. Testers may use these files for playtesting and feedback, but should not sell, repackage, or present the material as their own.

Version Rule

When a future alpha changes any core procedure, increase the visible version number and keep old feedback tied to the version used. Do not overwrite history and then wonder why the data disagrees.

What Was Fixed for This Package

- Edge / Burden behavior is now explicitly defined.
- Momentum / Crisis spending has a complete alpha procedure.
- Stress / Wound / Defeat / recovery procedures are playable.
- Minor and Major Conditions have alpha effects.
- Advancement has a clearly quarantined test schedule.
- Action economy, Delay, Ready, Reaction refresh, movement, Range, and cover are contiguous.
- The rulebook no longer depends on access to scattered earlier chat fragments.



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.



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.



UNSTOPPABLE HEROES UNIVERSE

UHU Scenario Profiles

Invincible Ones Alpha Character Packet

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.

Scenario Profile Notice

These profiles are for alpha testing only. Their numerical values are not comic canon, not final RPG construction values, and not evidence that the character-building budget is solved. They exist so outside groups can test the rules without waiting for the construction economy to stop arguing with itself.

All profiles use Wound Capacity 3 unless noted. Attack bonuses listed are total Attribute + Skill before situational modifiers.

Invincer

Kenneth 'Kenny' Johnson - Leader / Energy Defender

Attributes: Might 3, Agility 3, Endurance 4, Intellect 2, Awareness 2, Will 4, Presence 3, Essence 4

Key Skills: Athletics 3, Close Combat 3, Ranged Combat 2, Command 3, Insight 2, Perception 2, Tactics 2, Technology 1

Defenses: Guard 16, Evasion 15, Fortitude 17, Resolve 16, Firewall 13

Core Stats: Stress 10, Protection 4, Pace 8

Attacks

Attack	Action	Check	Range	Impact/Effect	Scale
Energy Bolt	Major	Ranged +5 vs Evasion	Near/Far	Impact 7	Scale 1
Force Strike	Major	Close +6 vs Guard	Close	Impact 6	Scale 1

Features

- Force-Field Aura: Reaction when hit, reduce Net Impact by 2 before damage conversion. Once per round.
- Flight: Move through connected vertical or open-air Zones without ordinary terrain restrictions.
- Energy Push: On Strong+ Energy Bolt success, may push target one Zone if Scale permits.
- Instability: after using a 3-Momentum Stunt, roll Endurance + Will vs DN 15. On failure become Shaken; on Serious/Catastrophic failure also lose 2 Stress.

Playtest prompt: What did this character repeatedly want to do that the sheet did not support? Which rule or feature felt disproportionately strong or useless?

Sunburn

Komiko Hoshido - Energy Controller / Mobile Striker

Attributes: Might 2, Agility 3, Endurance 3, Intellect 3, Awareness 3, Will 3, Presence 2, Essence 4

Key Skills: Acrobatics 3, Athletics 2, Ranged Combat 3, Engineering 1, Perception 2, Science 2, Tactics 2, Technology 2

Defenses: Guard 14, Evasion 16, Fortitude 15, Resolve 15, Firewall 15

Core Stats: Stress 9, Protection 3, Pace 8

Attacks

Attack	Action	Check	Range	Impact/Effect	Scale
Solar Flame	Major	Ranged +6 vs Evasion	Near/Far	Impact 6	Scale 1
Heat Bind	Major	Ranged +6 vs Evasion	Near	Effect Rank 6, targets Fortitude	Scale 1

Features

- Heat Shield: immune to ordinary environmental heat and fire; +2 Protection against heat/fire attacks.
- Fire Flight: Move vertically and across open-air Zones.
- Cold Disadvantage: cold/ice effects gain Edge against her suit systems.
- Water Dissipation: prolonged submersion suppresses Solar Flame and Heat Bind until recharged.

Playtest prompt: What did this character repeatedly want to do that the sheet did not support? Which rule or feature felt disproportionately strong or useless?

Fool's Gold

Julian Gold - Bruiser / Rescue Specialist

Attributes: Might 4, Agility 2, Endurance 4, Intellect 2, Awareness 2, Will 3, Presence 3, Essence 3

Key Skills: Athletics 4, Close Combat 3, Influence 2, Perception 2, Performance 3, Survival 1

Defenses: Guard 15, Evasion 13, Fortitude 18, Resolve 15, Firewall 12

Core Stats: Stress 10, Protection 5 while transformed, Pace 7

Attacks

Attack	Action	Check	Range	Impact/Effect	Scale
Golden Hammer	Major	Close +5 vs Guard	Close	Impact 8	Scale 1
Leaping Impact	Major after Move	Close +5 vs Guard	Close	Impact 7	Scale 1

Features

- **Metallic Form:** Minor Action to transform or revert. Protection 5 and Scale 1 while transformed.
- **Long Jump:** one Move may cross an additional connected Zone if the path is physically open.
- **Transfer Gold State:** Major Action, Close Affliction, Effect Rank 6 vs Fortitude. Major result Restrains as a rigid metallic statue. Using it ends Julian's own transformed state until he reclaims or naturally recovers the power.
- **Rescue Strength:** Edge on Athletics checks to lift, break, or move debris during rescue Objectives.

Playtest prompt: What did this character repeatedly want to do that the sheet did not support? Which rule or feature felt disproportionately strong or useless?

Gadget Hacker

Mateo Diego Cortez - Tech Specialist / Controller

Attributes: Might 1, Agility 3, Endurance 2, Intellect 4, Awareness 3, Will 3, Presence 2, Essence 2

Key Skills: Acrobatics 2, Engineering 3, Investigation 3, Perception 3, Ranged Combat 2, Security 4, Tactics 2, Technology 4

Defenses: Guard 13, Evasion 15, Fortitude 13, Resolve 15, Firewall 18

Core Stats: Stress 8, Protection 2, Pace 8

Attacks

Attack	Action	Check	Range	Impact/Effect	Scale
Pulse Tool	Major	Ranged +5 vs Evasion	Near	Impact 4	Scale 0
System Intrusion	Major	Intellect + Technology +8 vs Firewall	Near/Far through network	Effect Rank 7	Scale 0

Features

- **Helmet HUD:** Edge on one Perception or Technology check each round involving scanned systems.
- **Remote Toolkit:** may perform Technology or Security checks at Near range when a network or drone path exists.
- **Aim-Bot Assist:** Minor Action, grant one ally +1 on its next ranged attack before Gadget Hacker's next turn.
- **Young Hero:** scenario content should avoid requiring adult institutional authority from him; he contributes through technology and ingenuity.

Playtest prompt: What did this character repeatedly want to do that the sheet did not support? Which rule or feature felt disproportionately strong or useless?

Corstapik

Identity unresolved - Adaptive Specialist / Mystery

Attributes: Might 3, Agility 3, Endurance 3, Intellect 3, Awareness 3, Will 3, Presence 2, Essence 4

Key Skills: Acrobatics 2, Athletics 2, Close Combat 2, Insight 2, Investigation 2, Mysticism 2, Perception 3, Survival 2, Temporal Studies 2, Xenology 2

Defenses: Guard 15, Evasion 15, Fortitude 15, Resolve 15, Firewall 13

Core Stats: Stress 9, Protection 3, Pace 8

Attacks

Attack	Action	Check	Range	Impact/Effect	Scale
Adaptive Strike	Major	Close +5 vs Guard	Close	Impact 6	Scale 0
Disruption Pulse	Major	Essence + Mysticism +6 vs Resolve or Firewall	Near	Effect Rank 5	Scale 0

Features

- Adaptive Response: once per Scene after suffering a Source-specific effect, gain Edge on one recovery or resistance check against that same type.
- Unknown Past: once per Adventure the GM may introduce a clue tied to Corstapik's missing history. It must create an Objective or choice, not remove player agency.
- Hyper-Fusion Potential: not available in this alpha profile; record any moment where testers expect such a transformation or combined-form rule.

Playtest prompt: What did this character repeatedly want to do that the sheet did not support? Which rule or feature felt disproportionately strong or useless?



UNSTOPPABLE HEROES UNIVERSE

Broken Moonbase

Signal From the Dark Side - Three-Session Alpha Campaign

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.

Playtest Continuity

Broken Moonbase: Signal From the Dark Side is a noncanonical playtest campaign. It borrows the UHU Science Realm's damaged lunar starship-base concept and uses an AI Dominion intrusion to exercise multiple rule systems. Outcomes do not alter comic continuity.

Designed for 4-5 Scenario Profiles and approximately three sessions. The adventure can be compressed to one long session by cutting optional scenes.

What This Campaign Tests

- Core Checks, degrees, Edge/Burden, Momentum/Crisis
- investigation and Core Clue delivery
- Objectives under time pressure
- Zone movement, Range, cover, and reactions
- damage, Wounds, Defeat, and recovery
- Afflictions and Conditions
- Firewall attacks and AI Dominion technology
- a Boss with limited Villain Actions rather than multiple full turns
- player choice among rescue, repair, combat, and containment

Campaign Premise

The lunar base detects a repeating carrier signal from a sector of empty space where no transmitter should exist. Seconds later, several base systems begin accepting commands from an unknown intelligence. A damaged Realm-interface array has become a bridge into the AI Dominion. The intelligence on the other side does not understand whether the moonbase is a refuge, a weapon, or an infection. It begins testing all three possibilities.

Session 1 - The Distress Signal

Open with the heroes already on or approaching the lunar base when an emergency burst reports life-support instability, communications loops, and an unexplained transmission repeating a numerical sequence.

Scene 1: Breach in Habitation

- Objective: rescue trapped crew while pressure falls.
- Progress 4, Failure Limit 3 for this playtest.
- Standard/Strong/Exceptional success contributes 1/2/3 Progress.
- Setback contributes 0 Progress and a minor complication. Serious adds 1 Failure. Catastrophic adds 2 Failures.
- Useful checks: Might + Athletics to clear debris, Intellect + Engineering to seal systems, Intellect + Medicine for injured crew, Agility + Acrobatics for unstable passages.

Core Clue: the damage pattern did not begin at the hull. It propagated outward from the Realm-interface array. Anyone who accesses the damaged systems with a reasonable method gets this clue automatically; rolls determine quality, timing, or additional detail.

Scene 2: The Silent Hangar

The hangar appears empty, but maintenance drones are receiving external instructions. Use two Moon Drones plus one Repair Drone. The Repair Drone attempts to open sealed maintenance paths rather than attack.

Scene 3: The Carrier Signal

Investigation reveals a machine intelligence using the base's damaged Realm hardware as an improvised network bridge. Successful Technology, Temporal Studies, Science, or Xenology checks identify different aspects. A Serious or Catastrophic

failure never hides the main discovery; it instead adds Crisis, loses time, or activates a Hazard.

Session 2 - Ghost in the Network

Scene 1: Split Objectives

The heroes must decide whether to prioritize life support, isolate the intruding network, or stabilize the Realm array. Treat each as an Objective. Completing two before three total Failures prevents the final encounter from receiving an additional complication.

Scene 2: AI Dominion Contact

A projected intelligence calling itself **NODE-7/ASH** appears through base displays. It claims it detected an armed installation penetrating its network and is performing defensive quarantine. It is not lying, but it is also not harmless. Social checks can change its attitude, while technical actions can limit its access. Players should be able to solve part of the problem without combat.

Scene 3: Network Counterstrike

Run a mixed physical/digital encounter. Some heroes fight drones while Gadget Hacker or another technical character attacks a Firewall Objective. Each successful network action can disable one drone Reaction, remove 1 point of Protection from the coming Boss, or reduce the final Hazard Progress.

Playtest choice:

- Negotiate with NODE-7/ASH and prove the base is not an invasion node.
- Sever the network bridge.
- Contain the bridge and study it.
- Attempt to capture a fragment of the AI.
- Destroy the Realm-interface array at major cost to the base.

Session 3 - Fracture in the Dark

The bridge destabilizes and forms a local breach. A defensive AI shell, the **Null Warden**, crosses into the base to secure the interface physically. NODE-7/ASH may oppose it, support it, or remain neutral depending on prior choices.

Final Encounter Structure

Objective	Progress	Failure effect
Seal the Realm Breach	6	at 3 Failures, Hazard escalates and all movement across the reactor Zone becomes Hindered
Protect the Base Core	4	at 3 Failures, lose one major base system and add 2 Crisis
Reach NODE-7/ASH	4	at 3 Failures, negotiation path closes unless new leverage is created

The Null Warden should pressure the group, not replace the Objectives. If the heroes only attack it, the breach continues to worsen.

Adversary Profiles

Profile	Guard	Evasion	Fortitude	Resolve	Firewall	Protection	Stress/Wounds
Moon Drone	14	15	14	11	16	2	7 / 1
Repair Drone	12	13	13	10	15	1	5 / 1
AI Security Swarm	15	15	15	12	17	3	10 / 2
Null Warden	16	15	17	16	18	4	18 / 3

Moon Drone

- Pulse Carbine: +5 vs Evasion, Near/Far, Impact 5, Scale 0.
- Clamp Field: +5 vs Fortitude, Near, Effect Rank 5; Minor result Hindered, Major result Immobilized.
- Reaction - Defensive Jink: when targeted by a ranged attack, gain +1 Evasion against that attack. Once per round.

Repair Drone

- Repair Beam: Major Action, remove 2 Stress from a technological ally or restore one disabled environmental control.
- Seal Door: Major Action to create Strong Cover or block one Zone connection until breached.
- No dedicated attack unless threatened; improvised tool strike +3 vs Guard, Impact 3.

AI Security Swarm

- Acts as one Group with one turn.
- Combined Fire: +6 vs Evasion, Near/Far, Impact 6.
- Suppressive Pattern: +6 vs Resolve, Near, Effect Rank 5; Minor result Distracted, Major result Staggered.
- Group Degradation: after the Swarm has lost half its Stress, Combined Fire Impact drops by 1.

Null Warden

- Warden Lance: +7 vs Evasion, Near/Far, Impact 7, Scale 1.
- Gravitic Lock: +7 vs Fortitude, Near, Effect Rank 7; Minor Hindered, enhanced Minor Grappled, Major Restrained, severe Major Stunned for one turn before recovery checks.
- Firewall Spear: +7 vs Firewall, Far through network, Effect Rank 7; Minor Glitched, Major System Shutdown.
- Villain Action - Reposition: after every second hero turn, move one Zone or activate Strong Cover. No attack.
- Villain Action - Pressure Pulse: once per round after a hero completes an Objective action, spend 1 Crisis to force that hero to choose: lose 1 Stress or become Distracted. This is a response, not a retroactive failure.
- Phase Transition: the first time the Warden would be Defeated, it may spend 2 Crisis to remain at 1 Stress, lose 1 Protection permanently, and expose its Core Component. It cannot use this twice.

Environmental Hazards

Hazard	Trigger	Effect
Decompression	enter or remain in an exposed Zone	Endurance + Athletics DN 15; failure 2 Stress and Hindered until reaching pressure.
Electrical Cascade	round end in active systems Zone	Agility + Acrobatics DN 15; failure 2 Stress; Natural 2 also Glitched if using powered gear.
Realm Static	use a Source-dependent Power near the breach	on Natural 2, add one extra Crisis; on Natural 20, gain Edge on the next Realm-related check.
Network Override	AI-controlled door/system is used	Technology or Security DN 15 to keep control; failure lets the GM move or seal one environmental element.

Possible Endings

- Clean Seal: the bridge closes, NODE-7/ASH remains reachable only through controlled research.
- Negotiated Link: a limited, monitored connection remains and creates a future AI Dominion campaign hook.
- Destroyed Interface: the base is safe but loses valuable Realm technology.
- AI Fragment Escapes: a contained fragment reaches another network, creating a continuing threat.
- Base Evacuation: the heroes save lives but abandon the moonbase temporarily.

After each session, use the Feedback Packet. Do not wait until the third session. Memory is a terrible bug tracker.



UNSTOPPABLE HEROES UNIVERSE

UHU Alpha Game Master and Playtest Guide

How to Run, Observe, and Report the Working Build

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. Your Job in This Alpha

Run the rules as written whenever possible, but do not protect the rules from the players. If something is unclear, record the exact question, make a temporary ruling, continue play, and report it. A playtest that quietly patches the system is useful for your table and nearly useless for development.

2. The Golden Log

- Record the page or rule name for every question.
- Record how long the interruption lasted.
- Record the temporary ruling.
- Record whether the ruling materially changed the outcome.
- Record whether the answer existed but was hard to find, or simply did not exist.

3. Core Clues and Investigation

If access and a reasonable method exist, reveal any clue required for the campaign to continue. Roll for quality, speed, context, extra evidence, or consequence. Do not hide the only door behind a failed Perception roll and then spend twenty minutes watching everyone become furniture.

4. Objectives

Degree	Progress/Failure alpha default
Exceptional Success	3 Progress
Strong Success	2 Progress
Standard Success	1 Progress
Setback	0 Progress plus minor consequence
Serious Failure	0 Progress plus 1 Failure
Catastrophic Failure	0 Progress plus 2 Failures

A typical alpha Objective uses a Failure Limit of 3. Progress requirements should be written in the scenario. Do not assume 4 or 6 Progress is universal.

5. Social Conflict

Use Core Checks when the outcome is uncertain and the target can reasonably be influenced. The target's goals and boundaries matter. A successful social check can change willingness, information, access, timing, or terms. It does not erase agency.

Attitude	Alpha DN adjustment
Allied	-4
Cooperative	-2
Neutral	0
Unfriendly	+2
Hostile	+4

These attitude adjustments are inherited candidate values. Report whether they feel too strong or too weak.

6. Encounter Construction

Threat Value is not calibrated yet. Do not pretend otherwise. Build encounters from known profiles and then record outcomes.

- For a first alpha fight, use roughly one ordinary hostile action source per hero, counting a Group as one source.
- A Boss should usually have one normal turn plus limited Villain Actions, not multiple unrestricted turns.

- If an encounter contains a damaging Hazard, reduce the number or output of enemies until you have evidence the combination is reasonable.
- If an encounter requires Objective actions, remember those actions compete with attacks. That is part of the difficulty.
- Track actual Rounds, Stress lost, Wounds, denied actions, Reactions, Momentum/Crisis use, and real table time.

7. Action Ratio Diagnostic

Action Ratio = effective hostile action opportunities per round / effective hero action opportunities per round. This is a diagnostic, not an encounter-budget formula. Count full Major-equivalent offensive opportunities. Do not give a movement-only effect the same weight as a full attack just because arithmetic desperately wants a tidy fraction.

8. Adjudicating Alpha Gaps

Gap	Temporary ruling priority
Unclear timing	Use the least retroactive interpretation; prevention before trigger, then interrupt, trigger, response.
Missing Range detail	Use the printed Zone Range and keep the result consistent for the Scene.
Missing Condition detail	Use the Condition Catalog in the Core Rulebook, then log the mismatch.
Unclear Source/Realm interaction	Choose Normal, Suppressed, or Forbidden for the Scene, record the reason, and do not change it mid-Scene without a new event.
Unclear power stunt	Charge 1-3 Momentum by scope and forbid permanent new capabilities.
Missing construction cost	Do not improvise a permanent cost during play. Treat the capability as scenario-only and report it.

9. Alpha Tags

Tag	Meaning
RULE-MISSING	the required rule was absent
RULE-UNCLEAR	the rule existed but reasonable readers disagreed
RULE-SLOW	the rule worked but caused excessive handling time
BALANCE-HIGH	an option dominated comparable choices
BALANCE-LOW	an option was rarely worth using
AGENCY	a procedure reduced meaningful player participation or crossed character-control boundaries
SYNC	two products or references disagreed
DIGITAL	the website/tool behaved differently from the PDF
SETTING	the mechanics failed to express the intended UHU fiction

10. Session Debrief

- What was the most confusing rule?
- What was the slowest repeated procedure?
- What was the most satisfying rule?
- Which character or option dominated?
- Which option was ignored?
- Did anyone lose meaningful participation for more than one turn?
- Did Momentum create heroic choices or only math patches?
- Did Crisis feel like pressure or GM cheating?
- Did Wounds feel consequential without becoming punitive?
- Were Objectives worth spending actions on?
- Did the UHU Realm/Source ideas matter in play?

11. Version Discipline

Write the PDF version, website build, and any house rules at the top of the session log. Do not combine results from different builds without labeling them. Otherwise every later conclusion becomes archaeology, which is a fine career but a bad QA workflow.



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.

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.