



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?

UX36 APPROVED ALPHA RULE CLARIFICATION

Approved Alpha derived-defense skills: Acrobatics 2.

Standard Close: Agility + Close Combat. Standard Ranged: Agility + Ranged Combat; named overrides apply.

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?

UX36 APPROVED ALPHA RULE CLARIFICATION

Approved Alpha derived-defense skills: Close Combat 1; Insight 2.

Standard Close: Agility + Close Combat. Standard Ranged: Agility + Ranged Combat; named overrides apply.

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?

UX36 APPROVED ALPHA RULE CLARIFICATION

Approved Alpha derived-defense skills: Acrobatics 1; Insight 2; Technology 0.

Standard Close: Agility + Close Combat. Standard Ranged: Agility + Ranged Combat; named overrides apply.

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?

UX36 APPROVED ALPHA RULE CLARIFICATION

Approved Alpha derived-defense skills: Close Combat 0; Athletics 1; Insight 2.

Standard Close: Agility + Close Combat. Standard Ranged: Agility + Ranged Combat; named overrides apply.

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?

UX36 APPROVED ALPHA RULE CLARIFICATION

Approved Alpha derived-defense skills: Technology 0.

Standard Close: Agility + Close Combat. Standard Ranged: Agility + Ranged Combat; named overrides apply.