



CHAPTER 10 UNIVERSAL FEAT AND ACTION RESOLUTION

Universal resolution answers four action questions:

10

01

Objective: What is the character trying to accomplish?

02

Approach: Which rating and circumstances govern the attempt?

03

Difficulty: What result is required, and what are the stakes?

04

Resolution: How does one roll change the situation?

1. Core Principle

The Universal Table is the mechanical center of the game. Abilities, Powers, Talents, Resources, hazards, resistance, investigation, social action, and extraordinary feats must all resolve through the same recognizable procedure.

All actions use the same familiar foundation:

- percentile dice;
- named ranks;
- the Universal Table;
- White, Green, Yellow, and Red results;
- column shifts;
- Karma-assisted heroics; and
- fast resolution across ordinary and cosmic scales.

Do not turn every action into a roll, allow a lucky result to invent a missing capability, or bury a simple judgment beneath stacked modifiers.

Roll only when the action is possible, the outcome is uncertain, and failure matters.

This chapter governs universal resolution. Combat may assign specialized effects to the same colors, but it does not replace the underlying FEAT procedure.

2. Core Terms

2.1 FEAT

FEAT means a Function of Exceptional Ability or Talent: a meaningful attempt whose outcome is resolved using percentile dice and the Universal Table.

A FEAT normally tests one of the following:

- a FASERIP Ability;
- a Power rank;
- an External Trait such as Resources or Recognition;
- an explicitly rated item, system, hazard, or phenomenon; or
- an Ability modified by a relevant Talent and circumstances.

2.2 Rank

A Rank is a named band of capability. Every ordinary numerical score belongs to one rank.

The exact score determines such things as advancement cost, damage, Health, Karma, effect amount, or other numerical uses defined by the applicable rule. The named rank determines which Universal Table column is used.

Two scores in the same rank use the same FEAT column. The higher exact score matters only when another rule calls for it or as a tie-breaker in an active contest.

2.3 Required Result

The Required Result is the minimum color needed for the declared action to succeed.

- Green represents a standard meaningful success.
- Yellow represents a demanding or major success.
- Red represents an extreme or exceptional success.
- Impossible actions receive no required color because no roll is permitted.

2.4 Intensity

An Intensity is the ranked force, resistance, complexity, security, danger, or opposition that must be overcome.

Examples include:

- the Material Strength of a barrier;
- the potency of a toxin;
- the Power rank of a mental effect;
- the security rank of a system;
- the force of a storm;
- the Cost rank of a purchase; or
- the rank of passive opposition.

2.5 Column Shift

A Column Shift, abbreviated CS, changes the rank column used for one FEAT.

- +1CS moves one rank to the right.
- -1CS moves one rank to the left.

A column shift changes the chance of obtaining a color result. It does not change damage, effect rank, range, duration, or any other numerical value unless a rule explicitly says that it changes the effect itself.

2.6 Final Percentile

The Final Percentile is the natural d100 roll plus any Karma added to it, to a maximum of 100.

Column shifts do not alter the percentile. They alter the column against which that percentile is read.

3. The Universal Table

Roll percentile dice from 01 through 100. A roll of 00 is read as 100.

The table lists the minimum percentile needed for each color. Any result below the Green minimum is White.

Rank	Score range or value	Green	Yellow	Red
Shift 0	0	66	95	100
Feeble	1-2	61	91	100
Poor	3-4	56	86	100
Typical	5-7	51	81	98
Good	8-15	46	76	98
Excellent	16-25	41	71	95
Remarkable	26-35	36	66	95
Incredible	36-45	31	61	91
Amazing	46-62	26	56	91
Monstrous	63-87	21	51	86
Unearthly	88-125	16	46	86
Shift X	126-175	11	41	81
Shift Y	176-350	7	41	81
Shift Z	351-999	4	36	76
Class 1000	1,000	2	36	76
Class 3000	3,000	2	31	71
Class 5000	5,000	2	26	66

3.1 Reading the Table

- 1 Determine the applicable rating.
- 2 Apply permitted column shifts.
- 3 Roll d100.
- 4 Add declared Karma, if any.
- 5 Read the Final Percentile on the final rank column.

6 Compare the resulting color with the Required Result.

If the color meets or exceeds the Required Result, the FEAT succeeds.

3.2 Example

A hero makes a FEAT on the Remarkable column and rolls 72.

- Remarkable Green begins at 36.
- Remarkable Yellow begins at 66.
- Remarkable Red begins at 95.

The result is Yellow.

If the action required Green or Yellow, it succeeds. If it required Red, it fails to achieve the declared result unless a specific rule provides a lesser effect.

3.3 Shift 0

Shift 0 is a special degraded rating, not a normal character-generation result.

Use it only when a rule explicitly reduces a functioning Ability, Power, or system to Shift 0 while still permitting an attempt. A character who entirely lacks the required capability does not receive a Shift 0 roll; the action is impossible.

3.4 Class Ranks

Class ranks are used only within their recorded domains and conditions.

The presence of Class columns does not allow an ordinary rank to oppose a Class effect. Scale Gates and Enablers from the Advancement, Codes, and Recovery chapter remain controlling.

- Ordinary column shifts cannot enter a Class rank.
- Class ranks cannot be shifted by ordinary circumstances.
- Comparable Class effects may use the applicable columns.
- A manifestation or avatar with ordinary ratings uses those ratings normally.

Anything beyond Class 5000 is a narrative absolute, environmental truth, or defined cosmic authority rather than a larger Universal Table column.

4. When to Roll

Make a FEAT only when all three conditions are true:

- 1 Possible: The character has the means, access, knowledge, scale, and opportunity required.
- 2 Uncertain: The result is not already established by capability or circumstance.
- 3 Consequential: Failure would change the situation, consume something meaningful, create danger, lose time, reveal the character, or otherwise matter.

If any condition is absent, do not roll.

4.1 Routine Actions

Routine use of an established capability succeeds without a FEAT when the character has sufficient time, tools, access, information, and safety.

Examples:

- a trained driver operating normally;
- a hero using Flight within established speed and range;
- a physician recognizing a common condition during an ordinary examination;
- a character opening an unlocked door; or
- a known Contact answering a routine, low-risk request within Scope.

The absence of a roll does not mean the action lacks story value. It means uncertainty would add nothing.

4.2 Automatic Success

An action may be automatic because:

- it is routine for the character;
- the applicable rating exceeds a passive Intensity by at least two ranks;
- a Power explicitly guarantees the result;
- preparation has removed meaningful uncertainty; or
- failure would have no credible consequence.

Danger, haste, active opposition, a required degree of precision, or an established complication may still justify a Green FEAT even when the raw Intensity is much lower.

4.3 Impossible Actions

An action is impossible when the character lacks something that probability cannot supply.

Common causes include:

- no physical or causal means to produce the effect;
- missing specialist knowledge, language, formula, code, or procedure;
- no access to the target, system, market, dimension, or jurisdiction;
- an opposing Intensity three or more ranks higher without an Enabler;
- no evidence from which the requested conclusion could be drawn;
- an action outside the written functions of a Power;
- a Scale Gate that has not been crossed; or
- a contradiction of an established fact.

A Red result does not invent missing access. Karma does not turn an impossible action into a possible one.

The Judge should identify what makes the action impossible and, when reasonable, what the characters could do to create a valid attempt.

4.4 No Fishing Rolls

Do not call for a roll merely to see whether a character gets lucky when no meaningful action has been described.

The player states an objective and approach. The Judge determines whether that approach can affect the situation. Dice resolve uncertainty; they do not replace causation.

5. Complete FEAT Procedure

Resolve a FEAT in the following order.

Step 1: Declare the Objective

The player states what the character is trying to accomplish.

The declaration should identify a concrete result rather than only a motion.

- “I search the office” is incomplete.
- “I search the office for evidence connecting the director to the shipment” establishes an objective.

Step 2: Describe the Approach

The player explains how the character attempts the objective.

The approach determines:

- whether the action is possible;
- which rating governs;
- which Talent applies;
- what tools or access matter; and
- what consequences follow from failure.

Step 3: Select the Governing Rating

Choose the Ability, Power, External Trait, or other rated capability that most directly answers how the character is acting.

Step 4: Confirm Access and Scale

Determine whether the character possesses the necessary knowledge, tools, position, authority, mechanism, and scale.

If not, the action is impossible or requires a different objective.

Step 5: Set the Required Result

Use either:

- the unranked difficulty ladder;
- the ranked Intensity comparison;
- an active-contest procedure; or
- a specific rule that assigns a color.

Step 6: Apply Column Shifts

Apply relevant Talent, assistance, tools, preparation, environment, condition, and other modifiers without counting the same fact twice.

Step 7: State the Stakes

Before the roll, the Judge states or clearly establishes:

- what success accomplishes;
- the minimum color required;
- the principal consequence of failure; and
- any important cost that occurs regardless of success.

The Judge may preserve hidden information, but the player should understand the practical risk being accepted.

Step 8: Declare Karma

Before rolling, the player declares whether Personal or Pool Karma will be used and names the desired color.

Step 9: Roll and Resolve

Roll d100, apply declared Karma, read the final column, and resolve the result.

Step 10: Change the Situation

The result must move play forward.

Success produces the established objective. Failure produces the established consequence, consumes the opportunity, or changes the conditions before another attempt can occur.

6. Selecting the Governing Rating

6.1 The Seven Abilities

Ability	Governs
Fighting	Close-combat skill, trained physical confrontation, combat timing, and applicable martial execution
Agility	Coordination, precision, balance, ranged execution, reflexive movement, and fine physical control
Strength	Force, leverage, lifting, breaking, carrying, restraining, and raw physical output
Endurance	Sustained exertion, survival, pain, fatigue, disease, poison, exposure, and bodily resilience
Reason	Recall, analysis, design, calculation, diagnosis, planning, and technical understanding
Intuition	Perception, interpretation, anticipation, investigation, triage, instinct, and reading a situation
Psyche	Will, discipline, leadership, persuasion, emotional control, magical focus, and mental resistance

The approach governs the choice. The same problem may permit different Abilities when the methods and consequences genuinely differ.

6.2 Powers

Use a Power rank when the extraordinary capability itself determines whether the action succeeds.

Routine use within the Power's established functions requires no roll. Make a Power FEAT when the use is opposed, dangerous, unusually precise, extended beyond routine conditions, directed against an Intensity, or attempted as a Power Stunt.

Owning a Power does not grant every related Talent. A character may possess Telepathy without being a skilled interrogator, or Energy Control without understanding electrical engineering.

6.3 Talents

A Talent modifies an Ability FEAT; it does not replace the Ability unless its rule explicitly supplies a rating.

Use the Talent and Expertise chapter to determine:

- task access;
- Field, Specialty, Mastery, or Legendary shifts;
- primary and supporting Talents; and
- the effect of tools, time, and information.

The governing Ability follows the approach. Clinical Medicine may use Reason to diagnose, Agility to operate, Intuition to triage, or Psyche to manage a panicked patient.

6.4 External Traits

External Traits use the procedures written for that trait.

- Resources may be rolled directly against Cost.
- Recognition may determine whether an identity is known.
- Standing modifies an appropriate social FEAT.
- Legal Status determines authority and consequences rather than acting as a universal social bonus.
- Contact requests normally use an Ability and Talent modified by Relationship and burden.

Karma may influence a relevant FEAT. It does not purchase an External Trait or compel the world to change independently of events.

6.5 Base, Effective, and Replacement Ratings

Use the highest applicable Effective rating supplied by an established source. Do not add numerical scores together.

- A battlesuit may replace natural Strength while active.
- A targeting system may provide a situational shift without replacing Agility.
- A spell may establish a separate Power rank.
- A Talent modifies the chosen Ability.

If a source is suppressed, damaged, removed, or inapplicable, use the remaining valid rating.

Temporary mental increases may improve FEATs but do not create spendable Karma. Temporary physical increases do not silently recalculate Health.

6.6 Action Integrity

The chosen rating must actually govern the declared effect.

- High Strength does not improve legal argument.
- High Reason does not provide evidence that does not exist.
- High Popularity does not grant jurisdictional authority.
- High Psyche does not become mind control.
- A Power rank does not add functions absent from the Power description.

Creative approaches are encouraged. Substituting an unrelated high score is not creativity.

7. Setting the Required Result

7.1 Unranked Difficulty

Use this ladder when no opposing rank meaningfully describes the task.

Difficulty	Required result	Meaning
Routine	Automatic	Established capability under safe and adequate conditions
Standard	Green	Meaningful uncertainty within normal capability
Demanding	Yellow	Exceptional precision, pressure, complexity, or quality
Extreme	Red	The limit of what the established capability can plausibly accomplish
Impossible	No roll	Missing access, mechanism, knowledge, opportunity, or scale

The Required Result describes what must be achieved. It is not a penalty applied because the Judge wants the scene to feel important.

7.2 Ranked Intensity Comparison

Compare the acting rating with the opposing Intensity.

Make this comparison after applying any legitimate replacement or Effective rating but before applying ordinary column shifts. The comparison sets the Required Result. Column shifts then change the chance of reaching that color; they do not retroactively change the Intensity comparison.

Intensity relative to acting rank	Required result
Two or more ranks lower	Automatic if routine; otherwise Green
One rank lower	Green
Equal rank	Green
One rank higher	Yellow
Two ranks higher	Red
Three or more ranks higher	Impossible without an Enabler

This ladder governs passive opposition, resistance, hazards, materials, security, and other ranked obstacles unless a specific subsystem says otherwise.

7.3 Within-Rank Differences

Scores within the same named rank use the Equal-rank row.

The exact scores may affect damage, duration, amount, or an active-contest tie-breaker. They do not create fractional column shifts or a different Required Result.

7.4 Quality and Resistance Are Different Questions

Do not combine unrelated difficulties into one vague penalty.

Example:

- Opening a secured vault concerns resistance or security Intensity.
- Opening it without leaving evidence concerns quality and may require a higher color.
- Opening it before guards arrive concerns time and may impose a column shift.

The Judge may require the highest applicable color and apply a separate shift for a genuinely different circumstance. The same fact never raises the required color and imposes a shift.

7.5 Established Specific Colors

Some rules assign colors directly.

Examples include:

- a new Power Stunt requiring Red;
- a purchase requiring Yellow because Cost exceeds Resources by one rank;
- a detailed Recognition result requiring Red; or

- a medical procedure whose written rule requires Yellow.

The specific rule controls. General difficulty does not add another color increase unless a distinct obstacle exists.

8. Column Shifts

8.1 What a Shift Represents

Column shifts measure how effectively the character can apply a capability under the present conditions.

Common positive causes include:

- an applicable Talent;
- meaningful assistance;
- superior tools;
- careful preparation;
- favorable position;
- reliable intelligence; or
- a specifically written Power effect.

Common negative causes include:

- severe haste;
- impaired tools;
- poor visibility;
- unstable footing;
- injury or temporary condition;
- incomplete information; or
- a specifically written opposing effect.

8.2 Modifier Scale

Shift	Circumstance
+1CS	Clear, meaningful advantage
+2CS	Strong advantage central to the attempt
+3CS	Overwhelming ordinary advantage while uncertainty remains
-1CS	Clear, meaningful impediment
-2CS	Severe impediment central to the attempt
-3CS	Extreme ordinary impediment; a worse condition is normally impossible

Do not award a shift for ordinary equipment or circumstances already assumed by the task.

8.3 Stacking and the Ordinary Cap

Apply all genuinely distinct modifiers, then cancel positive and negative shifts.

The final ordinary modifier is capped at +3CS or -3CS.

This cap includes Talents, supporting Talents, ordinary tools, time, position, environment, and temporary conditions. Legendary Expertise may reach +4CS only for its exact signature application.

Ability replacements, transformations, Alternate Profiles, explicit Power ranks, and campaign-scale effects are not ordinary modifiers. They establish the rating before ordinary shifts are applied.

8.4 Same Cause Does Not Stack

Several descriptions of the same advantage remain one modifier.

- A professional laboratory does not separately grant bonuses for its computers, lights, tools, benches, and reference library.
- Three Talents describing the same technical knowledge do not stack.
- Several characters giving identical advice do not create multiple assistance shifts.

Use the strongest relevant expression of the cause.

8.5 Opposing Causes May Cancel

A +2CS Talent advantage and a -1CS haste penalty produce a final +1CS.

Cancel before applying the cap.

8.6 Shifts Do Not Change Effect

A column shift normally changes only the FEAT column.

- +1CS to hit does not increase damage.
- +1CS for medical expertise does not increase a Healing Power's rank.
- -1CS from darkness does not reduce the Material Strength of a wall.

A rule that changes damage, range, duration, protection, or another effect states that change separately.

8.7 Rank Floor and Ceiling

Ordinary negative shifts may reduce a roll to Shift 0. Further penalties do not create lower columns; they normally make the action impossible or increase an independently justified Required Result.

Ordinary positive shifts stop at Shift Z. They cannot enter Class 1000.

9. Opposed Actions

Opposition is either passive or active.

9.1 Passive Opposition

Use one roll when the opposing side is fixed, unaware, unable to act separately, or adequately represented by an Intensity.

Examples:

- forcing a door;
- resisting a toxin;
- bypassing unattended security;
- remaining unnoticed by casual observers;
- overcoming environmental force; or
- persuading an audience whose attitude is already represented by modifiers.

Compare the acting rating with the Intensity and use the ladder in Section 7.2.

9.2 Active Contest

Use an active contest when two capable sides knowingly pursue incompatible outcomes at the same time and both actions deserve independent resolution.

Examples:

- arm wrestling;
- a chase;
- an active search against deliberate concealment;
- a hacker opposed by a live security operator;
- two leaders competing for control of a frightened crowd; or
- two Powers directly contesting control of the same force.

9.3 Active-Contest Procedure

- 1 Each side declares its objective and approach.
- 2 Select each side's governing rating.
- 3 Confirm that both sides can affect the contest.
- 4 Set each side's Required Result, normally Green.
- 5 Apply each side's circumstances and shifts.

- 6 Both sides declare Karma before either roll.
- 7 Both sides roll.
- 8 Determine who met their Required Result.

If only one side succeeds, that side wins the contest.

If both sides succeed, compare in this order:

- 1 Success margin: A result matching the Required Result has margin 0; one color above has margin 1; two colors above has margin 2.
- 2 Exact effective score: Higher score wins if margins tie.
- 3 Final Percentile: Higher Final Percentile wins if scores tie.
- 4 Status quo: An exact tie preserves the existing state or favors the defender.

If neither side succeeds, neither achieves the contested change. Apply the declared failure consequence, lost time, escalation, or changed conditions.

9.4 Large Rank Differences

If one side exceeds the other by three or more ranks and the lower-ranked method offers no credible leverage, the direct contest is impossible for the lower side.

The lower-ranked side may still:

- change the method;
- gain leverage;
- exploit a weakness;
- use equipment or terrain;
- seek assistance;
- establish an Enabler; or
- pursue an objective other than overpowering the opposition.

9.5 Resistance FEATs

When an effect reaches a target and the target may resist, the target makes the FEAT.

Compare the resisting Ability, Power, or defense with the effect's Intensity using Section 7.2.

The effect's delivery and the target's resistance are separate questions when the applicable subsystem requires both. Do not add a second roll merely from habit.

9.6 Combat Boundary

The Combat chapter defines attacks, defenses, initiative, multiple actions, Slam, Stun, Kill, Grappling, Dodging, and other specialized combat outcomes.

When a combat rule assigns a color effect, use that rule. Do not replace it with the general active-contest procedure unless the combat rule explicitly calls for a contest.

10. Results and Consequences

10.1 Color Meanings

Color	Universal meaning
White	The declared objective is not achieved
Green	Standard success within the established capability
Yellow	Strong success, exceptional quality, or a demanding threshold met
Red	Extreme success at the plausible limit of the capability

Specific rules may attach defined effects to colors. Those effects control.

10.2 Meeting the Requirement

A color succeeds when it meets or exceeds the Required Result.

- Green succeeds on a Green requirement.
- Yellow succeeds on Green or Yellow.
- Red succeeds on Green, Yellow, or Red.

A color below the requirement does not accomplish the declared objective.

10.3 Higher Colors

When no specific table governs, a color above the requirement may provide one reasonable benefit for each band exceeded.

Possible benefits include:

- reduced time;
- improved precision;
- additional reliable information;
- less collateral damage;
- lower Resource Stress;
- a favorable position;
- longer useful duration; or
- an opportunity created for the next action.

The benefit must follow from the declared approach. A high color does not add an unrelated Power, fact, target, or effect.

10.4 Failure

White means the declared objective is not achieved. It does not automatically mean incompetence, humiliation, injury, or catastrophic failure.

The consequence should follow from the established stakes.

Possible consequences include:

- lost time;
- consumed materials;
- exposure or detection;
- a worsening position;
- Resource Stress;
- harm from an established hazard;
- a Contact refusing or imposing a condition;
- an opponent gaining an opportunity; or
- the current approach becoming unavailable.

10.5 Partial Results

There is no universal entitlement to “success at a cost.”

A rule or the Judge may establish a partial result before the roll when it fits the action. A color below the requirement may then produce limited progress, incomplete information, a temporary result, or a difficult choice.

The player should know that possibility exists before deciding whether to spend Karma.

10.6 Natural 01 and 100

A natural 01 is White on every column. It is not automatically a fumble or disaster.

A natural 100 is Red on every rollable column. It is not an automatic miracle and cannot overcome an action that should never have been rolled.

Specific Powers or combat effects may react to natural results only when their rules explicitly say so.

11. Spending Karma on a FEAT

Karma allows a character to commit earned narrative capital to a possible action. It improves the percentile result; it does not change what the character is capable of attempting.

11.1 Personal Karma Procedure

Before rolling:

- 1 Identify the FEAT.
- 2 Declare that Personal Karma will be used.
- 3 Declare the desired color result.
- 4 Commit 5 available Personal Karma.

After rolling, spend one additional Karma for each percentile point required to reach the declared result on the final column.

Example:

A hero rolls 44 on the Remarkable column and declared a Yellow result. Yellow begins at 66. The hero spends the 5-point commitment plus 22 additional Karma, for a total cost of 27 Karma.

11.2 Personal Karma Limits

- The 5-point commitment is spent even if the natural roll already achieves the declared result.
- A maximum of 50 Personal Karma may be spent on one FEAT, including the commitment.
- The player may stop at a lower color rather than exhaust the available or permitted amount.
- Karma cannot raise the Final Percentile above 100.
- Karma cannot be declared after the dice are rolled.
- Karma cannot improve a secret Judge roll, an NPC decision, or a random world event.
- Karma cannot make an impossible action possible.
- Karma does not increase the underlying Ability, Power, Intensity, damage, range, or duration.
- Karma in an Advancement Fund is unavailable.
- A character in Karma Debt has no available Personal Karma until the Debt is cleared.

11.3 Active Contests

In an active contest, every participant declares Karma before any participant rolls.

Karma improves the participant's own Final Percentile and color. It does not reduce the opponent's roll.

11.4 Karma Pools

Pool Karma uses the same percentile-improvement procedure, including the 5-point commitment and 50-point maximum.

Eligibility, authorization, prohibited uses, team objectives, joining, leaving, and Pool losses remain governed by the Karma Pool rules in the Advancement, Codes, and Recovery chapter.

Personal Karma and Pool Karma cannot be combined on the same FEAT.

11.5 Power Stunts and Other Surcharges

A required Power Stunt development cost, ritual cost, Resource cost, or other surcharge is separate from Karma spent to improve the FEAT.

Pay the surcharge first. If the rules permit, the player may then declare Personal Karma for the roll using the normal procedure.

Pool Karma cannot pay Power Stunt development costs.

12. Teamwork and Assistance

12.1 One Lead Roll

One character leads the FEAT. Use that character's rating, Talent, access, and Karma.

One qualified assistant may provide +1CS when the assistant's contribution is concrete, relevant, timely, and possible.

12.2 Qualified Assistance

The assistant must possess whatever access the contribution requires.

- A surgeon can assist another surgeon.
- A systems engineer can support a digital-forensics lead when the systems knowledge is relevant.
- A character who cannot perceive the target cannot assist a precision attack merely by offering encouragement.

12.3 Additional Helpers

Additional competent helpers normally:

- reduce time;
- increase safe scale;
- cover simultaneous tasks;
- provide verification;
- protect the lead character;
- carry equipment; or
- prevent a specific complication.

They do not add further column shifts unless a specific rule defines a coordinated maneuver.

12.4 No Rank Arithmetic

Characters do not add Ability scores, Power ranks, or Resource ranks together.

Five Typical characters do not become Remarkable by standing together.

A coordinated group may create leverage, operate machinery, establish an Enabler, or divide the work. Those fictional changes may make an action possible or reduce its Intensity without manufacturing a combined rank.

12.5 Group Exposure

When one roll represents a group action, establish who bears the consequences before rolling.

The lead may accept the principal risk, or the entire group may be exposed when the fiction demands it. Assistance is not a way to gain a bonus while remaining immune to an obvious shared hazard.

13. Retrying a Failed Action

13.1 No Unchanged Retry

A failed FEAT resolves the attempt under the current conditions. The same character cannot immediately repeat the same roll with the same method, information, tools, time pressure, and stakes.

13.2 What Permits a Retry

A new attempt requires a meaningful change, such as:

- a different approach;
- new information;
- improved tools;
- additional time;
- qualified assistance;
- a changed position;
- expended Resources;
- accepted danger or collateral consequence;
- removal of active opposition; or
- a new opportunity created by events.

The change may alter the rating, Required Result, column shifts, consequences, or all of them.

13.3 Another Character Trying

Another character may attempt the task when that character has a genuinely independent approach or capability.

Do not pass the same question around the table until someone rolls high. Group knowledge and coordinated work use one lead FEAT unless circumstances materially change.

13.4 Failure Must Move Play

If a failed roll leaves the characters able to repeat it without cost or change, the roll should not have been required.

14. Extended Tasks

Use an Extended Task when an objective requires sustained work, several meaningful stages, or accumulated progress rather than one decisive attempt.

14.1 Define the Project

Record:

Field	Record
Objective	The completed result
Lead rating	Ability, Power, or other rating used
Access	Required Talent, tools, facility, authority, or materials
Required result	Green, Yellow, Red, or ranked comparison
Complexity	Progress Marks required
Interval	Time represented by one FEAT
Deadline	Available intervals, if limited
Failure consequence	Cost, danger, discovery, delay, damage, or setback

14.2 Complexity

Project scale	Progress Marks
Focused	3
Major	6
Epic	10

Complexity measures meaningful stages, not merely elapsed time. A process may take months but require few rolls when uncertainty is low.

14.3 Progress

For each interval, make one lead FEAT.

Result relative to requirement	Progress
Below requirement	0
Meets requirement	1 Mark
One color above	2 Marks
Two colors above	3 Marks

When accumulated Marks reach the project's Complexity, the objective is completed.

14.4 Failure and Setbacks

A failed interval produces the established consequence.

Depending on the project, failure may:

- consume materials;

- create Resource Stress;
- reveal the work;
- cause injury or damage;
- lose an opportunity;
- advance an opposing clock;
- impose a new condition; or
- remove 1 or 2 Progress Marks when a genuine setback destroys completed work.

Progress never falls below zero.

14.5 Team Projects

Use one lead FEAT per project track. Qualified assistance follows Section 12.

Additional teams may work on genuinely independent tracks, such as hardware, software, medicine, evacuation, and magical containment. They do not all roll against the same undivided task to multiply progress.

14.6 Extended-Task Limits

- Progress cannot bypass missing access or an impossible premise.
- Karma may improve an individual interval FEAT but cannot purchase the completed project.
- Routine intervals need not be rolled.
- A completed project produces only the objective and functions established when the project began.

15. Hidden Information and Secret Rolls

15.1 Player-Facing Default

Players normally roll their characters' FEATs openly. The Judge may conceal what a result means without concealing the dice.

15.2 Secret Judge Rolls

Use a secret roll only when knowing the result would itself reveal hidden information and uncertainty cannot be preserved another way.

Examples may include:

- whether a concealed observer noticed the team;
- whether an apparently reliable source is actively deceiving the character; or
- whether a hidden process has already produced a consequence.

Personal and Pool Karma cannot alter a secret Judge roll.

15.3 Investigation Integrity

Do not roll to discover evidence that does not exist.

A successful investigation may locate available evidence, interpret it, connect it, or establish what can reasonably be concluded. It does not manufacture a clue or make a false theory true.

A failed perception or investigation roll should not normally provide fabricated information unless an established deception, false evidence, or biased source explains it.

15.4 Necessary Information

If the story cannot continue without a fact, provide the necessary fact and roll for something that can honestly vary:

- how quickly it is found;
- how much detail is learned;
- whether the search is detected;
- what cost is incurred; or
- what additional advantage is gained.

16. Time, Scale, and Action Scope

16.1 One Meaningful Attempt

A FEAT resolves one meaningful attempt at the scale established by the scene.

It may represent:

- one combat action;
- seconds of emergency work;
- minutes of searching;
- hours of research;
- a day of negotiation; or
- one interval of a long project.

Do not split an ordinary task into several rolls unless each stage introduces a distinct decision, risk, or consequence.

16.2 Time Pressure

Time pressure may:

- require a roll for an otherwise routine action;
- impose -1CS or -2CS;
- limit retries;
- establish a deadline for an Extended Task; or
- change the consequence of failure.

Use only the expression that best represents the pressure. Do not count the same deadline several times.

16.3 Scale

A high rank permits actions at the scale defined by that Ability, Power, or effect. It does not provide universal authority over smaller-scale details.

A cosmic Power may move planetary energy while lacking the precision to operate on a single cell. A low-rank but narrowly precise Power may accomplish that cellular task more reliably.

Scope, precision, and function remain part of the capability description.

17. Common Action Templates

17.1 Overcoming a Physical Obstacle

- 1 Identify the applicable Strength, Power, or tool rank.
- 2 Identify the obstacle's Material Strength or other Intensity.
- 3 Confirm that the method can affect the material.
- 4 Use the ranked Intensity ladder.
- 5 Apply leverage, tools, position, and time as shifts or Enablers.

Success overcomes the obstacle only to the extent established by the method and effect.

17.2 Resisting a Hazard

- 1 Identify the hazard's Intensity.
- 2 Select Endurance, Psyche, a Resistance Power, or another written defense.
- 3 Compare ranks.
- 4 Roll the resisting FEAT.
- 5 Apply the hazard's written outcome for the resulting color.

17.3 Investigation

- 1 State the question being investigated.
- 2 Confirm that evidence or observable information exists.

- 3 Select Reason for analysis or Intuition for discovery and interpretation, according to approach.
- 4 Apply Talent, tools, access, time, and concealment.
- 5 Set color by complexity, opposition, or required depth.

Higher colors provide deeper supported conclusions, not invented facts.

17.4 Social Action

- 1 State the concrete decision or cooperation sought.
- 2 Establish whether the target could plausibly agree.
- 3 Select Psyche or another Ability justified by the approach.
- 4 Apply Talent, Standing, Relationship, leverage, risk, and context.
- 5 Use passive opposition or an active contest as appropriate.

Social success obtains a plausible decision, concession, delay, disclosure, or agreement. It does not erase identity, values, memory, legal authority, or autonomy. Mind control requires an actual Power.

17.5 Technical or Professional Work

- 1 Determine the task-access class.
- 2 Confirm required knowledge, tools, information, and authority.
- 3 Select the Ability according to approach.
- 4 Apply the primary Talent and any legitimate support.
- 5 Use one FEAT or an Extended Task according to project scale.

17.6 Power Precision

- 1 Confirm that the effect is an established use or valid Stunt.
- 2 Use the Power rank.
- 3 Set color by required precision or opposing Intensity.
- 4 Apply conditions that affect control.
- 5 Resolve effect, damage, range, and duration separately under the Power's description.

17.7 Resource Acquisition

Use the External Traits chapter.

- Availability and access are determined before the FEAT.
- Cost relative to Resources establishes the Required Result.
- Success may create Resource Stress.
- A high roll does not create a seller, legal authority, or unique artifact.

18. Worked Examples

18.1 Daredevil Crosses a Rooftop Gap

Daredevil wants to cross a dangerous rooftop gap during a pursuit.

- The distance is within his established physical capability.
- Rain and unstable debris make failure consequential.
- Agility governs.
- Acrobatics applies.
- The task is Standard, requiring Green.
- The Talent and conditions produce a final +1CS after cancellation.

Daredevil rolls on the shifted column. Green crosses the gap. Yellow may preserve full speed. Red may also place him in a superior position for the pursuit. White means he does not complete the crossing cleanly and suffers the declared consequence, such as catching the edge and losing time.

18.2 Breaking a Reinforced Barrier

A hero with Remarkable Strength attempts to break an Incredible barrier.

The barrier is one rank higher, so the attempt requires Yellow.

The hero uses a proper leverage point, gaining +1CS. The FEAT is rolled on Incredible, but Yellow is still required because the leverage changed application rather than the barrier's actual Intensity.

If the leverage instead physically reduced the resistance of the barrier, the Judge could lower the effective Intensity and apply no shift. The same advantage is never counted both ways.

18.3 Live System Intrusion

A hero attempts to enter a secured system while a trained operator actively blocks access.

- Both sides possess the necessary systems knowledge.
- The hero uses Reason with Cybersecurity.
- The operator uses Reason with Cybersecurity.
- Both normally require Green.
- The hero has superior preparation for +1CS.

Both declare Karma before rolling. Both roll. If both succeed, compare success margin, exact effective score, and Final Percentile in that order.

18.4 Resisting a Toxin

A hero with Good Endurance is exposed to a Remarkable toxin.

Remarkable is two ranks above Good, so the resistance FEAT requires Red.

If the toxin were Incredible, the direct resistance would be impossible because it would exceed Endurance by three ranks. An antidote, Resistance Power, immediate medical intervention, or reduced dose could provide an Enabler or lower the effective Intensity.

18.5 Karma-Assisted Rescue

A hero makes an Excellent FEAT and needs Yellow. Yellow begins at 71.

Before rolling, the player declares Personal Karma and commits 5. The roll is 58. Reaching Yellow requires 13 additional Karma, so the total cost is 18.

The player may pay 18 and obtain Yellow, stop without adding Karma and accept Green, or add fewer points if another meaningful threshold exists. The player cannot declare a Red goal after seeing the roll.

18.6 Searching for a Nonexistent Device

A hero searches a laboratory for a transmitter that is not present.

No FEAT can find it. The Judge may allow a search to establish that there is no physical evidence of such a device, identify signs that it was removed, or find another available clue. A Red result cannot make the transmitter exist.

18.7 Cosmic Enabler

A hero with Unearthly dimensional energy cannot directly overpower a Class 1000 seal.

The team discovers the seal's anchor and completes a ritual that reduces its manifested resistance to Shift Z. That ritual is the Enabler.

The hero may now attempt a valid FEAT against Shift Z under the ranked Intensity ladder. Karma can improve that permitted roll. It could not bypass the original Scale Gate.

18.8 Extended Cure Project

A medical team works to create a cure for an unknown extraterrestrial pathogen.

- The project is Major: 6 Progress Marks.
- Reason with Clinical Medicine is the lead FEAT.
- Xenobiology supplies qualified support.
- A full laboratory and pathogen sample provide access.
- Each interval represents one day.

- Yellow is required because the biology is unprecedented.
- Failure consumes rare sample material and advances the patient's condition.

Each Yellow earns 1 Mark; each Red earns 2 Marks. Green is below the requirement and earns no Mark, although it may preserve the sample if the established consequence applies only to White.

18.9 Rivet Builds the Missing Span

A damaged transit terminal is collapsing around a trapped worker. Rivet wants to create a temporary ferroglass span across the broken floor so the worker can reach safety.

- Objective: Create a stable, load-bearing path before the remaining support fails.
- Approach: Rare Substance Creation directly governs forming the ferroglass, so Rivet uses the Power's Excellent rank. The declared span remains within his recorded daily creation limit, and intact structural anchors make the method possible.
- Difficulty: The Power can create the substance, but shaping it into a safe bridge under severe time pressure demands Yellow. The same time pressure is not also applied as a column shift.
- Stakes: Success creates the usable span. White means the span is not ready before the support shifts, forcing Rivet to protect the worker by another method while the scene worsens.

Rivet rolls 78 on the Excellent column, producing Yellow. The ferroglass span forms between the surviving anchors and the worker crosses. The roll does not make the bridge indestructible, create more material than the Power permits, or solve the collapsing terminal beyond the declared objective. It changes one uncertain situation into a new established fact: there is now a safe route across the gap.