



CHAPTER 13

ADVANCEMENT, CODES, AND RECOVERY

Advancement and recovery answer four lasting questions:

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01

Growth: What capability is changing, and what does it cost?

02

Evidence: What training, discovery, or Story Beat supports it?

03

Consequence: How do Codes, injuries, and world reactions matter?

04

Continuity: What remains permanent, temporary, lost, or recoverable?

Campaigns Centered on Villains

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If you wish to run a campaign as a villain, please consult the separate book dedicated to villains and their Codes.

1. Core Principle

Advancement must reward meaningful accomplishment, responsibility, sacrifice, and participation in the character's story without treating Karma as a universal divine judgment.

The system uses two currencies because mechanical improvement and narrative justification are not the same thing:

Karma pays for growth. Story Points are the proof.

Karma is earned narrative capital. It represents the character's accumulated capacity to influence events and purchase lasting mechanical growth. Story Points record specific events demonstrating why a significant breakthrough is justified.

Neither currency can replace the other at a significant boundary.

Karma, Popularity, and Legal Status answer different questions:

- Karma: What has the character earned, and have they remained responsible to their established Code?
- Popularity: What do particular audiences believe about the character?
- Legal Status: How do the law and relevant authorities classify the character's actions?

These systems must never substitute for one another. An unlawful act is not automatically a Karma violation. A justified act is not automatically popular. A lethal vigilante may be admired by one community, condemned by another, and wanted by the police without any contradiction.

2. Karma Advancement

Increasing a FASERIP ability by one numerical point costs Karma equal to the destination score.

Increase	Karma cost
8 to 9	9
15 to 16	16
25 to 26	26
35 to 36	36
62 to 63	63

The total cost of a longer improvement is the sum of every destination score purchased.

Advancement	Total Karma
Good 8 to Excellent 16	100
Excellent 16 to Remarkable 26	215
Remarkable 26 to Incredible 36	315
Incredible 36 to Amazing 46	415
Amazing 46 to Monstrous 63	935

Karma alone can improve a score within its permitted range. It cannot authorize a rank breakthrough that requires Story Points or a change in the character's nature.

2.1 Advancement Funds

A character may reserve Karma in a named Advancement Fund for one specific Ability, Power, Talent, or other approved trait. Reserved Karma cannot be spent on FEAT rolls, transferred to another fund, or casually reclaimed as general Karma.

An incomplete fund remains the character's earned progress. Karma loss does not raid it, but Karma Debt freezes it: no new Karma may be added and no advancement may be completed until the debt is cleared.

Advancement normally takes effect between Issues. The character must have had a reasonable opportunity to train, practice, research, rebuild, recover, or otherwise make the improvement real. A fund supplies the Karma; it does not replace the fiction.

Resources, Popularity, Legal Status, Contacts, Relationships, Holdings, credentials, and institutional access cannot receive Advancement Funds. They are External Traits changed by events under Section 20.

3. Story Points as Evidence

A Story Point is not generic experience and is not an attendance award. Each Story Point represents a specific event, achievement, sacrifice, education, training milestone, discovery, moral decision, or other meaningful development in play.

When spending Story Points on a rank breakthrough, the player identifies the events that prove the advancement has been earned.

The question is not merely, "Does the player possess enough points?" It is:

What happened in this character's story that now makes the higher rank true?

The Judge confirms whether the cited evidence supports the requested advancement. A qualifying Story Beat is worth one Story Point; the Judge determines whether the event qualifies, not a variable award amount.

Story Points are never removed as punishment.

3.1 Awarding Story Points

At the end of each Issue, normally one play session, the players and Judge review whether each character produced a qualifying Story Beat.

A character normally receives zero or one Story Point per Issue. A second Story Point may be awarded only when the character produced two genuinely separate, exceptional Story Beats. Two is the absolute maximum from one Issue.

Story Points are never awarded merely for:

- Attending the session.
- Surviving an encounter.
- Defeating an enemy.
- Rolling exceptionally well.
- Completing the adventure exactly as expected.

A player may nominate their own character or another player's character. The Judge confirms whether the event qualifies.

3.2 The Story Ledger

Every Story Point is recorded with one sentence describing what earned it.

Examples:

- "Held the collapsing bridge long enough for civilians to escape."
- "Completed six months of training under Shang-Chi."
- "Refused Doom's offer despite knowing it could restore his family."
- "Used his flame mantle to contain a reactor breach for the first time."

Optional tags such as Strength, Psyche, Power, Talent, or Relationship may be added for convenience. The point is not permanently locked to that tag, but the recorded event must genuinely support the advancement for which it is eventually spent.

Once used, that Story Point is crossed out. The same event cannot justify multiple advancements.

3.3 Expected Story Pace

A typical character should receive approximately one Story Point every one or two Issues. Story Points establish the minimum narrative pace of major growth even when a character has accumulated sufficient Karma.

4. Universal Human Scale

Human attainability is universal across all seven FASERIP abilities. There are no separate maximum-human charts for Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche.

Score	Universal meaning
1-25	Normal human possibility
26-35	Exceptional human achievement
36+	Genuinely superhuman capability

4.1 Normal Human Development: 1-25

Excellent 25 is the upper limit of normal human development.

4.2 Exceptional Human Development: 26-35

Remarkable ability is attainable by an unenhanced human only through exceptional and relevant development.

Ability	Examples of qualifying development
Fighting	Elite combat training and meaningful experience
Agility	World-class athletic, acrobatic, or movement training
Strength	Exceptional conditioning and sustained strength training
Endurance	Extreme physical conditioning and demonstrated stamina
Reason	Postgraduate education, equivalent mastery, or groundbreaking research
Intuition	Exceptional investigative, tactical, clinical, or field experience
Psyche	Profound discipline, meditation, psychological conditioning, or tested resolve

A qualification permits advancement; it does not automatically grant the higher score.

Example: completing postgraduate study may provide one proof for Remarkable Reason. Applying that expertise to cure a previously unknown disease may provide another. The player must still pay the required Karma.

4.3 Superhuman Development: 36+

Crossing from Remarkable 35 to Incredible 36 cannot result from ordinary training, education, or experience alone. It requires a genuine change in capability, such as mutation, enhancement, technology, magic, altered biology, divine intervention, or another story-supported transformation.

5. Rank-Boundary Requirements

Boundary	Story Points	Additional requirement
Good 15 to Excellent 16	2	Two relevant proofs of development
Excellent 25 to Remarkable 26	2	Exceptional training, education, or equivalent achievement
Remarkable 35 to Incredible 36	3	Genuine superhuman transformation
Incredible 45 to Amazing 46	5	Major development of the enhanced ability
Amazing 62 to Monstrous 63	8	Campaign-defining growth
Monstrous 87 to Unearthly 88	13	Extraordinary or cosmic-scale development
Unearthly 125 to Shift X 126	21	Fundamental transformation of scale

Below Excellent, Karma alone governs ordinary improvement.

Story Point costs remain deliberately modest at the human-achievable boundaries because the required evidence and qualifications provide an additional gate. Escalating Story Point costs begin at the transition into genuinely superhuman capability.

6. Karma Awards

Karma rewards outcomes and meaningful choices. It does not reward body count, raw enemy rank, or merely winning a fight.

6.1 Significance Ladder

Significance	Karma	Meaning
Meaningful	5	Helpful action with a real consequence
Serious	10	Saves a life or materially advances the mission
Major	20	Resolves an important threat or protects many people
Extraordinary	30	Changes the direction of the story or a community
Campaign-defining	50	Alters the campaign's world or saves an enormous population

The ladder applies to four broad types of achievement:

- Protection: Rescue someone, prevent harm, or safeguard something important.
- Resolution: Stop a threat, solve a crisis, or expose a conspiracy.
- Sacrifice: Accept meaningful danger, loss, or personal cost for others.
- Responsibility: Honor a commitment or Code when doing so is genuinely difficult.

Significance is measured within the natural scale of the campaign. Stopping Kingpin's assassination plot may be Campaign-defining in Daredevil's story even though no planet is threatened. Stopping Thanos may hold the same significance in a cosmic campaign.

6.2 Additional Individual Awards

Individual achievement	Karma
Honor an established personal commitment	5
Exceptional ingenuity or teamwork	5
Creative Power Use	5
Uphold the Character Code under serious pressure	5-10

Creative Power Use is awarded when a character applies an existing power in a genuinely new, valid, and meaningful way. The award may be granted even if the dice cause the attempt to fail. The same application earns this award only once; afterward it is an established technique or potential Power Stunt.

The unofficial name for Creative Power Use is the Slithering Award.

A relationship or personal storyline normally produces a Story Point. It also grants 5 Karma only when advancing it required meaningful action, responsibility, or sacrifice.

6.3 Award Administration

- Awards are not divided by the number of players. Every meaningful participant receives the appropriate award.
- No Karma is granted merely for winning a fight.
- No per-body or per-opponent award exists.
- Absolute enemy rank does not determine an award.
- Honest failure does not cost Karma.
- A single act may support more than one award only when it produced genuinely distinct achievements, such as both rescuing hostages and accepting a lasting personal sacrifice.

A typical successful Issue should produce approximately 20-50 Karma per character. An extraordinary Issue may produce 60-100.

7. Karma Losses

Karma loss follows agency and responsibility. It is not triggered by proximity, team membership, legal classification, public opinion, or a bad outcome alone.

There is no automatic lose all Karma result.

7.1 Severity Ladder

Severity	Loss	Typical meaning
Lapse	-5	Minor broken commitment, selfish shortcut, or limited avoidable damage
Serious	-10	Knowing breach of responsibility, abuse of power, or meaningful recklessness
Major	-20	Serious betrayal, willful abandonment, or negligent death
Grave	-30	Reckless death, deliberate severe harm, or major Code violation
Fundamental	-50	Intentional wrongful killing, knowingly harming innocents, atrocity, or defining betrayal

The Judge evaluates five questions:

- 1 Agency: Did the character actually choose the action?
- 2 Knowledge: What did the character reasonably know?
- 3 Intent: What was the character trying to accomplish?
- 4 Alternatives: Was a reasonable less-harmful option available?
- 5 Code: Did the decision violate the character's established boundaries?

Strong mitigation may reduce a loss by one or more steps. Premeditation, repetition, concealment, abuse of authority, or indifference to foreseeable harm may increase it by one step. The maximum numerical loss for one decision is 50, but a pattern of Fundamental violations may change the character's campaign status.

7.2 Actions That Do Not Automatically Cause Loss

No automatic Karma loss occurs for:

- Losing a battle.
- Breaking a law.
- Unavoidable property damage.
- An unforeseeable accident.
- Honest failure to save someone.
- Actions performed under genuine mind control.
- A teammate's independent conduct.
- Choosing between lives when every available choice leaves someone in danger.

Negligence, willing surrender of control, knowing complicity, abandonment, and a character's choices after regaining control may still create responsibility.

7.3 Death and Lethal Force

Circumstance	Karma loss
Justified and consistent with the Character Code	0
Unforeseeable accidental death	0
Avoidable death through negligence	-20
Death caused through conscious recklessness	-30
Intentional killing that fundamentally violates the Code	-50
Deliberate killing of a known innocent	-50 plus character-status review

Lethal-force losses are assessed by decision or incident, not automatically per corpse. Five people killed by one reckless explosion are one Grave or Fundamental incident. Five deliberate executions are five separate decisions and may establish that the character has ceased functioning as a hero.

No character loses Karma for another character's actions solely because they cooperated, shared a Karma Pool, or participated in the same mission. A character shares responsibility only when they order, knowingly enable, deliberately facilitate, or knowingly conceal the act.

7.4 Karma Debt

If a loss exceeds the character's available Karma, the remainder becomes Karma Debt.

Future Karma awards clear the debt before they can be spent, placed into advancement, or contributed to a Karma Pool. Previously completed advancement remains intact, and Story Points are never removed.

Karma Debt prevents two exploits:

- A character with zero Karma cannot violate their Code for free.
- A player cannot hide all Karma in an Advancement Fund before a planned violation.

An existing Advancement Fund is not raided, but no incomplete advancement may be finalized and no new Karma may be added to it until the debt is cleared.

8. Character Codes

A Character Code is the hero's declared ethical and operational framework. It tells the player and Judge what the character serves, whom they accept responsibility for, what they refuse to do, and when they permit lethal force.

A Code is a source of stories, not a trap. It must be established before the relevant decision and applied from what the character reasonably knew at the time.

8.1 The Four Parts of a Code

Every player character records four elements.

Purpose

One sentence stating why the character acts.

Examples:

- Protect Hell's Kitchen when ordinary institutions cannot.
- Defend mutants and prevent the cycle of persecution from consuming them.
- Stop proven violent predators from harming anyone again.

Responsibilities

Record at least two people, communities, duties, relationships, or institutions for which the character accepts continuing responsibility.

Examples include a neighborhood, family, team, client confidentiality, students, civilians, a nation, innocent life, victims, scientific integrity, or stewardship of dangerous technology.

A Responsibility must be capable of creating inconvenience or conflict. "Be responsible only when I feel like it" is not a Responsibility.

Boundaries

Record at least two actions the character refuses to take or conditions the character will not knowingly accept.

Examples include refusing to harm innocents, use torture, betray a confidence, abandon a teammate, manipulate a mind, kill a helpless opponent, profit from heroism, or surrender dangerous technology.

A Boundary must constrain play. It cannot merely restate something the character would never have reason to do.

Lethal Standard

Choose one of the four standards below. The Judge must approve a Punitive Vigilante standard and may disallow it when inconsistent with the campaign's agreed tone.

Standard	Lethal force is consistent with the Code when...
Never Lethal	It is not. Intentionally causing death violates the Code, although extreme necessity may mitigate the loss.
Last Resort	It is necessary to prevent imminent death or comparably grave harm and no reasonable nonlethal alternative remains.
Active Deadly Threat	The target is currently using, or clearly about to use, deadly force; legitimate wartime combatants may qualify. Helpless, surrendered, or safely contained targets do not.
Punitive Vigilante	Reliable evidence establishes that the target deliberately committed grievous violence and remains a serious threat. The Code may permit planned lethal action even when the target is not attacking at that instant.

No unrestricted lethal standard is available to a player hero under these rules. A Code that permits killing anyone the character dislikes, anyone accused of wrongdoing, or anyone who obstructs the character is a villainous operating policy, not a heroic Code.

8.2 Code Approval

Before play, the player presents the Code to the Judge. Approval confirms four things:

- The Purpose protects or serves something beyond the character's convenience.
- The Responsibilities can create real obligations.
- The Boundaries meaningfully constrain conduct.
- The Lethal Standard is clear and compatible with the campaign.

The Judge and player resolve ambiguous wording before it becomes consequential. The Judge must warn a player when a proposed action appears to violate a Code element that the character would recognize. A Code must not become a hidden gotcha based on information unavailable to the player.

A permissive lethal standard does not grant bonus Karma. It changes which actions constitute personal violations. Popularity, Legal Status, relationships, retaliation, grief, and other consequences remain fully in effect.

8.3 Applying a Code

Routine compliance earns no bonus. Upholding the Code when a selfish, easier, safer, or emotionally satisfying alternative is genuinely tempting earns 5 Karma. An exceptional choice involving severe cost may earn 10 Karma and qualify as a Story Beat.

When Code elements conflict, the player states which responsibility or boundary the character gives priority and why. A genuine impossible choice is not automatically a violation. The Judge evaluates the decision using agency, knowledge, intent, alternatives, and established characterization.

A reasonable good-faith mistake is not equivalent to a knowing violation. Failure to investigate when the Code clearly requires certainty may be negligence or recklessness.

8.4 Changing a Code

A Code may change through character development. It cannot be rewritten during or immediately after a consequential scene merely to avoid a loss.

A change requires:

- A relevant Story Beat recorded in the Story Ledger.
- A clear in-character reason.
- Judge approval of the revised wording.
- Announcement between Issues, before the new standard is tested.

Changing a Code has no automatic Karma cost. The change is itself part of the story. Earlier actions remain judged under the Code in force when those decisions were made.

A Fundamental Code violation places the Code In Crisis. Before the end of the following Issue, the character must reaffirm it, revise it through a qualifying Story Beat, or acknowledge that they have abandoned it. While the Code remains In Crisis, the character cannot earn the 5-10 Karma Code award. Other Karma awards remain available.

Repeated Fundamental violations without remorse, restraint, or development require a character-status review. The Judge and player decide whether the character has become an antihero operating under a different approved Code, entered a redemption arc, or ceased to be suitable as a player hero.

8.5 Team Codes and Karma Pools

A team may adopt a short shared Code or charter. A Team Code governs the group's purpose, resources, public identity, and Karma Pool; it does not replace individual Character Codes.

An individual's unauthorized violation does not damage the Karma Pool merely because the offender belongs to the team. The Pool suffers a loss only when the team, its authorized leader, or a meaningful portion of its membership knowingly orders, enables, adopts, or conceals the violation as a team action.

Complicit characters may also suffer individual losses. Innocent team members do not lose personal Karma merely because a group decision was made without their knowledge or against their opposition.

8.6 Worked Codes

Daredevil

- Purpose: Protect Hell's Kitchen and pursue justice when ordinary institutions fail.
- Responsibilities: Innocent residents; clients and confidences; close friends placed at risk by his crusade.
- Boundaries: Never intentionally kill; never knowingly abandon an innocent; do not corrupt the law merely for convenience.
- Lethal Standard: Never Lethal.

Daredevil intentionally killing a defeated murderer is normally a Fundamental violation. Killing an attacker as the only available means of saving a child still violates his Never Lethal standard, but extreme necessity may reduce the loss and would almost certainly place his Code In Crisis.

Wolverine

- Purpose: Protect his chosen family and prevent others from being used as weapons.
- Responsibilities: His team; young or vulnerable mutants; civilians caught in conflicts beyond their scale.
- Boundaries: Never knowingly harm an innocent; never kill for pleasure; never abandon a teammate to avoid personal cost.
- Lethal Standard: Active Deadly Threat.

Wolverine may kill an active deadly combatant without automatic Karma loss. Executing a safely restrained prisoner is outside this standard and is judged as a Code violation according to intent and circumstances.

Punisher

- Purpose: Stop proven violent predators from harming others again.
- Responsibilities: Innocents; victims and witnesses; maintaining sufficient certainty before choosing a target.
- Boundaries: Never knowingly harm an innocent; never kill for profit, status, or pleasure; never punish someone merely suspected of wrongdoing; never use an unwilling ally as an execution tool.
- Lethal Standard: Punitive Vigilante.

Punisher does not lose Karma merely for killing an established violent offender within this approved Code, nor does he receive Karma for the body count. He earns Karma through protection, resolution, sacrifice,

responsibility, and personal story. Killing the wrong person because he ignored inadequate evidence may constitute negligence, recklessness, or a Fundamental violation. His actions may also damage particular reputations and create severe Legal Status consequences without changing the Karma ruling.

9. Power Advancement Principles

Power advancement uses the same two-part engine as Ability advancement:

Karma pays for increased capability. Story Points prove the breakthrough.

Every Power is advanced as the specific entry recorded on the character sheet. Increasing one Power does not increase similar Powers, every Power sharing its source, or every expression of the character's theme.

A Power rank increase improves the numerical parameters already governed by that rank, which may include intensity, damage, range, duration, area, capacity, resistance, speed, or the difficulty of resisting the effect. It does not automatically:

- add a new delivery method;
- affect a new class of target;
- create another energy, matter, sense, emotion, or creature subtype;
- remove a limitation or equipment dependency;
- change the Power Source or operating mode;
- add an extra action; or
- grant an unrelated effect merely because it fits the character's theme.

Those developments are handled through Power Stunts, Power Addition, or Power Reconfiguration.

9.1 Standard and Major Power Costs

Increasing a Standard Power by one numerical point costs twice the destination score.

Standard Power cost = 2 × destination score

Increasing a Major Power by one numerical point costs three times the destination score.

Major Power cost = 3 × destination score

Major Powers cost more because a single rank often governs several linked functions or an unusually broad operating scope. Major status is still a measure of breadth, not raw force.

Advancement	Standard Power	Major Power
Feeble 1 to Poor 3	10	15
Poor 3 to Typical 5	18	27
Typical 5 to Good 8	42	63
Good 8 to Excellent 16	200	300
Excellent 16 to Remarkable 26	430	645
Remarkable 26 to Incredible 36	630	945
Incredible 36 to Amazing 46	830	1,245
Amazing 46 to Monstrous 63	1,870	2,805
Monstrous 63 to Unearthly 88	3,800	5,700
Unearthly 88 to Shift X 126	8,170	12,255

The cost of a partial increase is the appropriate multiplier times the sum of the destination scores actually purchased.

Example: raising a Standard Power from Good 8 to Good 10 costs 2 × (9 + 10), or 38 Karma. Raising a Major Power across the same two points costs 57 Karma.

9.2 What Advances Together

If one recorded Power has several core parameters explicitly tied to the same rank, all of those parameters improve together. That shared benefit is already reflected in the Major Power multiplier when the entry is Major.

If an entry records different ranks for different components, each component is a separate advancement track. Increasing the attack rank does not also increase a separately recorded defense, Ability Enhancement, or movement rank.

Ability Enhancement is advanced as the Power that supplies it, using the multiplier for its recorded Standard or Major type. Increasing the character's unenhanced Ability is a separate purchase under Section 2.

Selection is a rankless Major Power and cannot be advanced by purchasing a higher rank. Its catalog entries advance separately according to each entry's own Standard or Major type. Selection-specific growth takes the form of mastered switching Stunts or new catalog entries, never a number that silently improves the whole catalog.

9.3 Timing and Rate

Permanent Power advancement normally occurs between Issues after relevant use, practice, research, repair, meditation, exposure, or another source-appropriate process.

A character may purchase several numerical points at once but may cross no more than one named-rank boundary for the same Power between two Issues. A major transformation may override this limit when the Judge explicitly defines the event as an immediate change of scale.

The Power must normally be available during the development process. Temporary suppression delays completion but does not erase Karma already reserved in its Advancement Fund.

10. Power Rank Breakthroughs

Crossing a named-rank boundary requires the same number of Story Points used for an Ability breakthrough, but the evidence must concern the Power being advanced and the Power Source that makes the new rank possible.

Boundary	Story Points	Power-specific proof
Good 15 to Excellent 16	2	Demonstrated control, disciplined practice, or meaningful technical refinement
Excellent 25 to Remarkable 26	2	Advanced mastery, specialized training, sustained exposure, or a significant upgrade
Remarkable 35 to Incredible 36	3	Substantial expansion, awakening, redesign, or transformation of the Power Source
Incredible 45 to Amazing 46	5	Major breakthrough central to a character or campaign arc
Amazing 62 to Monstrous 63	8	Campaign-defining growth in the Power's source and scale
Monstrous 87 to Unearthly 88	13	Extraordinary, dimensional, divine, or cosmic-scale development
Unearthly 125 to Shift X 126	21	Fundamental transformation of the character's operating scale

The player identifies the relevant Story Ledger entries when completing the breakthrough. Generic heroism may earn Story Points, but it is not automatically proof that a particular Power became stronger.

A single event cannot pay for both an Ability boundary and a Power boundary. The same event may inspire several developments, but its Story Point is spent once.

11. Power Stunts: Discovery and Mastery

A Power Stunt is a new, repeatable application logically derived from a Power's established core effect. It is narrower than a separate Major Power and remains dependent on the parent Power's source, rank, mode, and limitations.

11.1 Stunt Procedure

- 1 Describe the proposed stunt and how it follows from the parent Power.

- 2 The Judge confirms that it is a stunt rather than a separate Power and sets any situational column shifts.
- 3 Spend Karma equal to $100 - (10 \times \text{prior successful uses})$, to a minimum of 10.
- 4 Make a Power FEAT using the required result below.

Prior successful uses	Karma surcharge	Required result
0	100	Red
1	90	Red
2	80	Red
3	70	Yellow
4	60	Yellow
5	50	Yellow
6	40	Green
7	30	Green
8	20	Green
9	10	Green
10+	0	Mastered; use the normal FEAT procedure

A failed attempt spends the Karma but does not erase prior progress. A specific stunt can earn no more than one successful-use mark in a scene. The Judge may require pressure, consequence, or a genuine learning opportunity rather than allowing risk-free repetition.

The first genuinely new and meaningful attempt may earn the 5-Karma Creative Power Use award even if the roll fails. The same application earns that award only once.

A duplicate Linked Expression from the Power Generation chapter begins mastered and requires no development sequence.

11.2 What Mastery Means

At ten successful uses, the stunt is mastered:

- it no longer has a stunt surcharge;
- it no longer requires the special Red, Yellow, or Green development threshold;
- it becomes a normal listed application of the parent Power; and
- it remains subject to the parent Power's rank, source, mode, and limitations.

Mastery does not create a separate Power and does not make the stunt usable while the parent Power is unavailable.

11.3 Stunt Boundaries

A Power Stunt cannot:

- exceed the parent Power's rank without a separate enhancement;
- create an independent Power merely by accumulating ten uses;
- reproduce the full scope of another Major Power;
- ignore range, targeting, resistance, material, or source restrictions;
- remove a meaningful limitation;
- provide a permanently active effect when the parent Power is inactive; or
- add actions or turns through descriptive wording.

The Judge may require a separate stunt for each materially different application. A single-target projectile, an area burst, a sustained wall, and fine external control are not automatically one stunt merely because each uses the same energy.

11.4 From Mastered Stunt to Independent Power

A mastered stunt may become the foundation of a separate Standard Power only when the story changes it into an independently usable core effect. This is Power Addition, not an automatic reward for ten successes.

When the Judge approves that evolution:

- the ten successful uses may support one relevant Story Beat;
- 100 Karma already spent on the stunt may be credited toward the new Standard Power's acquisition cost;
- the new Power receives its own rank, source, mode, and advancement track; and
- the effect may function independently only after the acquisition is complete.

A stunt cannot evolve directly into a Major Power through this credit. A Major addition follows the complete Major Power Addition procedure.

12. Adding a New Power

Power Addition creates a genuinely independent core effect. It is used when the proposed capability can function without the parent Power, belongs to a different effect category, introduces substantial new targeting or resistance rules, or possesses breadth beyond a bounded stunt.

12.1 Requirements

Before paying for a new Power, establish:

- 1 Concept: The exact Standard or Major Power and its required subtype choices.
- 2 Source: Why the character can develop this Power now.
- 3 Mode: Inherent, Integrated, Conditional, Equipment-Based, or Alternate Form.
- 4 Evidence: Story Beats demonstrating discovery, construction, training, awakening, pact, exposure, or transformation.
- 5 Rank: The starting rank justified by the source and events.

A player-directed new Standard Power requires 3 Story Points. A player-directed new Major Power requires 5 Story Points.

Standard additions normally begin between Feeble 1 and Excellent 16. Major additions have a minimum starting rank of Excellent 16. Beginning above Excellent requires the cumulative Power-specific boundary Story Points above Excellent in addition to the acquisition requirement.

Example: a new Standard Power beginning at Remarkable 26 requires 5 Story Points: 3 for acquisition and 2 for the Excellent-to-Remarkable breakthrough. Beginning at Incredible 36 requires 8: 3 for acquisition, 2 for Remarkable, and 3 for Incredible.

12.2 Karma Cost

A Standard Power founded at Excellent 16 or lower costs $300 + (10 \times \text{starting score})$.

A Major Power is founded at its minimum rank of Excellent 16 for 840 Karma: $600 + (15 \times 16)$.

To begin either type above Excellent, pay its Excellent acquisition cost plus the full normal Standard or Major Power advancement cost from Excellent 16 to the intended rank. This prevents a new high-rank Power from being cheaper than developing an established one.

Starting rank	Standard Power	Major Power
Feeble 1	310	-
Poor 3	330	-
Typical 5	350	-
Good 8	380	-
Excellent 16	460	840
Remarkable 26	890	1,485
Incredible 36	1,520	2,430
Amazing 46	2,350	3,675
Monstrous 63	4,220	6,480
Unearthly 88	8,020	12,180
Shift X 126	16,190	24,435

The acquisition cost buys the new core effect and establishes its initial force. Values above Excellent already include the required rank advancement and are not charged twice. Later improvement begins from the acquired score and uses the normal Standard or Major Power advancement multiplier.

An addition is normally funded and completed between Issues. The Judge may divide its development into visible stages, but an unfinished Power does not provide partial functions unless the story explicitly presents a temporary, unstable prototype or manifestation.

12.3 Story-Granted Powers

If the Judge imposes or offers a Power as the direct consequence of an extraordinary event rather than as a player-directed purchase, the Judge may waive some or all Karma and Story Point costs. Such a grant is a campaign change, not ordinary advancement, and should be discussed with the player when it materially changes the character.

An unwanted mutation, curse, possession, or transformation is never treated as a debt the player must pay merely to keep playing. Any free advantage and its complications should be assessed together.

12.4 Selection Catalog Additions

A new Power added to a Selection catalog follows the normal Power Addition procedure but receives a 25 percent reduction in Karma cost, rounded up, because it remains unavailable whenever another catalog entry is active.

The catalog entry retains the full Story Point requirement and advances separately. If it later becomes available outside Selection, the character must pay the previously discounted Karma and provide a Story Beat explaining the release from the catalog restriction.

12.5 Learned Spells, Formulae, and Techniques

A spell, martial technique, scientific formula, or comparable learned capability with its own core effect is a Power Addition or a Selection catalog entry according to how it operates. A teacher, tome, laboratory, pact, or training school provides access and Story evidence; it does not automatically erase the Karma cost.

When a campaign devotes extraordinary downtime and opportunity cost to formal study, the Judge may waive some cost under the Story-Granted Power rule. The time commitment must matter in play and cannot be used as free off-screen shopping between ordinary Issues.

13. Distinguishing a Stunt from a New Power

Use the following tests in order.

Question	If yes
Is it the same effect, substance, source, and target class expressed through a narrow new technique?	Usually a Power Stunt
Does it remain unusable when the parent Power is unavailable?	Usually a Power Stunt
Does it create an independent ongoing effect, new target class, new resistance, or different effect category?	Usually a new Power
Does it reproduce the flexibility or scope of a Major Power?	A Major Power Addition, not a stunt
Does it primarily remove a recorded condition, dependency, or weakness?	Power Reconfiguration or Limitation Breakthrough

When uncertain, define the narrowest version that is clearly a stunt. Greater breadth can remain a later Power Addition rather than being decided by vague wording during an action scene.

14. Power Source, Mode, and Limitations

14.1 Descriptive Changes

A cosmetic change to a Power's appearance, sound, name, gestures, or harmless manifestation has no Karma or Story Point cost. It cannot alter concealment, targeting, range, damage, resistance, action economy, or another mechanical fact.

14.2 Equivalent Reconfiguration

A source or mode may change without a separate Karma cost when the new version is mechanically equivalent: its access, vulnerabilities, maintenance, detectability, and restrictions remain substantially comparable.

Equivalent reconfiguration requires one relevant Story Beat, Judge approval, and an updated character-sheet entry. It changes why or how the Power operates, not what the character can accomplish.

14.3 Limitation Breakthrough

Removing or materially weakening a recorded limitation, activation condition, equipment dependency, or transformation restriction is permanent advancement.

Breakthrough	Karma formula	Story Points
Standard Power limitation	$200 + (10 \times \text{current score})$	2
Major Power limitation	$400 + (15 \times \text{current score})$	3

This procedure applies only when the Power's core effect remains the same. If removing the limitation creates an independently usable effect or a new operating scope, use Power Addition instead.

Ordinary counterplay is not automatically a purchasable limitation. Fire can be smothered, minds may resist control, machines may be jammed, and equipment can be damaged. A Limitation Breakthrough changes a specific recorded restriction; it does not abolish the world's normal responses to the effect.

Accepting a new limitation never creates a retroactive Karma refund. A limitation may support a temporary stunt, redesign, or story development, but it cannot be repeatedly added and removed to manufacture advancement currency.

14.4 Beneficial Mode Changes

A mode change that materially improves access uses the Limitation Breakthrough cost. Examples include:

- Equipment-Based to Integrated when the separate item can no longer be disarmed or stolen;
- Conditional to Inherent when the activation condition disappears; or
- Alternate Form to Inherent when transformation is no longer required.

If the old and new modes remain available as separate options, the character has gained additional breadth and must purchase a new Power or another Judge-approved effect rather than paying only for a replacement.

15. Equipment-Based and Integrated Powers

A device recorded as a Power is signature equipment and may be advanced with Karma. Ordinary purchased equipment, ammunition, vehicles, and tools use the campaign's Resources and equipment rules instead.

Improving a signature device's rank uses the Power's Standard or Major multiplier and requires source-appropriate evidence: design work, materials, testing, a creator, a laboratory, mystical forging, alien components, or another valid process.

Repairing or replacing the same signature device after damage, theft, or destruction does not require repurchasing its Power rank with Karma. Recovery still requires the relevant story, access, time, Resources, Contacts, and FEATs. The character receives no use of the device while it is unavailable.

A fundamentally redesigned device with a new core effect uses Power Addition. A beneficial change from Equipment-Based to Integrated uses Section 14.4.

An external benefactor may supply an upgrade as a Story-Granted Power development. The Judge should treat dependence on that benefactor, limited ownership, recall authority, maintenance, and legal control as real facts rather than invisible flavor.

16. Power Loss, Recovery, and Replacement

Temporary suppression, exhaustion, nullification, damage, or theft does not reduce the Power's recorded rank and never creates a Karma refund. Restoring the same Power does not require buying it again.

If a Power is permanently lost, the character retains a record of:

- its final rank;
- its mastered stunts;
- Karma spent on permanent advancement; and
- Story Beats used to justify its development.

If the same Power returns through a credible restoration, its permanent advancement and mastered stunts return with it unless the new source expressly changes them.

If the story directly transforms the lost Power into a thematic successor, the Judge may transfer the recorded post-creation advancement into the successor rather than converting it to loose Karma. Starting Power value and spent Story Points are never refunded. Any excess value remains attached to the old Power unless the campaign explicitly makes the transformation equivalent.

Voluntarily abandoning a Power produces no automatic refund. A sacrifice may earn Karma or a Story Point for its narrative significance, but it is not a currency exchange.

17. Temporary Increases and Maximum Ranks

A temporary boost, power-up, overcharge, spell, drug, borrowed device, environmental advantage, or combined maneuver is not permanent advancement. It does not reduce later costs and normally cannot satisfy a rank-boundary requirement by itself. What the character learns or sacrifices during the event may still become a Story Beat.

Spending Karma to improve a FEAT result does not improve the underlying Power rank. A temporary column shift changes the roll or effect only for its stated duration.

Shift X 126 is the maximum rank available through ordinary point-by-point advancement. Ranks above Shift X and all Class ranks require a campaign-tier transformation defined by the Judge. They are not purchased through an extrapolated Karma formula, and they should be treated as changes in the scale of play rather than routine character improvement.

18. Worked Example: Fireball Learns to Throw Fire

Fireball stands 5 feet 1 inch (155 cm) tall. His compact stature changes no rating by itself; his superhuman force comes from biological alteration.

Fireball possesses an Incredible 36 Flame Aura, mechanically Fire/Heat Emission with Aura delivery rather than independent ranged Fire Generation. Its established core effect surrounds the body with flame and delivers one heat exposure through qualifying contact. His Strength Enhancement, thermal resistance, and mild Super-Speed are separate Powers. The original description does not include ranged flame projection.

Fireball proposes Thrown Flame, hurling a compact portion of the mantle at one target.

This is a Power Stunt because it uses the same flame, source, rank, and target class through one narrow new delivery method. It remains unavailable when the aura is suppressed and cannot exceed Incredible 36.

Development proceeds as follows:

Attempt after successes	Karma	Required Power FEAT
0	100	Red
1	90	Red
2	80	Red
3	70	Yellow
4	60	Yellow
5	50	Yellow
6	40	Green
7	30	Green
8	20	Green
9	10	Green

The first meaningful attempt may earn Fireball the 5-Karma Creative Power Use award even if it fails. Each successful scene adds one mark. After the tenth successful use, Thrown Flame is mastered and becomes a normal ranged application of the flame mantle with no stunt surcharge or special development threshold.

Thrown Flame does not automatically grant a cone, area explosion, persistent wall, remote fire control, multiple attacks, or the ability to project flame while the mantle is inactive. Those are separate stunts or Powers according to their breadth.

If Fireball later develops full, independently usable Energy Emission-Fire at Incredible 36, it becomes a Standard Power Addition. The normal cost is 1,520 Karma and 8 Story Points: 460 Karma and 3 Story Points establish the new Power at Excellent 16, 430 Karma and 2 Story Points raise it to Remarkable 26, and 630 Karma and 3 Story Points raise it to Incredible 36. Because Thrown Flame was mastered first, the Judge may credit 100 Karma, reducing the purchase to 1,420. The new Power then has its own rank and may function even when the aura is unavailable, subject to its recorded source and mode.

19. Talent Advancement

Talents represent learned competence. They improve how reliably a character performs a trained task without permanently increasing the governing Ability or creating a Power.

Starting Talents are established by Talent Points and character background. They cost no Karma or Story Points. Once play begins:

Karma pays for competence. Story Points prove it was learned.

19.1 Talent Grades

Grade	Scope	Total Talent shift
Trained Field	Broad professional or practical Field	+1CS
Specialist	One focused area inside a trained Field	+2CS
Master	Elite command of one Specialty	+3CS
Legendary signature	One exceptionally narrow, career-defining application	+4CS

These are total shifts, not cumulative bonuses. A Master applies +3CS inside the mastered Specialty, +1CS elsewhere in the underlying Field, and no Talent shift outside that Field unless another Talent applies.

Legendary expertise applies only to the exact recorded signature. The surrounding Specialty remains Master +3CS and the broader Field remains Trained +1CS.

19.2 Advancement Costs

Advancement	Karma	Story Points	Required evidence
Gain a new Field at Trained +1CS	200	2	Instruction or sustained practice, plus successful real application
Add a Specialty at Specialist +2CS	100	2	Focused development and a meaningful specialist success
Raise one Specialty to Master +3CS	250	3	Elite preparation and a major demonstration under pressure
Establish a Legendary signature at +4CS	500	5	Career-defining achievement that changes or conclusively proves the field

Advancement must occur in order. A character cannot purchase a Specialty without its Field, Mastery without the Specialty, or a Legendary signature without Mastery.

Complete path	Karma	Story Points
Untrained to Specialist	300	4
Untrained to Master	550	7
Untrained to Legendary signature	1,050	12

At the normal 20-50 Karma award rate, a new Field takes approximately four to ten successful Issues of Karma. Story requirements prevent a large saved reserve from creating instant competence unsupported by play.

19.3 Evidence and Training

The player identifies the Story Ledger entries proving each advancement. Evidence must concern the Talent being learned and may include:

- instruction by a qualified teacher or institution;
- sustained practice under meaningful conditions;
- research, apprenticeship, fieldwork, or formal education;
- successful application when failure carried real consequences;
- correction of a significant mistake; or
- an elite or career-defining demonstration appropriate to Mastery or Legendary expertise.

Generic downtime, attending an Issue, possessing a textbook, watching an instructional recording, accessing an AI assistant, or merely declaring practice does not qualify by itself.

A teacher, training facility, school, mentor, or extraordinary instructional method may provide access and reduce the fictional time required. It does not reduce Karma or Story Point costs unless a specific campaign rule expressly says so.

19.4 Timing and Advancement Funds

Each Talent development uses its own named Advancement Fund. The character may reserve Karma before all required Story Points have been earned, subject to the normal Karma Debt rules.

A character may complete no more than one new Talent grade between Issues. This prevents a saved Karma reserve from turning an untrained character into a Master during one ordinary downtime scene.

A substantial campaign time jump or dedicated training arc may override this limit when the Judge confirms that the elapsed time, opportunities, and Story evidence genuinely support every step. The full Karma and Story Point costs still apply unless the event is an explicit Story-Granted transformation.

19.5 Mechanical Boundaries

Talent advancement never automatically increases:

- a FASERIP Ability or derived Health or Karma;
- weapon damage, armor, movement, Resources, or Popularity;
- Power rank, range, intensity, or number of actions;
- credentials, licenses, legal authority, clearance, or institutional access; or
- the availability of required tools, laboratories, staff, materials, records, or facilities.

A high Ability and advanced Talent can make a character extraordinarily reliable. The column shift changes the FEAT, not the physical or supernatural output. Master Surgery does not permit healing by touch, and Master Firearms does not make an ordinary pistol inflict superhuman damage.

19.6 Temporary Expertise and Access Loss

Telepathic downloads, possession, artificial memories, skill libraries, cosmic awareness, and technological assistance may grant temporary effective Talent. Record the supplied Field or Specialty, grade, source, duration, and what remains afterward.

Temporary expertise does not become permanent merely through repeated use and does not automatically supply advancement evidence. Learning from the experience may produce a Story Beat when it creates genuine understanding or development.

Loss of a license, employment, clearance, laboratory, weapon, professional reputation, or other access does not erase Talent. It prevents uses that require the missing authority, equipment, or opportunity.

19.7 Retraining and Loss

Talents do not normally decay because a character missed several Issues. Injury, memory loss, technological change, a long absence, or another deliberate story event may impose a temporary shift until retraining occurs.

A Specialty may be redirected only through substantial retraining and an established change in the character's practice. Retraining is not a casual respec and creates no Karma or Story Point refund. The Judge determines whether the former Specialty remains as background familiarity, can return later, or was genuinely replaced.

19.8 Worked Example: Master Pistols

A character without Firearms begins sustained instruction, practices safely, and successfully uses that training during a consequential mission. After paying 200 Karma and citing two relevant Story Points, the character gains Firearms at Trained +1CS.

Later, focused pistol training and a meaningful specialist success permit Pistol Specialty for 100 Karma and two Story Points, producing +2CS with pistols. Elite preparation and a major demonstration under pressure then permit Pistol Mastery for 250 Karma and three Story Points.

The complete path costs 550 Karma and seven Story Points. The character now receives +3CS when a Pistol Talent FEAT applies, but Agility, weapon damage, range, ammunition, and action count remain unchanged.

20. External Traits

External Traits describe the character's current economic, social, legal, relational, and institutional position. They are consequential but are not internal capability.

Karma advances the character. Events change the character's position in the world.

20.1 No Direct Purchase

Karma and Story Points do not directly purchase permanent increases in:

- Resources or Reserves;
- Popularity or Recognition;
- Legal Status;
- Contacts or relationship loyalty;
- Holdings;
- credentials or institutional authority; or
- team and sponsor access.

Karma may be spent on a relevant FEAT during play. A business negotiation, public statement, legal argument, requisition attempt, or request to a Contact may therefore use Karma normally. The expenditure affects that attempt; it does not force the external result independently of events.

An External Trait development may earn Karma or a Story Point when it represents meaningful achievement, responsibility, sacrifice, or character growth. Story Points are not spent to compel wealth, affection, public approval, legal clearance, or institutional authority.

20.2 External Change Table

Trait	Rises through	Falls through
Resources	Durable income, ownership, promotion, investment, inheritance, sponsorship, or restored access	Debt, seizure, bankruptcy, lost employment, collapse, or exclusion
Popularity	Attributable actions, trusted evidence, direct experience, advocacy, and public success	Scandal, failure, misconduct, propaganda, exposure, and changed audience values
Legal Status	License, authorization, dismissal, acquittal, pardon, immunity, treaty, or changed law	Investigation, warrant, charge, conviction, revocation, registration, or outlawing
Contacts	Credible connection, reciprocity, trust, shared experience, and honored responsibility	Betrayal, unresolved obligation, changed values, death, retirement, or lost access
Holdings	Purchase, construction, inheritance, grant, recovery, or organizational support	Damage, seizure, sale, foreclosure, abandonment, destruction, or sponsor withdrawal

Every material change identifies the actual event, source, audience, jurisdiction, person, or institution that caused it. External Traits do not move merely because the Judge wants a reward or punishment.

20.3 Resources

Resources measure sustainable discretionary access, not annual income, total net worth, a pile of cash, item Availability, legal permission, or ownership of a sponsor's property.

Every Resource rank records its sustaining source and current obligations. Typical 5 is the default for an independent adult with stable ordinary income in a modern Earth campaign. Excellent or higher requires a clearly established wealthy, executive, institutional, royal, criminal, or extraordinary source.

Resolve an available purchase by comparing its Cost rank with current effective Resources.

Cost relative to Resources	Required result	Resource Stress after success
Two or more ranks lower	Automatic if ordinary and available	0
One rank lower	Green	0
Equal rank	Green	1
One rank higher	Yellow	2
Two ranks higher	Red	3
Three or more ranks higher	Personal Resources alone cannot fund it	-

Each point of Resource Stress lowers effective Resources by -1CS until it clears. One point normally clears after one Issue when the underlying source remains intact.

A one-time windfall becomes a specific Reserve rather than a permanent rank increase. Permanent Resources change only when events establish or destroy a durable source. No Karma or Story Points are spent.

Resources do not establish Availability. Controlled, Restricted, and Unique items still require credentials, Contacts, authority, a specialized market, construction, recovery, or another story path.

20.4 Popularity by Audience

There is no universal Popularity score. Each entry records:

- the identity being judged;
- the specific audience;
- Recognition rank;
- Standing from -100 to +100;
- what the audience believes; and
- the evidence or experience supporting that belief.

Recognition measures whether the reputation is known. Standing modifies relevant social FEATs after recognition.

Standing	Audience attitude	Social shift
-100 to -75	Condemned	-3CS
-74 to -50	Hostile	-2CS

Standing	Audience attitude	Social shift
-49 to -20	Distrusted	-1CS
-19 to +19	Mixed, divided, indifferent, or neutral	0CS
+20 to +49	Favorable	+1CS
+50 to +74	Admired	+2CS
+75 to +100	Revered	+3CS

An attributable public event changes Standing by 5, 10, 20, 30, or 50 according to the established significance ladder. Apply the direction separately for each affected audience. The same event may increase one audience's Standing and reduce another's.

Fear is not beneficial negative Popularity. Resolve fear through Intimidation, leverage, demonstrated capacity, and current threat.

Civilian, heroic, team, and alternate identities maintain separate records until an audience learns or believes they are connected.

20.5 Legal Status

Legal Status belongs to one identity and jurisdiction. Record status tags, legal basis, enforcement intensity, active orders or protections, and the evidence currently known to authorities.

Examples include clear, licensed, authorized, restricted, protected, suspect, wanted, charged, convicted, fugitive, immune, or outlawed.

Legal Status changes through investigation, warrant, arrest, charging, trial, acquittal, dismissal, conviction, pardon, immunity, registration, revocation, treaty, jurisdictional conflict, or changed law. Karma may influence relevant actions but cannot purchase the result.

A lawful action may violate a Character Code. An illegal action may remain consistent with it. Public approval does not cancel law, and legal clearance does not compel public approval.

20.6 Contacts and Relationships

A Contact is a person, named liaison, or defined group connection with recorded Scope, Reach, Relationship, values, limits, and obligations.

Relationship	Meaning	Request shift
Hostile	Actively opposed; no longer a Contact	-3CS or worse
Broken	Trust has failed	-2CS
Strained	Conflict interferes with cooperation	-1CS
Familiar	May help when interests align	0CS
Reliable	Provides routine help within role and values	+1CS
Trusted	Accepts meaningful inconvenience or moderate risk	+2CS
Bonded	Profound commitment; serious risk may be considered	+3CS

A routine, low-risk request inside Scope is automatic from a Reliable, Trusted, or Bonded Contact. An uncertain request uses an appropriate social FEAT modified by Relationship and by the cost or risk imposed on the Contact.

No Relationship level forces a Contact to violate defining values, exceed Reach, abandon dependents, commit suicide, surrender unavailable Resources, or perform an impossible act.

Contacts and Relationships improve through connection, reciprocity, trust, shared experience, and honored responsibility. They decline through events such as betrayal, coercion, unresolved obligation, or changed values. A Relationship normally changes no more than one level in one Issue unless an exceptional event clearly demands more.

20.7 Holdings and Institutional Resources

A Holding is a persistent external asset such as a home, headquarters, laboratory, business, vehicle, ship, sanctum, or station. Record ownership, access, functions, upkeep, condition, exposure, and obligations.

Team and institutional Resource ranks belong to the organization. Personal Resource ranks are not added together. For a joint project, choose the pool controlling the purchase and record all other contributions as specific Reserves, Holdings, labor, facilities, or financing.

Institutional support remains subject to mission scope, approval, ownership, law, oversight, tracking, recall, and accountability. Membership does not make every team or sponsor asset personal property.

20.8 Powers and External Traits

Creation, duplication, transmutation, prediction, mental influence, illusion, or another Power may cause events that change External Traits. It does not automatically create spendable Resources, legal title, buyers, genuine trust, valid credentials, public belief, or legal authority.

Created wealth must address stability, appraisal, ownership, markets, taxation, secrecy, scarcity, and consequences before becoming a Reserve or durable Resource source.

Mental and emotional influence may compel or deceive temporarily. It never creates genuine Popularity, consent, trust, or a Contact relationship.

Equipment recorded as a Power follows Power Advancement. Ordinary gear, consumables, services, and Holdings use Resources and Availability.

20.9 Worked Outcome: Lethal Rescue

A Punitive Vigilante rescues a hostage and kills five established violent offenders consistently with an approved Code.

- Karma is judged through agency, intent, alternatives, and Code; there is no automatic loss for the deaths.
- Standing may rise among victims and threatened residents.
- Standing may fall among another audience or remain divided.
- Legal Status may worsen through investigation, warrant, or charges.
- Criminal recognition and fear may increase without creating beneficial Popularity.
- An autonomous teammate loses no Karma unless they ordered, enabled, facilitated, or concealed the conduct.

All results coexist without forcing Karma, reputation, and law to agree.

The complete procedures, 2026 Cost benchmarks, Availability classes, Recognition scale, Enforcement intensity, Contact Reach, market channels, financing, Reserves, Holdings, and institutional records appear in the External Traits chapter.

21. Temporary Change, Injury, and Recovery

Temporary circumstances may radically change what a character can currently do. They do not casually erase permanent development.

Temporary circumstances alter what the character can currently use. They do not erase what the player permanently earned.

21.1 Base and Effective Ratings

Every Ability, Power, and Talent has a Base rating: the permanent score, rank, or grade established through character creation, advancement, or an explicit Story-Granted Transformation.

An Effective rating is the value currently available after temporary bonuses, penalties, injury, suppression, transformation, equipment failure, or another condition.

Advancement costs, maximums, prerequisites, and rank-boundary requirements use the Base rating. An Effective increase does not qualify the character for advancement at the higher value, and an Effective reduction does not reduce the cost of restoring or advancing the Base rating.

21.2 Temporary-Effect Safeguards

Use these four rules unless a specific Power or effect explicitly overrides one:

- 1 Temporary effects never alter the Base rating.
- 2 Only the strongest applicable bonus and strongest applicable penalty apply; repeated effects from the same source do not stack.
- 3 Changing form or losing a boost never provides free healing. Actual damage carries across forms.
- 4 Suppression removes access. It does not erase the Power or require repurchase.

Ordinary situational modifiers are limited to +3CS or -3CS. Transformations, Ability replacement, explicit Power effects, and campaign-scale forces may exceed that limit.

Temporary Reason, Intuition, or Psyche increases do not create spendable Karma. Temporary FASE changes do not silently recalculate Health. An effect intended to increase durability grants Temporary Health explicitly; an effect intended to drain life inflicts Health damage explicitly.

Temporary Health is lost before normal Health. Any unused Temporary Health disappears when its source ends. Damage that passed through it remains.

When changing between forms with different Health maximums, record the actual Health damage already suffered. Subtract that damage from the new form's maximum, to a minimum of zero. Reverting follows the same procedure. A Power that gives forms independent bodies or explicitly heals during transformation states that exception.

21.3 Injuries

Health damage alone does not reduce Abilities. A lasting Injury occurs only when the attack, established risk, Power, or dramatic result justifies one.

Injury	Typical effect
Minor	-1CS to one narrow activity; clears with ordinary treatment or rest
Serious	-1CS to a broad group of affected actions; requires treatment and recovery
Severe	-2CS or loss of one specific physical function; requires major treatment and rehabilitation
Critical	Life-threatening and requires stabilization; normally leaves a Severe Injury afterward

Apply an Injury only to functions it can reasonably affect. An injured leg may impair running, dodging, or kicking. It does not reduce Reason, Psyche, supported marksmanship, or an unrelated Power.

No ordinary Injury changes the Base rating. A campaign-defining, permanent transformation requires deliberate agreement about the new character state and follows the Story-Granted Transformation rules.

21.4 Ordinary Health Recovery

After ten turns without suffering further Health damage, the character may make an Endurance FEAT.

Result	Effect
White	No recovery yet; try again after another ten turns
Green or better	Recover Health equal to the Endurance score and enter Recovery

Once in Recovery, the character regains additional Health equal to Endurance every uninterrupted hour.

- Light activity is permitted.
- Combat, strenuous activity, or new damage interrupts Recovery.
- Health cannot exceed its normal maximum.
- A character at zero Health must first be stabilized.
- Restoring Health does not automatically remove an Injury.

21.5 Dying and Stabilization

A character reduced to zero Health is unconscious. If the cause could reasonably be fatal, the character begins Dying.

Make an Endurance FEAT each round:

Result	Effect
White	Gain one Dying mark

Result	Effect
Green	Gain no additional mark
Yellow	Remove one existing Dying mark
Red	Stabilized

Three Dying marks mean death. A further damaging attack against a dying character normally adds one Dying mark. An overwhelmingly destructive result may add two when that risk was established before the attack.

First Aid uses Reason with an applicable Medicine Talent:

Result	Effect
White	No change
Green	Cancel the next Dying FEAT while care continues
Yellow	Stabilize the character
Red	Stabilize and remove one Dying mark

Untrained First Aid is attempted at -1CS. Restoring even one point of Health also stabilizes the character, although any Injury remains.

This procedure replaces automatic permanent Endurance-rank loss during dying.

21.6 Injury Recovery Clocks

Each Injury has a Recovery Clock.

Injury	Marks required	Recovery interval
Minor	1	One hour
Serious	3	One day
Severe	6	One week
Critical	Stabilization, then becomes Severe	-

At the end of each interval, make an Endurance Recovery FEAT.

Result	Recovery marks
White	0
Green	1
Yellow	2
Red	3

When a Severe Injury reaches three marks, it becomes Serious. Its remaining marks are attempted daily rather than weekly.

Health may be full while an Injury remains. The character is conscious and active but continues to suffer the Injury's recorded functional effects.

21.7 Medical Treatment

Before each Endurance Recovery FEAT, one caregiver may make a Reason FEAT modified by the applicable Medicine Talent.

Medical result	Benefit
White	No modifier
Green	+1CS to the Recovery FEAT
Yellow	+2CS to the Recovery FEAT
Red	+2CS and one automatic Recovery mark

Only one treatment result applies during each interval. Multiple caregivers do not stack bonuses, although assistants, specialists, equipment, and facilities may provide shifts to the lead caregiver's FEAT.

Medical care cannot accomplish something the available treatment cannot physically perform. Surgery still requires an operating facility. Alien physiology may require specialized knowledge. Mystical corruption may require magical treatment.

21.8 Healing Powers

A Healing Power may restore Health once per target, per source, per scene.

Healing FEAT	Health restored
White	0
Green	Power rank number
Yellow	Power rank x 1.5
Red	Power rank x 2

Round fractions down. Health cannot exceed the character's normal maximum.

The same application may attempt to repair one Injury. Compare the Healing rank with the Injury's intensity.

Injury	Healing intensity
Minor	Typical 5
Serious	Excellent 16
Severe	Incredible 36
Critical	Amazing 46

A successful Healing FEAT adds Recovery marks:

- Green: 1 mark.
- Yellow: 2 marks.
- Red: 3 marks.

A target may receive Injury-repair marks from the same Healing source only once per day. Healing cannot reduce an Injury by more than one severity category in one application unless the Power explicitly provides instantaneous or total restoration.

Critical Injuries must be stabilized before ordinary Healing can repair their aftermath. Resurrection and Self-Revival are separate Powers.

21.9 Disease, Poison, and Exotic Damage

Healing must make a separate FEAT against the intensity of a disease, poison, curse, radiation effect, or other continuing condition.

Use the ranked Intensity ladder. Success removes or suppresses the condition only when the Healing source's recorded scope and method can actually treat that cause. A successful Health-restoration FEAT does not count as this separate condition FEAT. Disease and Toxin Control, decontamination, antidotes, radiation containment, and the hazard profiles provide their exact removal results.

Restoring lost Health does not automatically remove the cause. A poisoned character may regain Health while the poison remains active and continues to inflict damage.

A Healing Power affects only conditions within its recorded scope. Biological Healing does not automatically repair cybernetics, artificial limbs, damaged armor, mystical curses, possession, memory alteration, or transformed matter.

21.10 Regeneration

Regeneration works automatically once the character has gone ten turns without suffering new damage.

- Every ten turns, restore Health equal to the Regeneration rank number.
- Regeneration does not require repeated FEAT rolls for ordinary Health restoration.
- New damage restarts the ten-turn interval.
- Regeneration does not restore Temporary Health.

For Injuries, divide the normal Recovery interval by the Regeneration rank number, rounding up to the next round. The character gains one automatic Recovery mark after each accelerated interval.

Excellent 16 Regeneration therefore produces approximately:

- one Minor recovery interval every four minutes;
- one Serious interval every ninety minutes; and
- one Severe interval every ten and one-half hours.

Regrowing a destroyed organ or severed limb requires a Red Regeneration FEAT. Success begins the accelerated Severe Injury clock; it does not make the body part instantly reappear. Failure means ordinary tissue closes without complete regrowth until circumstances permit another attempt.

Regeneration cannot repair machinery, mystical damage, or unnatural material unless its description specifically includes it.

21.11 Rehabilitation

Rehabilitation may begin before an Injury completely clears. Successful therapy can:

- reduce penalties for a particular activity;
- permit movement with braces or assistive equipment;
- teach compensating techniques;
- restore partial function;
- prevent complications; or
- supply the medical bonus to Recovery FEATs.

Rehabilitation never requires Karma to restore the character's original Base rating.

New expertise developed during recovery may later justify Talent advancement. A defining recovery milestone may earn a Story Point.

21.12 Aging

Characters do not suffer automatic annual Ability loss.

Aging matters mechanically only when:

- the campaign advances by a substantial period;
- an aging attack, disease, or curse explicitly causes it;
- the player chooses it as part of the character's development; or
- it produces a meaningful Story-Granted Transformation.

Normal aging may create conditions, change physical limits, or justify retraining. It does not quietly remove purchased advancement. Restored youth does not create a Karma refund or require the character to repurchase previously established capability.

21.13 Power Loss, Suppression, and Signature Equipment

Situation	Result
Nullification field	Power temporarily suppressed
Required device damaged	Power inaccessible until repaired
Mystical patron withdraws support	Power dormant or restricted according to the source agreement
Transformation unavailable	Alternate form cannot be entered
Power source permanently destroyed	Power remains recorded as lost or dormant
Same source restored	Original purchased ranks return without repayment
Entirely new replacement Power	Normal advancement or Story-Granted Transformation rules

There is no Karma refund for a lost Power. There is also no second purchase when the same Power is restored.

Damage, theft, confiscation, or destruction makes an Equipment-Based Power unavailable. It does not delete its advancement record.

- Repair restores the established item.
- Rebuilding the same functional item restores the established Power.
- Constructing a genuinely improved version uses normal Power Advancement.
- Ordinary replacement parts, laboratories, services, and materials use Resources and Availability.
- A sponsor may retain ownership or impose conditions under the External Traits rules.

21.14 Worked Outcomes

Batman after Bane: Batman may regain ordinary Health relatively quickly, but the Severe spinal Injury remains. Surgery and rehabilitation advance its Recovery Clock. His purchased Fighting, Agility, Reason, and Talents remain recorded throughout.

Wolverine without his claws: Losing access to Natural Weaponry removes the claw attack. It does not reduce his Fighting. Regeneration may regrow natural claws through the organ-and-limb procedure. Artificial adamantium replacement requires surgery, materials, Resources, and Availability.

Iron Man's destroyed armor: The armor's established Equipment-Based Powers become unavailable. Rebuilding the same functional armor restores them without a second Karma purchase. A genuinely more capable design is an advancement.

Health determines whether the hero can keep going. Injury determines what has not yet healed.

22. Cosmic Scale and Class Ranks

Ranks above Shift X change the operating scale of play. They are not merely larger numbers on an ordinary character sheet.

Above Shift X, rank measures operating scale before it measures a larger number.

22.1 High-Rank Benchmarks

Rank	Entry value	Campaign function
Shift X	126	Maximum ordinary point-by-point advancement
Shift Y	176	Campaign-tier superhuman power
Shift Z	351	Extreme planetary, stellar, or dimensional power
Class 1000	1,000	Cosmic authority within a defined domain
Class 3000	3,000	Great abstract or multiversal authority
Class 5000	5,000	Fundamental authority within a narrowly defined domain

These functions are typical rather than automatic. Each Ability, Power, phenomenon, or entity still defines what its rank controls.

Anything genuinely beyond Class 5000 is not assigned a larger numerical rank. It is recorded as a narrative absolute, environmental truth, or entity that cannot be meaningfully represented by ordinary statistics.

22.2 Shift Y and Shift Z

Shift Y and Shift Z remain numerical ranks. They may determine damage, Health, range, material strength, intensity, duration, and normal FEAT results.

They cannot be purchased through point-by-point advancement. A permanent Shift Y or Shift Z rating requires a campaign-tier transformation establishing why the character now operates at that scale.

Temporary elevation does not alter the Base rating, reduce future advancement requirements, or create a claim to permanent cosmic status.

22.3 Class-Rank Domains

Every Class rank records what it actually governs.

Field	Record
Rank	Class 1000, 3000, or 5000
Domain	Dreams, time, dimensional travel, cosmic fire, reality, death, or another defined authority
Scope	Individual, planet, star system, dimension, timeline, or broader field
Conditions	Location, source, ritual, state, alignment, or required circumstance
Manifestation	How the force appears in playable scenes
Counters	Artifacts, entities, weaknesses, laws, or events capable of opposing it
Defeat state	Disruption, banishment, sealing, severed anchor, persuasion, or destruction

A Class 1000 Telepathy rank does not provide Class 1000 Strength, Fighting, perception, authority, or universal knowledge. Cosmic rank is confined to its recorded domain and conditions.

22.4 Scale Gates

An ordinary rank cannot oppose a Class rank merely because the player rolls Red or spends enormous Karma. Before rolling, determine whether the character possesses an Enabler capable of crossing the scale difference.

Possible Enablers include:

- a cosmic artifact;
- a dimensional ritual;
- an established weakness;
- severing the entity's source;
- disrupting an anchor or conduit;
- assistance from an equal cosmic force;
- forcing the entity to operate through a weaker manifestation; or
- completing objectives that reduce the effect to a playable rank.

An Enabler may:

- 1 grant an appropriate rank for one specific action;
- 2 reduce the Class effect to Shift Z or another rollable intensity; or
- 3 create a victory condition that does not require overpowering the entity.

Karma may improve a permitted FEAT. It cannot make a scale-forbidden FEAT possible.

22.5 Class-Rank Opposition

- Shift Y and Shift Z resolve normally against other numerical ranks.
- Comparable Class ranks may use ordinary opposed-FEAT procedures.
- A lower rank cannot directly overcome a Class rank without an Enabler.
- A Class effect overwhelms an ordinary defense unless that defense has an applicable Class rank, specific immunity, or established counter.
- Multiple lower-ranked characters do not add their rank numbers together.

Teamwork can establish an Enabler, complete a ritual, expose a weakness, protect an evacuation, or reduce the obstacle. It does not manufacture a Class rank through arithmetic.

22.6 Manifestations and Avatars

Cosmic entities normally interact with player characters through a manifestation, avatar, herald, possessed body, projection, or limited incursion.

The manifestation receives a playable profile containing:

- explicit FASERIP ratings;
- Health and Karma, if applicable;
- available Class effects;
- restrictions and operating conditions;

- its connection to the true entity; and
- what defeating it actually accomplishes.

Destroying a manifestation may banish the entity, close an aperture, disrupt a plan, or break contact. It does not automatically destroy the true entity.

22.7 Class-Rank Damage

A full Class-rank effect used against ordinary-scale targets is resolved by established consequence rather than routine Health subtraction.

Possible consequences include:

- destruction of an unprotected target;
- devastation of the surrounding area;
- dimensional displacement;
- transformation;
- imprisonment;
- removal from the scene; or
- survival through an established protection, counter, or escape.

If an encounter is intended to use ordinary combat, the entity employs a manifestation with explicit player-scale attacks. Class 1000 does not mean an ordinary punch that happens to inflict 1,000 points.

22.8 Cosmic Defeat States

True cosmic beings may not possess ordinary Health. Their profile instead identifies how they can be defeated.

Possible outcomes include:

- disrupting the manifestation;
- closing the portal;
- breaking the anchor;
- separating the entity from its domain;
- forcing it to expend or withdraw power;
- invoking a superior cosmic law;
- imprisoning or sealing it;
- negotiating an oath or bargain;
- restoring a damaged balance; or
- making continued intervention too costly.

An entity whose existence is bound to dreaming, death, time, or another universal condition is not destroyed by reducing an arbitrary Health total.

22.9 Health and Karma

Shift Y and Shift Z Abilities contribute normally to Health.

Class-rank beings use one of two models:

- Damageable manifestation: Calculate and record explicit Health.
- True cosmic entity: Health is Not Applicable; use the established defeat states.

Abstract entities do not automatically receive spendable Karma equal to Class-ranked Reason, Intuition, and Psyche. Their profile states whether they use Karma at all. Avatars and manifestations record their own explicit Karma when appropriate.

22.10 Advancement Beyond Shift X

No Karma formula exists for advancement above Shift X.

A permanent transition to Shift Y, Shift Z, or a Class rank requires:

- an actual transformation of operating scale;

- a defined source and domain;
- campaign-defining story evidence;
- explicit limits and counters;
- a revised character profile; and
- agreement that the campaign is moving to that tier.

This is a campaign transformation rather than an expensive line-item purchase. A character returning to the previous operating tier retains all established Base advancement from that tier.

22.11 Worked Cosmic Outcomes

Dormammu: Class 1000 Endurance and dimensional abilities do not make every action Class 1000. A limited Earthly manifestation may use lower explicit combat ranks. Defeating that manifestation banishes or disrupts it rather than automatically destroying Dormammu.

Nightmare: The true entity's existence is tied to dreaming and may have no ordinary Health. Heroes confront projections, rescue captured minds, break dream anchors, invoke a counterforce, or force withdrawal.

The sealed aperture: A hero with Unearthly Power cannot directly overpower a Class 1000 dimensional breach. Completing a ritual with the required artifacts reduces the breach to Shift Z, opening a permitted FEAT that Karma may then influence.

23. Karma Pools

A Karma Pool is a shared reserve of earned narrative influence. It allows a team to support its collective mission without making innocent members responsible for another character's independent choices.

A Karma Pool shares opportunity. It does not create collective guilt.

23.1 The Three Karma Accounts

Account	Ownership	Uses
Personal Karma	Individual character	FEATs, advancement, and contributions
Advancement Fund	Individual character	One named advancement only
Karma Pool	Team collectively	Eligible team and mission FEATs

Karma cannot be moved freely between these accounts.

23.2 Forming a Pool

A Karma Pool requires:

- at least two active player characters;
- a team name and Team Code or charter;
- a recorded membership list;
- an approval procedure;
- a Pool Steward who maintains the ledger; and
- an initial voluntary contribution.

The Steward records the Pool but receives no automatic control over it.

A character may belong to only one active Karma Pool at a time. Honorary membership in another organization does not grant access to its Pool.

The Pool creates no free balance. It contains only its members' initial voluntary contributions. Forming, renaming, splitting, or dissolving teams cannot manufacture Karma.

23.3 Pool Capacity

The maximum Pool balance is:

50 Karma x active player-character members

A five-member team therefore has a maximum Pool of 250 Karma.

If membership falls and the balance exceeds the new capacity, existing Karma remains, but the Pool cannot receive additional Karma until it falls below the limit.

23.4 Team Awards

The team may receive one collective award per Issue when at least two members materially contribute to a shared objective under the Team Code.

Team achievement	Pool award
Meaningful	5
Serious	10
Major	20
Extraordinary	30
Campaign-defining	50

This does not replace individual awards. The Team Award recognizes the collective achievement and is limited to one per Issue.

23.5 Contributions

Between Issues, a member may voluntarily transfer available Personal Karma into the Pool.

- Karma Debt must be cleared first.
- Advancement Funds cannot be transferred.
- Contributions cannot be made during a roll.
- Once contributed, the Karma belongs to the team.
- Resources, money, equipment, and Story Points cannot be converted into Pool Karma.

23.6 Eligible Uses

Pool Karma may support a member's FEAT when the action:

- directly advances the declared team objective;
- protects a team member or innocent person;
- fulfills the Team Code;
- prevents a team-scale disaster;
- preserves essential team operations; or
- completes a coordinated team action.

The acting character must be a Pool member. Guests, allies, Contacts, employees, and NPCs cannot spend from it.

23.7 Spending Procedure

Before rolling:

- 1 Identify the FEAT and its connection to the team objective.
- 2 Declare that Pool Karma is being used.
- 3 Declare the desired color result.
- 4 Obtain the required authorization.
- 5 Commit 5 Pool Karma.

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

- The 5-point commitment is spent even if the natural roll succeeds.
- A maximum of 50 Pool Karma may be spent on one FEAT.
- The player may stop at a lower result rather than exhaust the authorized amount.

- Pool Karma and Personal Karma cannot be combined on the same FEAT.
- Pool spending cannot make an otherwise impossible action possible.

23.8 Authorization

Unless the Team Code establishes a stricter procedure:

Pool expenditure	Authorization
5-10 Karma	Acting member under standing authorization
11-20 Karma	Approval from one other active member
21-50 Karma	Majority of participating members

Authorization concerns the purpose and maximum expenditure, not the precise final amount required by the dice.

The team may suspend or restrict a member's standing authorization without removing that character from the team.

23.9 Prohibited Uses

Pool Karma cannot:

- purchase personal Ability, Power, or Talent advancement;
- fund Power Stunt development;
- enter an Advancement Fund;
- pay Karma Debt;
- purchase Resources, Popularity, Legal Status, Contacts, or another External Trait;
- affect secret Judge rolls, NPC decisions, or random world events;
- provide Karma to a nonmember;
- retroactively alter a roll when Pool use was not declared;
- overcome a Class-rank Scale Gate without an Enabler; or
- fund an action clearly contrary to the Team Code.

23.10 Individual Violations

An individual's Karma loss never automatically affects the Pool.

If a member independently commits a wrongful act:

- the character receives the appropriate personal loss;
- Karma Debt applies if necessary;
- innocent members lose nothing;
- the Pool loses nothing; and
- the team may respond through its charter, Relationships, Popularity, or Legal Status.

The Pool is not retroactively charged for earlier legitimate actions during the same mission.

23.11 Team Violations

The Pool suffers a Karma loss only when the team, its authorized leadership, or a meaningful portion of its membership knowingly:

- orders the violation;
- enables it as team policy;
- authorizes Pool spending for it;
- adopts or ratifies the act afterward; or
- deliberately conceals it as an institutional action.

Use the normal 5/10/20/30/50 severity ladder.

The Pool cannot enter Karma Debt. A loss reduces it to a minimum of zero. Complicit characters separately receive their complete personal losses and may incur personal Karma Debt.

A Fundamental team violation places the Team Code In Crisis. Until reaffirmed or revised, Pool Karma may be spent only on rescue, protection, stabilization, and preventing further harm.

23.12 Unauthorized Spending

If a member obtains authorization through deception or deliberately exceeds the authorized purpose:

- the Karma already spent remains spent;
- the act is treated as the individual's conduct;
- the Pool suffers no additional loss unless the team knowingly ratifies or conceals it; and
- the member's Pool access may be suspended.

This prevents a dishonest member from punishing every contributor simply by abusing access.

23.13 Joining, Leaving, and Dissolution

A new member gains Pool access after formally accepting the Team Code. No mandatory contribution or entrance fee exists.

When a member leaves:

- Personal Karma and Advancement Funds remain theirs.
- Contributed Karma remains with the team.
- Pool access ends immediately.
- No contribution is refunded.

If the team dissolves, the Pool becomes inactive. It may transfer to a genuine successor organization with substantially the same membership and mission. Otherwise, it cannot be divided into Personal Karma or recovered by briefly creating another team.

23.14 Pool Ledger

Record every change.

Entry	Record
Team Award	Issue, achievement, and amount
Contribution	Character and amount
Expenditure	Character, FEAT, authorization, and amount
Team loss	Incident, responsibility, and amount
Membership	Joining, suspension, and departure
Balance	Current amount and capacity

23.15 Worked Example: Punisher and the Team

Punisher assists a team in rescuing hostages.

During the rescue, another hero legitimately spends 18 Pool Karma to prevent the building from collapsing. Punisher later independently kills five established violent offenders.

- The rescue expenditure remains valid.
- Punisher's Karma is judged according to his agency, circumstances, and approved Code.
- The other members lose no Personal Karma.
- The Pool is not automatically reduced.
- If the team did not order, facilitate, ratify, or conceal the killings, no Pool violation occurred.
- If team leadership knowingly ordered the executions, the Pool and responsible individuals are assessed separately.

The shared reserve remains meaningful without becoming collective moral liability.