



CHAPTER 14

PLAYER REFERENCE

Player reference answers four at-table questions:

14

01

Character: Which ratings and capabilities matter right now?

02

Action: What roll, color, opposition, and modifiers resolve it?

03

Consequence: What damage, condition, Karma, or recovery follows?

04

Reference: Which summary or chapter supplies the full procedure?

1. Character-Creation Sequence

- 1 State the campaign tier and creation policy.
- 2 Write a one-sentence concept; for a completely random hero, treat it as provisional until Origin is known.
- 3 Determine Physical Form, Power Source, and Acquisition.
- 4 Reconcile them into one origin statement and select the controlling legacy package or modern-form Ability column.
- 5 Generate or choose FASERIP in order; apply written package adjustments; provide required Human Starting Proofs.
- 6 Determine Power Scope and roll Power Slots; apply the package slot adjustment and ceiling.
- 7 Resolve every Power, paying Standard, Major, and chosen-Power costs exactly.
- 8 Record each Power's rank, mode, action, range, area, duration, mass, targets, resistance, limits, and mastered stunts.
- 9 Roll Talent Points and buy random Fields, chosen Fields, Specialties, or Mastery; provide required proofs.
- 10 Record background knowledge, languages, credentials, and professional access separately from Talents.
- 11 Establish Resources, Recognition, Standing, Legal Status, Contacts, Relationships, Holdings, and institutional access.
- 12 Record ordinary and Signature Equipment.
- 13 Calculate Health, Personal Karma, initiative contribution, movement, protection, and Attack Profiles.
- 14 Write Purpose, Responsibilities, Boundaries, Lethal Standard, and one active complication.
- 15 Assign Operational Class from reliable board impact, not the highest rank on the sheet.
- 16 Complete the final record check.

2. Universal Table and Rank Benchmarks

Roll d100; 00 is 100. Read the final percentile on the applicable rank column. Anything below Green is White.

Rank	Score range/value	Green	Yellow	Red	Compact benchmark
Shift 0	0	66	95	100	Degraded function only
Feeble	1-2	61	91	100	Minimal consequential capability
Poor	3-4	56	86	100	Weak but functional
Typical	5-7	51	81	98	Ordinary trained-world capability
Good	8-15	46	76	98	Strong professional or heroic capability
Excellent	16-25	41	71	95	Peak normal Human range
Remarkable	26-35	36	66	95	Exceptional Human achievement
Incredible	36-45	31	61	91	Clearly superhuman
Amazing	46-62	26	56	91	Major superhuman capability
Monstrous	63-87	21	51	86	Extreme superhuman capability
Unearthly	88-125	16	46	86	World-class superhuman force
Shift X	126-175	11	41	81	Best-of-the-best starting maximum
Shift Y	176-350	7	41	81	Extreme campaign-scale force
Shift Z	351-999	4	36	76	Threshold of cosmic operation
Class 1000	1,000	2	36	76	Domain-scale authority
Class 3000	3,000	2	31	71	Great cosmic authority
Class 5000	5,000	2	26	66	Fundamental recorded authority

Human possibility normally ends at Excellent 25. Remarkable 26-35 requires exceptional Human development. Incredible 36 or higher requires a genuinely superhuman cause. Class ranks operate only inside their recorded domain and cannot be reached through ordinary column shifts.

3. Universal FEAT Summary

- 1 State objective and approach.
- 2 Confirm the action is possible, uncertain, and consequential.
- 3 Select the governing rating.
- 4 Establish the Required Result and circumstance shifts.
- 5 Declare Karma before rolling.
- 6 Roll d100 and read the final rank column.
- 7 Apply the color result and established consequence.

4. Passive Intensity Ladder

Intensity relative to acting rank	Normal treatment
Two or more ranks lower	Automatic when routine and safe
One rank lower	Green
Equal rank	Green
One rank higher	Yellow
Two ranks higher	Red
Three or more ranks higher	Impossible without an Enabler

5. Ordinary Modifier Limits

- Final ordinary circumstance total: +3CS/-3CS.
- Exact Legendary Expertise may reach +4CS within its signature scope.
- Required colors and column shifts answer different questions.
- The same fact never modifies the FEAT twice.

6. Power Operating Scales

Use the named rank row. A Power uses only the fields its procedure calls for.

6.1 Range Tracks

Track	Use
A	Projected attacks, emissions, telekinesis, and focused hostile effects
B	Detection, control, communication, illusions, and scene/district effects
C	Explicitly regional matter, energy, environmental, and creation effects
D	Remote communication, location, perception, and planetary influence
E	Teleportation, gateways, transit, and long-distance relay

Rank	A	B	C	D	E
Feeble	Contact	Contact	1 Area	10 ft	2 miles
Poor	1 Area	1 Area	10 Areas	1 Area	25 miles
Typical	2 Areas	5 Areas	1 mile	4 Areas	250 miles
Good	4 Areas	10 Areas	3 miles	16 Areas	2,500 miles
Excellent	6 Areas	25 Areas	6 miles	64 Areas	25,000 miles
Remarkable	8 Areas	1 mile	12 miles	6 miles	250,000 miles
Incredible	11 Areas	2 miles	25 miles	250 miles	2.5 million miles
Amazing	20 Areas	3 miles	50 miles	1,000 miles	25 million miles
Monstrous	40 Areas	6 miles	120 miles	4,000 miles	250 million miles
Unearthly	60 Areas	10 miles	250 miles	16,000 miles	2.5 billion miles
Shift X	80 Areas	15 miles	500 miles	64,000 miles	25 billion miles
Shift Y	160 Areas	30 miles	1,200 miles	250,000 miles	250 billion miles
Shift Z	400 Areas	50 miles	2,500 miles	1 million miles	0.5 light-year

Rank	A	B	C	D	E
Class 1000	100 miles	80 miles	5,000 miles	4 million miles	0.5 light-year
Class 3000	10,000 miles	150 miles	12,000 miles	16 million miles	50 light-years
Class 5000	100,000 miles	250 miles	250,000 miles	64 million miles	500 light-years

Range never supplies perception, line of effect, route, destination knowledge, access, or authority.

6.2 Movement

Rank	Land/water Areas per Round	Land/water mph	Air Areas per Round	Air mph	Space/extradimensional
Feeble	1	15	2	30	300 mph
Poor	2	30	4	60	600 mph
Typical	3	45	6	90	1,000 mph
Good	4	60	8	120	1,500 mph
Excellent	5	75	10	150	2,000 mph
Remarkable	6	90	15	225	4,000 mph
Incredible	7	105	20	300	6,000 mph
Amazing	8	120	25	375	10,000 mph
Monstrous	9	135	30	450	20,000 mph
Unearthly	10	150	40	600	40,000 mph
Shift X	12	180	50	750	80,000 mph
Shift Y	14	210	100	1,500	150,000 mph
Shift Z	16	240	200	3,000	300,000 mph
Class 1000	32	480	-	10,000 mph	1 million mph
Class 3000	50	750	-	-	Light speed
Class 5000	100	1,500	-	-	100 × light speed

Super-Speed moves a number of Areas per Round equal to its exact Power score: Feeble 1, Poor 3, Typical 5, Good 8, Excellent 16, Remarkable 26, Incredible 36, Amazing 46, Monstrous 63, Unearthly 88, Shift X 126, Shift Y 176, Shift Z 351, Class 1000 1,000, Class 3000 3,000, or Class 5000 5,000. Speed alone grants no extra turns, attacks, thought speed, maneuverability, or protection.

6.3 Area, Duration, and Mass

Rank	Area radius	Circular area	Cylindrical volume	Timed Duration	Maximum mass	Water-equivalent volume
Feeble	1 ft	3 sq ft	3 cu ft	1 Round	50 lb	0.8 cu ft
Poor	2 ft	12 sq ft	25 cu ft	2 Rounds	100 lb	1.6 cu ft
Typical	4 ft	50 sq ft	200 cu ft	5 Rounds	200 lb	3.2 cu ft
Good	10 ft	314 sq ft	3,140 cu ft	10 Rounds/1 minute	400 lb	6.4 cu ft
Excellent	15 ft	707 sq ft	10,600 cu ft	10 minutes	800 lb	13 cu ft
Remarkable	20 ft	1,256 sq ft	25,120 cu ft	1 hour	1 ton	32 cu ft
Incredible	30 ft	2,826 sq ft	85,000 cu ft	6 hours	10 tons	320 cu ft
Amazing	50 ft	7,850 sq ft	392,000 cu ft	1 day	50 tons	1,600 cu ft
Monstrous	100 ft	31,400 sq ft	3,140,000 cu ft	1 week	75 tons	2,400 cu ft
Unearthly	200 ft	125,600 sq ft	25,120,000 cu ft	1 month	100 tons	3,200 cu ft
Shift X	500 ft	785,000 sq ft	392,500,000 cu ft	1 year	250 tons	8,000 cu ft
Shift Y	1,000 ft	3,140,000 sq ft	3,140,000,000 cu ft	10 years	500 tons	16,000 cu ft
Shift Z	2,000 ft	12,560,000 sq ft	25,120,000,000 cu ft	100 years	1,000 tons	32,000 cu ft
Class 1000	1 mile	3 sq miles	1.3 cu miles	1,000 years	10,000 tons	320,000 cu ft
Class 3000	2 miles	12 sq miles	25 cu miles	1 million years	1 million tons	32 million cu ft
Class 5000	5 miles	78 sq miles	392 cu miles	Indefinite in domain	100 million tons	3.2 billion cu ft

Area is a radius unless the Power defines another geometry. The mass limit is shared across everything simultaneously controlled, created, moved, or transformed. Timed Duration is a maximum, not immunity from resistance or disruption.

6.4 Target Tracks

Rank	A independent	B linked	C components	D crowd	E broadcast
Feeble	1	1	1	2	2
Poor	1	1	1	4	4
Typical	1	2	1	6	10
Good	1	3	1	10	25
Excellent	2	5	2	20	50
Remarkable	2	10	2	30	100
Incredible	2	15	2	40	200
Amazing	3	25	4	50	500
Monstrous	3	40	4	75	1,000
Unearthly	4	50	8	100	2,000
Shift X	5	75	20	150	5,000
Shift Y	10	100	50	200	10,000
Shift Z	20	250	100	500	20,000
Class 1000	50	500	1,000	1,000	50,000
Class 3000	100	1,500	5,000	3,000	100,000
Class 5000	200	2,500	10,000	5,000	200,000

If a Power does not state a Target Track, use A. Area effects use geometry instead of a target count.

6.5 Information Resolution

Rank	Maximum routine detail
Feeble	Presence or absence at Contact
Poor	Presence, broad direction, broad intensity
Typical	Location within an Area and ordinary distinctions
Good	Known identity, basic condition, count, and motion
Excellent	Reliable profile, concealed ordinary detail, known-signature comparison
Remarkable	Fine diagnosis, recent traces, component detail, immediate hazard
Incredible	Forensic reconstruction, microscopic or precise energy-pattern detail
Amazing	Molecular distinction, deep diagnosis, faint historical/dimensional residue
Monstrous	Atomic or metaphysical signatures; extremely degraded reconstruction
Unearthly	Subatomic or soul-level distinction within scope; planetary correlation
Shift X	Continuous planetary analysis across many streams
Shift Y	Stellar-scale correlation through extreme interference
Shift Z	Interstellar, temporal, or dimensional pattern analysis within scope
Class ranks	Domain-level awareness inside recorded authority

Resolution reveals only what the Power can perceive and never supplies missing cultural, scientific, or historical context.

6.6 Dimensional and Temporal Reach Gates

Rank	Dimensional gate	Maximum temporal reach
Feeble	No crossing; immediate anomaly only	1 Round
Poor	No crossing; direction of known breach	1 minute
Typical	Interact with an open local breach	10 minutes
Good	Stabilize/follow an active local breach	1 hour
Excellent	Prepared anchor, device, ritual, or open portal	1 day
Remarkable	One attuned or previously visited adjacent dimension	1 week
Incredible	Known adjacent dimension without standing portal	1 month
Amazing	Known dimension with reliable signature or route	1 year
Monstrous	Search a cluster of adjacent dimensions or branches	10 years
Unearthly	Remote known dimension or timeline through a valid route	100 years
Shift X	Unknown remote dimension after successful search	1,000 years
Shift Y	Cross/search major timeline branches	100,000 years
Shift Z	Navigate a defined multiversal cluster	10 million years
Class 1000	Domain authority across one world, dimension, or timeline	Recorded history of one world
Class 3000	Great authority across timelines/dimensions in domain	History of one timeline
Class 5000	Fundamental authority within domain	Multiversal/abstract, story-defined

Range E never grants dimensional or temporal travel by itself. The Power must expressly cross the applicable Reach Gate.

7. Personal Karma Summary

- Declare use and desired color before rolling.
- Commit 5 available Personal Karma.
- Add Karma point for point after the roll.
- Maximum total expenditure on one FEAT: 50.
- Personal Karma and Pool Karma cannot be combined on the same FEAT.
- In an active contest, everyone declares before anyone rolls.

8. Combat Summary

- One turn provides movement and one Primary Action.
- Close attacks normally use Fighting.
- Ranged and thrown attacks normally use Agility.
- Green hits unless Passive Evasion requires Yellow, Red, or an Enabler; a successful Yellow or Red applies the Attack Profile's corresponding effect.
- Passive Evasion compares an avoidable attack's Accuracy with an alert, mobile target's Agility without a defense roll.
- Dodge replaces ordinary Evasion with Agility +1 rank on Green, +2 on Yellow, or +3 on Red.
- Use the highest applicable protection.
- Special effects normally require at least one point of penetrating damage.
- Defending consumes the Primary Action.
- There is no generic multiple-action roll.

8.1 Common Primary Actions and Defenses

Action	Core procedure
Attack	Use the Attack Profile's Accuracy, delivery, range, damage/effect, and color results
Use a Power	Follow its recorded action, profile, resistance, duration, and limits
Defend	Commit the Primary Action to Dodge, Evade, Deflection, or another owned defense
Dodge	Roll Agility; White retains normal Evasion, Green +1 Evasion rank, Yellow +2, Red +3 until the character's next turn
Evade	Use Fighting against close attacks under the committed Evade procedure
Grapple/Hold	Fighting attack; establish the declared restraint; Strength or another valid method resists or escapes
Escape	Use the applicable Strength, Agility, Power, tool, or Enabler against the restraint
Protect Another	Interpose through the written defense and become the relevant target when successful
Assist	Describe one valid supporting action; normally one helper supplies the permitted shift or Enabler
Full-speed movement	Spend the Primary Action to use a Power or vehicle's maximum recorded combat rate
First Aid	Use the treatment procedure, appropriate Talent, access, and supplies
Operate/ready equipment	Primary when precision, handling, concentration, resistance, or risk makes it consequential

Movement may occur before or after the Primary Action, or be split around it, when the path and movement mode permit. One Round is approximately six seconds. One Area is exactly 132 feet or approximately 40 metres.

9. Core Conditions

Condition	Effect
Prone	-1CS on footing-dependent physical actions; use movement to stand
Staggered	-1CS on the next Primary Action, then ends
Stunned	No Primary Action next turn; limited recovery movement and no Passive Evasion, then ends
Restrained Function	One named limb, item, sense, speech, or locomotion mode is unavailable
Held	No ordinary movement, Passive Evasion, Dodge, or Evade; available physical actions use -1CS
Immobilized	No physical movement, Passive Evasion, or physical Primary Actions except resistance or escape
Unconscious	Cannot act
Dying	Make the required Endurance FEAT each Round and track Dying marks

10. Issue-End Checklist

- 1 Apply Karma awards and losses.
- 2 Record qualifying Story Beats.
- 3 Update the Story Ledger.
- 4 Update External Traits from events.
- 5 Advance Recovery Clocks and downtime.
- 6 Review Advancement Funds and proposed growth.

11. Advancement Costs

11.1 Ability Rank Boundaries

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

Increasing an Ability by one numerical point costs Karma equal to the destination score. A longer increase costs the sum of every destination score purchased. Story Points and evidence are additional gates at the listed boundaries.

11.2 Talent Advancement

Advancement	Karma	Story Points
Gain a new Trained Field	200	2
Add one Specialist Specialty	100	2
Raise one Specialty to Master	250	3
Establish one Legendary signature	500	5

11.3 Power Development

Development	Karma	Story Points	Reminder
Attempt a new Power Stunt	100 - (10 × prior successful uses), minimum 10	-	Red at 0-2 uses, Yellow at 3-5, Green at 6-9
Master a Power Stunt	No further surcharge after 10 successful uses	-	Maximum one successful-use mark per scene
Add a new Standard Power at Excellent 16	460	3	Approved source, mode, evidence, and access required
Add a new Major Power at Excellent 16	840	5	Uses the Major scale

Increasing a Standard Power by one numerical point costs twice the destination score. Increasing a Major Power costs three times the destination score. Rank breakthroughs use the same Story Point boundaries listed above with Power-specific evidence. A stunt remains narrower than its parent Power; a new independent function is a Power Addition.

12. Code and Lethal Standard

Record	Required content
Purpose	What the character is trying to protect, change, expose, build, avenge, or become
Responsibilities	People, duties, offices, institutions, promises, or stewardship the character accepts
Boundaries	Acts the character refuses even when expedient
Lethal Standard	Prohibited, Last Resort, Permitted under stated conditions, Required under stated conditions, or another explicit standard approved for the campaign
Active complication	One current pressure that can materially affect play

Judge conduct against agency, knowledge, alternatives, urgency, and the actual Code. A lethal result is not automatically the same moral event for every character, and a Code is not permission to evade consequences through wording.

13. External Trait Summary

Trait	Record
Resources	Rank, source, Resource Stress, Reserves, and exceptional restrictions
Recognition	Identity, audience, and familiarity rank
Standing	Identity, audience, exact score, attitude band, and resulting social shift
Legal Status	Identity, jurisdiction, classification, authority, restrictions, and active exposure
Contact	Name, Scope, Reach, relationship level, values, limits, obligations, and current availability
Relationship	Person or group, relationship level, expectations, strain, and mutual commitments
Holding	Owner/controller, function, access, upkeep, security, material profile, and institutional limits

External Traits never become free Powers, universal access, unquestioned authority, or guaranteed obedience. Update them when events materially change what the world provides, recognizes, believes, permits, or demands.

14. Record Notation

14.1 Power

Use:

Power - Rank score; effect; mode; action; Range Track and exact reach; Movement; Area; Duration; Mass; Target Track and count; Resolution; Reach Gate; resistance; limits; mastered stunts.

Omit fields that do not apply. Replace every phrase such as “Power-rank range” with its exact value. Standard/Major belongs in the build ledger, not as a prominent play-state label.

14.2 Attack Profile

Use:

Name - delivery; Accuracy; damage or effect; form; exact range; Green; Yellow; Red; ammunition/charges; special limits.

14.3 Equipment

Use:

Item - ordinary or Signature; owner/source; Material Strength; integrity or condition; protection; functions; exact range; capacity/charges; reload or recovery; Availability; Cost; repair; loss consequences.

Ordinary equipment uses its actual profile and does not advance as a Power. Signature Equipment contains purchased Powers and follows their advancement and suppression rules.

15. Blank Two-Sided Character Record

Use the following two-sided record to keep immediate play information on the front and the complete character record on the reverse.

15.1 Front: Immediate Play

Identity						Entry		
Heroic name								
Primary identity								
Pronouns / description								
Physical Form								
Power Source / Acquisition								
Origin statement								
Affiliation / campaign tier								
Operational Class badge / role								
F	A	S	E	R	I	P		
Immediate value				Maximum		Current / detail		
Health								
Temporary Health								
Personal Karma								
Story Points								
Initiative contribution								
Movement while acting								
Full speed-Primary Action								
Passive Evasion								
Dodge reminder								
Protection								
Resistances / immunities								
Attack / action	Delivery	Accuracy	Damage/effect	Exact range/area	Green	Yellow	Red	
Power summary		Rank/mode		Action		Exact operation / limits		

Condition tracking: Prone / Staggered / Stunned / Restrained Function / Held / Immobilized / Unconscious / Dying marks / Injury and intensity / other timed or maintained effects.

15.2 Reverse: Complete Record and Development

Build ledger	Roll/choice	Cost/modifier	Final entry
Physical Form / package			
Power Source / Acquisition / Scope			
Power Slots			
Standard and Major Powers			
Talent Points			
Power operating record			Entry
Source and mode			
Action / maintenance			
Range / movement / area			
Duration / mass / targets			
Resolution / Reach Gate			
Resistance / counterplay			
Limits / mastered stunts			
Expertise and world record	Entry		
Talents / Specialties / Mastery / proofs			
Languages / background knowledge			
Credentials / licenses / authority			
Resources / Stress / Reserves			
Recognition and Standing by identity/audience			
Legal Status by identity/jurisdiction			
Contacts / Scope / Reach / relationship			
Relationships / commitments / strain			
Holdings / access / upkeep			
Ordinary and Signature Equipment			
Character Code	Entry		
Purpose			
Responsibilities			
Boundaries			
Lethal Standard			
Active complication			
Advancement and recovery	Entry		
Karma Debt			
Advancement Funds			
Story Ledger			
Recovery Clocks / treatment			
Power Stunt discovery/mastery			
Equipment condition/repair			

16. Glossary

Ability: One of the seven FASERIP ratings. **Acquisition:** How the character obtained the extraordinary source. **Active Contest:** Both capable sides roll to pursue incompatible objectives. **Advancement Fund:** Karma reserved for one approved permanent improvement. **Area:** Exactly 132 feet or approximately 40 metres for measured travel and range; scenes may also use smaller or approximate narrative zones without changing measured Power radii. **Attack Profile:** Compact record of Accuracy, Damage, Form, Range, and color effects. **Base Rating:** Permanent recorded rating before temporary access and conditions. **Character Code:** The hero's explicit moral commitments and standards. **Column Shift:** Movement to another Universal Table rank column for one FEAT. **Contact:** A person or liaison defined by Scope, Reach, relationship, limits, and obligations. **Effective Rating:** Rating currently usable after equipment, form, conditions, and other temporary effects. **Enabler:** A fact that makes an otherwise impossible scale or access problem possible. **External Trait:** A record of what the world provides, believes, recognizes, permits, or demands. **FASERIP:** Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche. **FEAT:** A consequential percentile test against the Universal Table. **Health:** Capacity to sustain physical damage before unconsciousness and possible Dying. **Holding:** A significant owned or controlled place, asset, organization, or facility. **Intensity:** Ranked force, resistance, complexity, danger, cost, or opposition. **Issue:** One complete unit of play, normally a session or closely connected installment. **Karma:** Earned narrative currency used for FEATs and permanent growth. **Karma Debt:** Negative Karma that must be cleared before normal use and advancement resume. **Karma Pool:** Shared team Karma governed by membership and authorization. **Lethal Standard:** The Code's explicit rule for when lethal force is prohibited, permitted, or required. **Major Power:** A broad or highly flexible Power using the Major advancement scale. **Material Strength:** Ranked resistance of a substance or object to damage and penetration. **Operating Mode:** Inherent, Integrated, Conditional, Equipment-Based, or Alternate Form. **Passive Evasion:** The ranked difficulty an alert, physically mobile target's Agility presents to an avoidable attack without requiring a defense action or second roll. **Passive Opposition:** A ranked obstacle or resistance resolved by the acting character's FEAT. **Personal Karma:** Karma belonging to one character and available under the spending rules. **Power:** An extraordinary defined capability with a function and rank. **Power Stunt:** A learned narrow technique derived from an existing Power. **Primary Action:** The character's one main consequential action during a combat turn. **Rank:** Named band of capability used as a Universal Table column. **Recognition:** How familiar an audience is with an identity. **Required Result:** Minimum color necessary to achieve the declared objective. **Resources:** Sustainable discretionary economic access from a named source. **Scale Gate:** Boundary that ordinary rank comparison cannot cross without an Enabler. **Signature Equipment:** Equipment recorded as purchased character Powers. **Standing:** What a specific audience currently believes about an identity. **Story Beat:** A meaningful event that may award one Story Point. **Story Point:** Recorded proof required for major permanent development. **Talent:** Learned expertise that improves a relevant Ability FEAT. **Temporary Health:** Separate damage capacity lost before normal Health and removed when its source ends.

17. Subject Index

Use the chapter and section references below to find each subject.

Subject	Primary chapter
Abilities and origins	Origin and Ability Generation
Active contests	Universal FEAT and Action Resolution
Advancement	Advancement, Codes, and Recovery
Armor and protection	Combat; Equipment in Play
Attack Profiles	Combat; Finishing the Character Record
Character Codes	Advancement, Codes, and Recovery
Character creation	Creating Your Hero at a Glance
Combat	Combat
Dodge and Passive Evasion	Combat
Contacts and relationships	External Traits
Dying, Injury, and recovery	Advancement, Codes, and Recovery

Subject	Primary chapter
Equipment	Equipment in Play
FEATs and Universal Table	Universal FEAT and Action Resolution
Health and Karma	Origin and Ability Generation; Finishing the Character Record
Karma awards and losses	Advancement, Codes, and Recovery
Legacy conversion	Legacy Character Conversion
Legal Status	External Traits
Popularity	External Traits
Powers and Power Stunts	Power Generation; Advancement, Codes, and Recovery
Resources and Holdings	External Traits
Talents	Talent and Expertise
Teamwork and Karma Pools	Universal FEAT and Action Resolution; Advancement, Codes, and Recovery

The player now possesses the universal core needed to create a hero, resolve ordinary and extraordinary action, use Karma, work with a team, recover from consequences, and pursue permanent growth. A campaign using specialized technology, detailed magic, espionage, alien exploration, vehicles, or invention adds the appropriate module without replacing these procedures.

The Judge supplies the world, opposition, secrets, and Issues. The player supplies the hero's intent.

Describe what the hero is trying to accomplish. Establish what makes it possible. Roll only when uncertainty matters. Then let the consequences change the story.