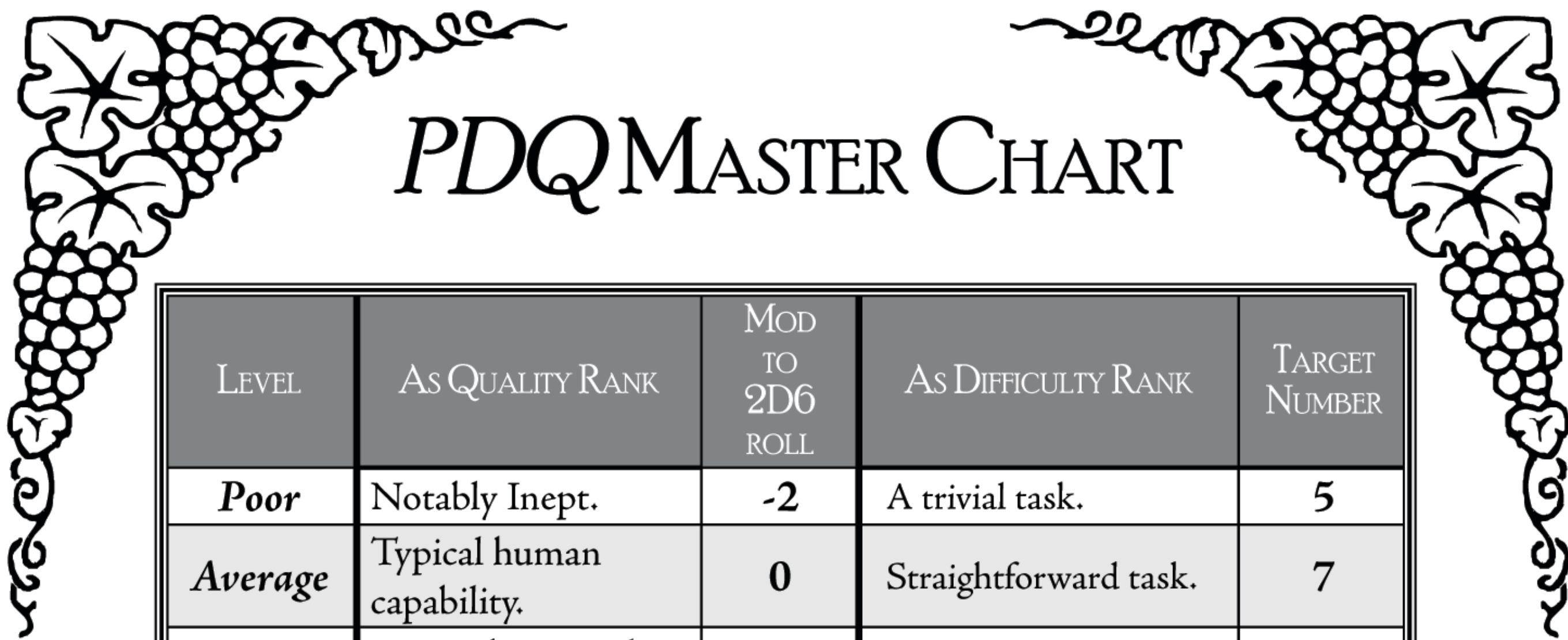




PDQ MASTER CHART

LEVEL	AS QUALITY RANK	MOD TO 2D6 ROLL	AS DIFFICULTY RANK	TARGET NUMBER
<i>Poor</i>	Notably Inept.	-2	A trivial task.	5
<i>Average</i>	Typical human capability.	0	Straightforward task.	7
<i>Good</i>	Better than usual; most professionals or talented newcomers.	+2	Complex task, requiring attention to detail.	9
<i>Expert</i>	Noted/famed professional; talent with skill to back it up.	+4	Intricate task, difficult and requiring sharp concentration, hard for a typical untrained person (Average).	11
<i>Master</i>	Acclaimed genius: talent with substantial skill behind it.	+6	Extremely difficult task, hard for most professionals in the field (Good).	13

USES FOR HERO POINTS

Clearing the Fog. Regain 1d6 lost Failure Ranks per 1 HP and 1 action/reaction.

Digging Down Deep. Convert 1 Learning Point into 1 HP.

Fairy Godmother. 1 HP to get ideas from other players around the table; 2 HP to get ideas from the GM; 4 HP for some form of in-game intervention.

Favor's Reward. 1 HP and a Scene to get information only; 2 HP and a Scene to get some other sort of aid; **subject to GM veto.**

Heroic Serendipity. 2 HP per plausible coincidence, or 4 HP per implausible coincidence.

My Heart is Pure. Gain an Upshift to Rank for next roll. 2 HP per Upshift.

Second Wind. Regain 1d6 lost Damage Ranks. 2 HP and one Turn per die of recovery.

Silver Shoes. Ignore damage. 1HP per Damage/Failure Rank.

Strength of Ten. Add an Upshift (+2) to Damage only. 1 HP per Upshift.

Tale-spinning. Dictate a new fact: 1 HP per minor detail, 2 HP per significant detail, or 4 HP per major detail; **subject to GM veto.**

