



THE UNI-TABLE

Universal Table	NULL Zero	WK Weak	MD Mediocre	AV Average	GD Good	EX Excellent	RM Remarkable	IN Incredible	AM Amazing	SP Spectacular	UN Uncanny	X150 Extreme 150	X200 Extreme 200	X500 Extreme 500		C1k Cosmic 1000	C3k Cosmic 3000	C5k Cosmic 5000
Dice Roll	0	2	4	6	10	20	30	40	50	75	100	150	200	500		1000	3000	5000
01																		
02-03																		
04-06																		
07-10																		
11-15																		
16-20																		
21-25																		
26-30																		
31-35																		
36-40																		
41-45																		
46-50																		
51-55																		
56-60																		
61-65																		
66-70																		
71-75																		
76-80																		
81-85																		
86-90																		
91-94																		
95-97																		
98-99																		
100																		

BATTLE EFFECTS TABLE

Action	Attack											Defend				Special Effects		
Effect	General	Blunt Damage			Blunt/Restrain		Edged Damage		Shooting Attack	Energy Attack	Force Attack	General	Special			Stun	Slam	Kill
Maneuver	–	Melee	Charge	Throw	Grab	Grapple	Melee	Throw				Dodge	Block	Catch	Escape	Resist with...		
Ability	–	Fighting	Endurance	Agility	Strength	Strength	Fighting	Agility	Agility	Agility	Agility	Agility	Fighting	Agility	Strength	Endurance	Endurance	Endurance
White	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Incr. Hit	Fail	Autohit	Fail	1-10	Grand Slam	End. Loss
Green	Hit	Hit	Hit	Hit	Take	Miss	Hit	Hit	Hit	Hit	Hit	Roll w/Hit	STR-4 or MS	Miss	Fail	1	1 area	KO 1-10
Yellow	Effect+1	Slam	Slam	Hit	Grab	Partial	Stun	Stun	Bullseye	Bullseye	Stun	Dodge	STR-2 or MS	Damage	Escape	No	Stagger	No
Red	Effect+2	Stun	Stun	Stun	Break	Hold	Kill	Kill	Kill	Kill	Stun	Dodge	STR+1/MS+1	Catch	Reverse	No	No	No

Open Game License Version 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as

expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Fudge System Reference Document Copyright 2005, Grey Ghost Press, Inc.; Authors Steffan O'Sullivan and Ann Dupuis, with additional material by Peter Bonney, Deird'Re Brooks, Reimer Behrends, Shawn Garbett, Steven Hammond, Ed Heil, Bernard Hsiung, Sedge Lewis, Gordon McCormick, Kent Matthewson, Peter Mikelsons, Anthony Roberson, Andy Skinner, Stephan Szabo, John Ughrin, Dmitri Zagidulin.

FATE (Fantastic Adventures in Tabletop Entertainment), Copyright 2003 by Evil Hat Productions LLC; Authors Robert Donoghue and Fred Hicks.

Spirit of the Century, Copyright 2006, Evil Hat Productions LLC. Authors Robert Donoghue, Fred Hicks and Leonard Balsera.

ICONS, Copyright 2010, Steve Kenson, author Steve Kenson.

The Villainomicon, Copyright 2010, Adamant Entertainment, Authors Steve Kenson, G.M. Skarka, Walt Ciechanowski, Morgan Davie, and Theron Bretz.

Great Power, Copyright 2013, Ad Infinitum Adventures, Author: Steve Kenson.

FASERIP, Copyright 2015, Blacky the Blackball.

Astonishing Super Heroes Basic Rulebook, Copyright 2021, Tim Bannock.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, graphics, character sheets, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Game Content: The Open content in this book includes all game play mechanics. No other portion of this work may be reproduced in any form without permission.