

Once upon a time, in the Zanfabulous Land of Zo...

..there was a: _____

...from: _____

...named: _____

...whose many fine Qualities included:

Qualities	Master [+6]	Expert [+4]	Good [+2]	Average [0]	Poor [-2]	Gone!
_____	☐	☐	☐	☐	☐	☒
_____	☐	☐	☐	☐	☐	☒
_____	☐	☐	☐	☐	☐	☒
_____	☐	☐	☐	☐	☐	☒
_____	☐	☐	☐	☐	☐	☒
_____	☐	☐	☐	☐	☐	☒
_____	☐	☐	☐	☐	☐	☒
_____	☐	☐	☐	☐	☐	☒
_____	☐	☐	☐	☐	☐	☒

...as well as a vast Miscellany of details, like:

Hero Points 

 Learning Points

PDQ Master Chart				
Level	As Quality Rank	Mod to 2d6 Roll	As Difficult Rank	Target Number
Poor	Notably Inept	-2	A Trivial Task	5
Average	Typical Capability	0	Easy Task	7
Good	Better than Usual	+2	Complex Task	9
Expert	Noted/Famed Professional	+4	Very Difficult Task	11
Master	Acclaimed Genius	+6	Extreme Task	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, 2HP to get ideas from the GM, 4HP for some sort of in-game intervention.
- Favors 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:** 1 HP per plausible coincidence, 4HP 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 1 Turn per die of Recovery.
- Silver Shoes:** Ignore Damage. 1 HP for 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, 4HP per major detail; **Subject to GM Veto**