PDQ Master Chart

Level	As Quality Rank	Mod to 2D6 roll	As Difficulty Rank	Target Number
Poor	Notably Inept.	-2	A trivial task.	5
Average	Typical human capability.	0	Straightforward task.	7
Good	Better than usual; most professionals or talented newcomers.	+2	Complex task, requiring attention to detail.	9
Expert	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
Master	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**.