Dear Friends,

We're proud to announce that a second edition of Pocket Universe is in the works. There will be many improvements, but you can already incorporate the following tweaks into your games RIGHT AWAY! We think they make the gameplay of a super-easy system even easier.

Addenda for Pocket Universe (and Quicksilver)

Armor

From now on, armor directly subtracts from the amount of damage inflicted by an attack. Reduce armor protection values in order for this to work properly. Just divide old 1st edition Pocket Universe and Quicksilver armor protection scores by 2, rounding down. Do this separately for Physical and Energy protection.

(So, that damage vs. armor calculation, and the pre-calculated table, in Quicksilver, can go away! Bye-bye!)

Initiative

Use characters' WILL roll for initiative, not DEFT. Initiative ties are still broken by DEFT, however.

(This makes a ton of sense. Characters who are more assertive should tend to act sooner. Studies have shown that part of what encourages others to follow a leader is their ability to quickly commit to a course of action.)

You can, if you wish, cut out the above rectangle, and paste it into your copy of Pocket Universe or Quicksilver. Also, below is a handy side-tab that you might wish to attach to the appropriate page. This is what we do, ourselves.

Thank you so much for your support and interest. Your enthusiasm is what drives us to create new stuff, and seek to improve the previous projects!

Yours truly,
Jeff Dee, and Manda (a.k.a. Talzhemir)

CRITICALS
AND FUMBLES

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