

Character Hero Points

Absolute Max = ½ Moxie stat
round down - no accumulation.



Can be used to:

- ☑ Advantage to one roll [*Roll d10 or d100 twice and choose best result*]
- ☑ Extra non-combat action same round
- ☑ Flesh Wound Rule [*Only 10 IP remain injured and no wounds. AFTER battle.*]
- ☑ Luck of the Devil [*Extreme personal luck in a situation, changing the outcome of an event*]
- ☑ Auto success in Status & Reputation BL roll
- ☑ Social Lion! [*+6 to social skill roll*]
- ☑ Clearly act contra virtue
- ☑ Add character background info/friendly contact/fact to story [*The more often the merrier...*]
- ☑ Buy 2 more Hero Cards
- ☑ Pass it on! [*No participation in Moxie fate roll*]
- ☑ Fjollflykt! [*+4 to defence value and x2 speed for 2 rnds, but marked for life as you flee in an embarrassing way....*]
- ☑ Give away a Hero Point to someone else (costs 2 to give 1)

Hero points are restored (rises up to max) when:

At Level Up or after Greater Group Heroic Deed.

Hero Cards

½ Moxie cards per game night.



Are played to:

- ☑ Activate non-automatic Hero Attributes
- ☑ Cooperate on skill rolls [*feints and friend attacks with advantage, help prone friend to defend normally - not disadvantage, etc*]
- ☑ Activate a luck roll (4D6 vs MOX)

Group Hero Points

No maximum!



Group:	
Group Hero Points:	

Can be used to:

- ☑ Alter minor world details [*Setting detail, topography, NPC, # of henchmen, events etc*]
- ☑ Unexpected intervention/distracton
- ☑ Allow a hero an advantage roll [*Roll d10 or d100 twice and choose best result. Not d6s...*]
- ☑ Give a villain a disadvantage to roll [*Roll d10 or d100 twice and choose worst result. Not d6s...*]
- ☑ Add a VINPC [*important or interesting to story*]
- ☑ Get useful story hint/clue/epiphany from GM

Group Hero Points accumulate by:

- + Inspirational deed/roleplaying/super roll
- + Heroic (Good) deeds
- + Reaching a player's or groups motivation/goal [incl. successful adventure]

