

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 action [*1 extra, free action same round*]
- ☑ Flesh Wound Rule [*Only 10 IP remain injured and no wounds. AFTER battle.*]
- ☑ Ignore fumble/stumble [*It never happened...!*]
- ☑ Luck of the Devil [*Extreme personal luck in a situation, changing the outcome of an event*]
- ☑ +2 to BL status & reputation roll [*+ to BL goal*]
- ☑ Act contra virtue or alignment [*without Angst, but with Bad Group Karma*]
- ☑ Add character background info/contact/fact to story [*The more often the merrier...*]
- ☑ I am the leader! [*Veto a decision by swift action. Dictatorship gets shit done!*]
- ☑ Sell to Group Fate Points [*2 to 1 ratio*]
- ☑ Buy 2 more Hero Cards
- ☑ Pass it on! [*No participation in Moxie fate roll*]

Regenerates 1 point per active/present game night. Rises up to max at Level Up or after Greater Heroic Deed.

Hero Cards

½ Moxie cards per game night.



Are played to:

- ☑ Activate non-automatic Hero Attributes
- ☑ Use status & reputation
- ☑ Cooperate on skill rolls [*feints and friend attacks with advantage, help prone friend to defend normally - not disadvantage, add half own skill to roll etc*]
- ☑ Improve social skills [*+1 to social skills, seduction etc. Several can be played...*]
- ☑ Become first in initiative [*first played, first served...*]

Group:	
Group Hero Points:	
Group Bad Karma:	

Group Hero Points

No maximum!



Can be used to:

- ☑ Alter minor world details [*Setting detail, topography, NPC, # of henchmen, events etc*]
- ☑ Alter major world details [*famine, change of Emperor, orc invasion, etc*]
- ☑ Insanely Lucky Group [*Great chance succeeds or change outcome of a scene*]
- ☑ 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
- ☑ Someone gets noticed/attention by gods/VINPC [*For good or for bad...*]
- ☑ Divine Intervention/Alternate Destiny
All GH points – min 4!!! [*a debt to gods/fate...*]
- ☑ Double or Nothing gamble [*How many enemies? How much damage?*]
- ☑ Player Veto [*gives the GM the Veto Token afterwards*]
- ☑ Amazing Feat [*auto success in a hero's skill. Not combat skills*]
- ☑ Get on with it! [*small part of adventure/scene is "automated" and successful*]
- ☑ Cracking Hero Strike [*adjust hit location 1 up or down*]

Group Hero Points accumulate by:

- + Selling Player Fate points [*2 to 1 ratio*]
- + Challenging virtues, alignment, favourites etc
- + Inspirational deed/roleplaying/super roll
- + Heroic (Good) deeds
- + Adding PCs background info/event to story
- + Adding to world setting [*int.place, history etc*]
- + Reaching a player's or groups motivation/goal [*incl. successful adventure*]
- + Submit story change/add-on to GM [*between sessions*]
- + Alternate problem solving/unusual solution/Plan C
- + Hero challenges [*challenge accepted*]



EXPLANATIONS:

Angst

Whenever a player isn't true to his virtues, alignment etc he gets an Angst point. (Mark at the virtue in question). This reduces Hero Cards, Fate Points and all mental stat rolls (Willpower, Intelligence, Moxie, Deduction). Angst is reduced by performing one Strong/Defined Virtue action based on the flawed Virtue.

Bad Karma

All evil deeds and character Angst points (and....?) add to the group's total Bad Karma. Whenever 3 Bad Karma are reached, roll the bad karma list, act out the bad karma and restart the count. Example of bad karma list:

1. Villain from a PC background appears
2. Powerful NPC finds an interest in the party
3. A god invests an interest/meddles with their Fate
4. Bad ass evil boss crosses their path
5. Important/dangerous/evil monster crosses their path
6. Bad luck for an entire game session
7. Disadvantage on 1d6 random rolls
8. 1 important/magic item breaks or is lost
9. Forces of nature are against them
10. They get terribly lost
11. The law singles them out and persecutes them for false(or real) reasons
12. Hitman/bounty hunter/assassin strikes
13. ½ Moxie for all the entire (or next) game session
14. All food and water spoilt
15. A disease spreads among group
16. Group or hero extreme ridicule
17. Blast from the Past (hero or group past catches up with a vengeance)

Inspiration deed/action

For good roleplaying, true to character, inspiring scene/action, super cool dice roll etc.

Nominated by both GM and players.

Use Player or GM Veto

A token (only 1) which alternates between GM and players.

Used to override a GM or player decision or roll/outcome.

NOT to remove bosses, players etc, simple negate rolls/actions/decisions/outcomes.

Add Character Background Info to story

A player might bring forth, present, find, know something which relates to his characters background at the current location/situation. An item, contact, merit, lover, deed, lore knowledge, local knowledge, experience etc.

Alter minor or major world detail

Minor details could be certain topography, places, NPCs, weather etc advantageous to players. Major story details are major background events such as a new emperor on the throne, orc invasion, war/pestilence breaks out etc

Add VINPC to story

A very important NPC beneficial and interesting to the story and possibly to the heroes is added. Could be an important ambassador of their realm, the guildmaster with the right goods, the indebted prince etc.

Amazing Feat

Auto critical success in non-combat skills. Physical, singing, storytelling etc.

Submit Story Change/Add-On to GM

Done between sessions and is anonymous. Up to GM to use.

Double or Nothing

How many minions were there? Only half? Twice as many?

How much treasure was there?

How many times do we need to succeed?

How many d6 must I roll?

How much damage did I receive?

How much damage did I inflict?

Divine Intervention / Alternate Destiny

The faithful (and/or the more fate inclined godless) can pool ALL their Group Fate points to suffer a Divine Intervention/Alternative Destiny when in a pickle. The favour comes as a loan upon their souls, favour owed, counter action of Fate elsewhere upon their loved ones etc.

Very diverse and sometimes not fully beneficial events (but which will save them from THAT original pickle they're in).

Luck of the Devil / Insanely Lucky Group

Player or group hits that estimated and hoped for lucky streak, or can change an outcome of an event. Requires constructive thinking and suggestions.

Someone gets noticed by the gods or VINPC

For good or bad a hero gets noticed and involved in the fate of a certain god or VINPC. Allowed into that party, catching the eye of that lady, his prayers being heard, his temple theft being seen etc.