



Action Points and Hero Points

Roleplaying in Al'Akwannon is about being a hero, or an anti-hero and generally having larger than life moments here and there. To reflect this need for the ability to excel beyond normal capabilities from time to time, buck the issues of probability when it gets in the way of the story and otherwise allow characters to be shining stars in crucial moments players will be awarded Action Points and Hero Points. Abbreviated as AP and HRP from here onward, these points are designed to allow a character a variety of options during the course of a session from re-rolling a die to automatically succeeding on a skill check to enhancing one's damage and beyond. Below are rules on this:

Action Points

Action Points are points that can be spent to improve minor, single instance events such as save and to hit rolls, damage, skill checks, etc. Below are the general rules regarding AP:

A character at 1st level begins with 5 AP

Characters gain AP every time they level at a rate of $\frac{1}{2}$ their (rounded up) level plus 1 AP (i.e. – reaching 2nd level you would gain 2 AP, gaining 5th level you would gain 4 AP.) Multi-class characters gain AP only when leveling in their highest-level class

A character that starts at higher than 1st level begins with a base 5 AP plus 2 AP per level above 1st (to approximate AP that would have been spent to get to that level)

Beyond these gratis AP, unlike Hero Points, any additional AP are gained through meta-game activities, such as getting your major character sheet updates (such as when you reach a significant level with lots of choices and skill updates) completed on time, writing detailed character histories and descriptions, posting game write-ups/journals, bringing printed character sheets for people who forgot, and various other activities that either enrich the game experience or help make the game itself more smooth and enjoyable. Keep in mind, however, the DM will not generally give out more than one or two AP between sessions, with a likely cap of 3 AP to keep balance for any over eager types.

Also, unlike HRP (and even old HRP,) AP are EXPECTED to be used on a game by game basis. The DM will mostly likely be intentionally putting you in situations which all but require you to spend an AP or three to overcome the situation or threat. This is an intentional mechanic!

What can you do with action points

**You cannot use more than ONE offensive combat related AP function in a single melee (DM) and no more than TWO defensive combat related AP functions in a single melee (i.e. – if you have made two automatic saves in a melee and fail a save for a third time you cannot mitigate further effects.) AP used out of combat can be used at will for skill rolls, auto successes, special effects, etc. – Upon reaching level 8 these options are increased by one (TWO offensive and THREE defensive) and upon reaching level 16 (generally legendary status) they are again increased by one (THREE offensive and FOUR defensive)*

Single AP Functions

d20 rolls – you may spend a single AP to improve a to hit or saving throw roll by either a static +3 OR +1d6 (at level 8, this increases to +2d6 and at level 16 and above +3d6, while the static bonus increases to +4 and finally +6.) This allows in certain cases to be able to be certain you will make a roll via the static amount or roll if you must or if there's benefit to be gained by making a roll by a wider margin

% rolls – you may spend a single AP to improve a skill or other % based roll by either a static 15% OR 1d6x5% (at level 8 and above this increases to 2d6x5% and the static bonus increases to +20%.) This purpose and effect is virtually the same as the d20 rolls above, although the advantage for making a skill roll by a wider margin can be more attractive

Force Reroll: Minor – you may spend a single AP to force a “non-elite” opponent to reroll an attack, save, etc. The DM will determine if an opponent is considered “non-elite” but generally applies to things at least 3 or more levels/HD below your character. This method is primarily meant to counteract opponents you completely outclass from hitting you with natural 20s, saving from your spell effects, etc. when it is crucial that you succeed

Boost DEF – you may spend a single AP to improve your DEF by +5 (or alternately may roll for +2d4 DEF) which lasts an entire melee round (at level 8 and above this increases to +10, or alternately +3d6 DEF). This will emulate a momentary heroic level of enhanced dodging, effective armor usage or other manner of defense

Boost Damage – you may spend a single AP to boost the damage of a given attack or spell by a single die of the type specified (i.e. – a fireball gains an additional d6, a two-handed sword gains an additional d10, etc. – at level 8 and above you may spend a 2nd AP to gain a second additional damage die)

Stabilize when dying – you may spend a single AP to stabilize yourself when you have dropped below zero HP and are dying with nobody around to save you. This single AP will, in most cases, provide you with a reasonable chance to be stabilized and saved (under normal circumstances you would bleed out or otherwise die within 2 min per point of CON)

Boost Skill – you may spend a single AP to improve a rudimentary skill you already have to a standard skill for a single application (DM restrictions)

DOUBLE AP Functions

Gain an extra attack – you may spend two AP to gain a single extra attack or cast an additional minor sphere spell in a single melee round, this does not guarantee the attack hits or the magic is successful!

Automatic Success – you may spend two AP to force an automatic success on any normal die roll (to hit, skill check, parry, saving throw, etc.) Certain special circumstances may make this impossible and for skills, this manner of success does not provide you with a skill use check mark (DM)

Add special effect – you may spend two AP to add a reasonable (DM) special effect to one of your attacks, spells or maneuvers (i.e. – a punch that dazes an opponent, a fireball that is made to flow along the ceiling, a feint that draws your opponent off balance, etc.) If the target of your special effect is 5 or more levels below you, the special effect can be much more effective (i.e. – a knockout blow, gust of wind that pins a lesser opponent, etc.; all such uses subject to DM ruling)

Triple AP Functions

Gain Save – you may spend three AP to gain a saving throw attempt against something there is not normally a saving throw for (certain spells, special abilities and attack effects, etc. – note this can only be applied when reasonably possible; DM) Additionally, you must roll the save, you cannot also spend AP to automatically make such a special saving throw

Force Reroll: Major – you may spend three AP to force a “peer” opponent to reroll an attack, save, etc. The DM will determine if an opponent is considered “peer” but generally applies to things no more than one level or HD higher than you. This method is primarily meant to allow you to avoid things like a natural 20 from a powerful opponent that would take you out of a situation immediately. This can only be used once per combat

Alpha Strike – you may spend three AP to make a major attack on an opponent, you must spend these points before making the attack and cannot use any further to hit or damage boosting AP on the attack. If the attack succeeds, it will cause x2 damage (this stacks with other damage multipliers including critical die rolls and sneak attacks; DM) Only one such attack may be attempted in any single fight scene (DM)

Hero Points

Hero Points are points that can be spent to raise your character's level of performance significantly for a period of time in game. In a nutshell, HRP are considered very similar to Force Points from the old Star Wars system. Effects of an HRP last for an entire "scene." What encompasses a scene will be open to the DM's interpretation, but generally if used as a combat related option it will only last for a logically linked succession of battles. For out of combat applications, the time period can be quite a bit longer, for instance, a ship captain might be heroic for an entire sailing journey across treacherous seas for things which apply to the management of the ship

The best approximation of how a hero point might be reflected in your character would be things like this: Anakin Skywalker (the little kid) for the entire duration of the pod race. Gandalf vs the Balrog for the entire fight from halting it on the bridge in Moria and falling into hell with it. And from a real world type of approximation, perhaps a sports player such as Michael Jordan playing unstoppable and with incredible defense for an entire NBA game (aka – never going cold.) Keep in mind that while a sports game isn't particularly heroic, the thought is being in that perfect zone where you are surpassing the odds significantly. Following are the general rules on HRP:

A character begins with a single HRP

Characters can only gain HRP through significant acts that are coherent to their character concept and its effect in the game. This is purely based on DM judgment and it is quite possible that some players will not earn a single additional HRP throughout the course of an entire campaign. However, the DM will make every effort to provide semi-regular opportunities for each character to have the potential to earn an HRP. It is up to the player to capitalize on these situations

What can you do with hero points

Use of an HRP is much more free form than any other sort of thing. In general, die rolls may be removed from the situation altogether, except in potentially key moments. What instead will happen is that you will describe the scene as you want it to see it take place. Situations which pit you against a significant foe may require contested rolling and generally HRP use will not overcome any sort of arch villain type of nemesis, so keep this in mind. Beyond that, however, the DM will work with your description of the scene to play out your character's role and what happens.

Villain Points

If you're playing in an evil campaign, you may have villain points, but in general this is simply a note to let you know that exceptionally unique, powerful and otherwise arch-nemeses will likely have a villain point in reserve. These work virtually the same as hero points and should be administered appropriately by the DM