

Hero Points: Earn

Either he or the GM activates his Hero's Hubris.

He chooses to say, "My Hero fails." The player does not roll dice and cannot spend Raises to overcome Consequences and produce other effects.

His Hero acts in a way as described by his Quirks. A player can earn only 1 Hero Point per session per Quirk.

The GM buys any unused dice that aren't part of a Raise. For each die the GM chooses to buy in this fashion, you gain 1 Hero Point...and he gains 1 Danger Point.

Hero Points: Use

Add one bonus d10 to his roll before a Risk. A player may spend multiple Hero Points in this fashion on a single Risk.

Add three bonus d10s to another Hero's roll before a Risk. This represents the first Hero helping the second in some way, even if it is only moral support; a Hero can only accept help from one other Hero at a time.

Activate a special ability on his Hero Sheet. A player may spend multiple Hero Points on different special abilities on a single Risk.

Take an Action while Helpless. A player may spend multiple Raises on this Action, just as if they were not Helpless. See page 181 for more on becoming Helpless.

Danger Points: Using

Increase the total needed for a Raise by 5 for a Risk or Round. This affects all Heroes in the Scene.

Add two dice to any Villain's die pool.

Activate a Brute Squad's special ability.

Activate a Villain's special ability.

Murder. If a Hero becomes helpless, a Villain can spend a Danger Point to murder that character. See Helpless (see page 181).



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