

One Hero Point

Single use. May be played at any time.

This is a very rare and special Gooney Reward. It can be spent to achieve something significant and “heroic.” A Hero Point may only be used once, and may be played at any time. What your character is attempting must be “heroically reasonable,” and the GM has full discretion as to the effectiveness of the action. Some examples include: leaping a chasm that is a bit too far to be crossed; adding a good bonus to help disarm a difficult trap; doing double damage (or maybe even a critical hit) on a single attack; holding up a falling gate that your character would not normally be able to hold up; getting off a max heal; etc.... These are really fun when used how they’re intended... such as when your character grasps the frayed, hanging rope and swings across the room to the other side to grab your fallen comrade; then swinging back just before said comrade gets swallowed by the giant demonic toad... truly epic!