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TRUTH & JUSTICE

GM SHEET

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HEROIC ACTIONS

- Protect the innocent or weak from those seeking to harm or take advantage of them.
- Stop/prevent a crime.
- Rescue someone from danger.
- Inspire hope in someone.
- Reveal an important truth to someone.
- Bring justice to a situation.
- Show notable charity, kindness, mercy to someone.
- Act with great integrity, loyalty, or modesty.
- Make a sacrifice for another.
- Take a risk.
- Display courage under fire.

HOW THE HERO POINT POOL GROWS

Every time a character earns a Hero Point, the GM should make a little tick next to the character's name in their notes. When a character's number of ticks equals their MAX, MAX grows by one point. For example, say a character with a MAX of 10 has earned 9 Hero Points so far. The next time he gets a Hero Point, his MAX becomes 11.

GMs may inform players of MAX increases immediately or wait until the end of the current Scene or session, as they choose.

CHARACTER NAME	MAX	HP AWARD TICKS	FIRST HIT & LAST HIT STORY HOOKS

NPC NAME	ABILITY	MASTER [+6]	EXPERT [+4]	GOOD [+2]	AVERAGE [0]	POOR [-2]	GONE
	ABILITY	Failure O Damage	Failure O Damage	Failure O Damage	Failure O Damage	Failure O Damage	
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