

Once upon a time, in the Zanfabulous Land of Zo...

..there was a: _____

...from: _____

...named: _____

...whose many fine Qualities included:

| <u>Qualities</u> | Master [+6] | Expert [+4] | Good [+2] | Average [0] | Poor [-2] | Goof! |
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...as well as a vast Miscellany of details, like:

Hero Points   Learning Points

| PDQ Master Chart | | | | |
|------------------|--------------------------|-----------------|---------------------|---------------|
| Level | As Quality Rank | Mod to 2d6 Roll | As Difficult Rank | Target Number |
| Poor | Notably Inept | -2 | A Trivial Task | 5 |
| Average | Typical Capability | 0 | Easy Task | 7 |
| Good | Better than Usual | +2 | Complex Task | 9 |
| Expert | Noted/Famed Professional | +4 | Very Difficult Task | 11 |
| Master | Acclaimed Genius | +6 | Extreme Task | 13 |

Uses for Hero Points...

- Clearing the Fog:** Regain 1d6 Lost Failure Ranks per 1 HP and 1 Action/Reaction
- Digging Down Deep:** Convert 1 Learning Point into 1 HP
- Fairy Godmother:** 1 HP to get ideas from other players, 2HP to get ideas from the GM, 4HP for some sort of in game intervention.
- Favors Reward:** 1 HP and a Scene to get information only; 2 HP and a Scene to get some other sort of aid: **Subject to GM veto.**
- Heroic Serendipity:** 1 HP per plausible coincidence, 4HP per implausible coincidence.
- My Heart is Pure:** Gain an Upshift to Rank for next roll. 2 HP per upshift.
- Second Wind:** Regain 1d6 lost Damage Ranks. 2 HP and 1 Turn per die of Recovery.
- Silver Shoes:** Ignore Damage. 1 HP for Damage/Failure Rank
- Strength of Ten:** Add an Upshift (+2) to Damage only. 1 HP per Upshift.
- Tale Spinning:** Dictate a new fact: 1 HP per minor detail, 2 HP per significant detail, 4HP per major detail; **Subject to GM Veto**