Story Points

Each character starts with a number of story points. Additional story points may be awarded during the game for a variety of reasons: good roleplaying, ingenious ideas, bravery, making the table laugh, etc.

"We only get one shot at this."
> You can add dice to your roll to try and ensure success and allow for amazing and spectacular moments. **The first story point spent adds TWO dice to the roll.** Beyond that, additional points gain extra dice at a 1:1 ratio. The GM may impose a limit on how many dice you can add.

"That was close, nearly didn't make it!"
> You may tweak your result up the success ladder. This can avert disaster from a really bad roll or nudge a 'just failed' into a 'just succeeded' roll. You cannot raise a success to a 'Fantastic' level. Villains can also spend their own story points to counter you.

"You can do it, I know you can."
> You may donate your story points to other players during climactic moments. The donation must be accompanied by dramatic and encouraging roleplaying. You may only donate a maximum of two story points at a time.

"It was just a scratch"
> Recover from damage. Each story point recovers half the attribute damage, rounded up.

"I dunno... I'm stumped..."
> When stuck and not sure what to do next, you can ask for a subtle nudge in the right direction.

"Hang on, I have an idea!"
> You can bend the plot and manipulate the story to save everyone in times of need. This is subject to GM approval.

"Like this, Doctor?"
> Effectively have the same skill as the person who showed you how to do something. Skill lasts only for that game session, and result is no higher than a standard success.

"You're the most remarkable man I've ever met. But I don't think you're quite capable of that."
> If you want to do something suitably brave or selfless during a climactic moment in the story, the GM may choose to award you extra story points that can be used to achieve the crazy, impossible idea you have proposed.

"What's that you're building?"
> Use to activate superscience devices.