AUTO SUCCESS POINTS
Through Critical Roll Storage

Every time a player rolls a 20 or scoring a critical success, they have the option to either use the critical 20 roll to double the effect of their attack or store the critical success as an auto-success roll which can only be activated if the player rolls a fail roll in either aim or save rolls. This can save their rolls from failures or critical failures (natural 1 rolls) and convert them into successes. But will only set the roll to the minimum number needed for a successful hit or strike. For example, if an enemy has an AC of 22 and the player rolls a 4 roll on their aim, they can spend an Auto Success Point to boost their aim to a 22 roll just to land a strike.

Only 5 Auto Success Points + 1 Point every 2 levels can be stored and 1 point can be used per round.

If the player, however, rolls a natural 1 roll, they automatically gain an Auto Success Point, but the point cannot be used in the same round as the natural 1 roll. However, Any stored points can be spent to boost the natural 1 into a success roll, but doing so in the same round as the natural 1 causes the player to lose the auto-success point gained for the natural 1. So the player has the option either to take the failure roll and gain a point, or to spend a point and lose the point gained for the 1 roll.

Actions Possible
with Auto Success Points

Starting Points: *5 Points*
Acquiring Points: 1 per Every 1 Roll on a d20, or 1 per Every 20 Roll on a d20 (Storing the roll disables the critical roll)

Using Action Points
Maximizes a d20 roll for Aim Rolls, Skill Rolls, and Save Throws.

Restoring Class Ability: *1 Point / Use*
A character can spend 1 point to gain another use of a class ability that has a limited number of uses per day. For example, a monk might spend an action point to gain another use of her stunning fist ability, or a paladin might spend an action point to make an additional smite attack.

Boost Defense: *1 Point / +10 AC (Dodge, Parry, or Block)*
A character can spend 1 action point as a free action when fighting defensively. This gives him double the normal benefits for fighting defensively for the entire round.

Incredible Feat: *1 Point / Stunt*
At the beginning of a character's turn, he may spend 1 point as a free action to perform an incredible stunt that would otherwise fail in a normal skill check roll.

Extra Actions: *1 Point / 5 AP*
During any round in which a character takes a full attack action, he may spend 1 point to gain extra

action points for that round.

Spell Boost: *1 Point / Success or Maximum Effectiveness*
A character can spend 1 point to automatically succeed a Spell Aim vs Save Throw which causes the target to fail. If the spell already succeeded, the character can spend the point maximizing the effectiveness of the spell in which dice rolls are required such as duration or targets hit or damage dealt. These numbers will be maximized.

Spell Recall: *1 Point / Spell*
Spellcasters who prepare their spells in advance can spend 1 point to recall any spell just cast. The spell can be cast again later with no effect on other prepared spells.

Stabilize: *1 Point*
Any time a character is dying, he can spend 1 point to become stable at his current hit point total. This point can also prevent death against the action that caused incapacitation. Any attack upon the unconscious character after the point is spent can cause the character to die.

Aim: *1 Point to Maximize*
This sets an aim roll vs Armor, Dodge, Save Throw to an automatic success roll of 20. This does not mean it's a critical hit. If a roll is already made and it is a hit, spending a point will cause the roll to become a critical hit instead.

Damage: *1 Point to Maximize*
A character's damage roll will be set to its maximum value if a point is spent on it. This includes melee attacks, ranged attacks, special attacks, and spells. This also includes all normal bonuses added to the attack as if a damage dice roll is set to its highest value.

Improved Initiative: *1 Point / +10 Initiative*
A character can gain +10 to an initiative roll if a point is spent on it.