# ACTION POINT SYSTEM

The Action Point System is a system in which determines the amount of action a character can do in one round. It is measured numerically and is more flexible to the traditional d20 round system. All weapons, spells, and some actions are measured numerically to identify which actions can happen multiple times in one round or which actions stretch to the next round.

If one weapon requires 5 AP and a character has 12 AP spendable, he may choose to attack twice. 2 attacks x 5 AP = 10 AP used. The 2 remaining AP is stored for the next round. The second round, he will have a total of 14 AP to use. He may choose to attack twice again and store 4 AP for the next round. On the third round, he will have 16 AP to spend and may choose to attack three times, leaving him with 1 AP left. This allows bankable unused actions of an allotted time to be usuable again in the future so no time is left to waste.

More of an example, if a character has 9 AP a round to use and has a spell which requires 15 AP, he may choose to cast the spell, but must spend all his 9 AP in casting, which is the entire round. The next round, he needs more 6 more AP to cast the spell (15AP – 9 AP = 6 AP). He can choose to cancel casting or resume which result in 6 out of 9 AP used and will have 3 AP remaining. If he chooses to cast a smaller spell which requires 5 AP, he can do so in the next round. He will have 9 AP + 3 Remaining AP from the previous round with a total of 12 AP stored. He will be able to cast the smaller spell twice (5 AP x 2 = 10 AP) and will have 2 AP remaining to store for the next round.

This system is meant to limit the potential damage per round that a character is capable of doing.

**TWO HANDED**
In the case of characters with two handed weapons, both hands are on one weapon, so the speed of the weapon increases by an average of 1 AP which allows a character faster maneuverability.

**TWO WEAPONS**
For characters with Two Weapons, some math is required to calculate the AP usage per weapon. On the table below, it illustrates that both weapons seemingly slower in speed. This is not the case. The number shown for d8 weapons is normally 5 AP per use. With 2 weapons, it shows 6 AP per use when it is actually 3 AP. The weapons are actually still 5 AP, but the movement and numbers are actually overlapping on top of each other, but with some delay.

The number first shown on two weapons is the speed for one hand. The actual speed of each attack is divided into 2. In the case of d8 weapons, each attack requires 3 AP.

| WEAPON DICE | ONE HANDED | TWO HANDED | TWO  WEAPON | | |
|---|---|---|---|---|---|
| d4 | 3 | -- | **4** | */2 =* | **2 ea.** |
| d6 | 4 | (3) | **5** | */2 =* | **2.5 ea.** |
| d8 | 5 | 4 | **6** | */2 =* | **3 ea.** |
| d10 | 6 | 5 | **7** | */2 =* | **3.5 ea.** |
| d12 | 7 | 6 | **8** | */2 =* | **4 ea.** |

**AP PROGRESSION**
As a general rule, all characters, non-player characters, and creatures start the round with 5 AP. Over time, a character will become more efficient in combat and will increase their Starting AP. The numbers listed below are starting AP's at each round. A character can only **store a maximum of twice their starting AP** per round. And in each round, they r**egain the same amount of AP as their starting AP**.

**AP MODIFIERS**
Every two levels, a character gains 1 extra Starting AP. Dexterity modifies the Starting AP for Melee and Ranged Attacks, while Intelligence modifies the Starting AP for Spells. With the numbers listed below, a level 7 fighter will have 8 Starting AP, but with 14 Dexterity, he will gain 2 extra AP per round to use. If a Level 9 Mage has 16 Intelligence, he will have 12 AP a round to spend (9 Starting AP + 3 AP from Intelligence).

| Dex/Int | STARTING ACTION POINTS BY LEVEL | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2-3 | 4-5 | 6-7 | 8-9 | 10-11 | 12-13 | 14-15 | 16-17 | 18-19 | 20 |
| 10 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 12 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 14 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 16 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 18 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 20 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

## SURPRISE ROUNDS

With rounds with surprise attacks, characters who are ambushing enemies will start the round with double their normal Starting AP, but cannot exceed their maximum AP.

## MAXIMUM AP

A character's Maximum AP is determined by their Constitution. The base Maximum AP is the Starting AP multiplied by 2. The Constitution Modifier is added twice into the Maximum AP.

| CON | MAXIMUM ACTION POINTS BY LEVEL | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2-3 | 4-5 | 6-7 | 8-9 | 10-11 | 12-13 | 14-15 | 16-17 | 18-19 | 20 |
| 10 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 | 28 | 30 |
| 12 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 | 28 | 30 | 32 |
| 14 | 14 | 16 | 18 | 20 | 22 | 24 | 26 | 28 | 30 | 32 | 34 |
| 16 | 16 | 18 | 20 | 22 | 24 | 26 | 28 | 30 | 32 | 34 | 36 |
| 18 | 18 | 20 | 22 | 24 | 26 | 28 | 30 | 32 | 34 | 36 | 38 |
| 20 | 20 | 22 | 24 | 26 | 28 | 30 | 32 | 34 | 36 | 38 | 40 |