Hero points are gained through exceptional role-play, intelligent, witty, or story defining character decisions; ingenuity in gameplay (both in and out of combat); and at the DM's discretion when applicable. You may have as many hero points as you receive, but once spent they are lost. Hero points are used to influence the game from a meta-perspective, a game reward for engaging and exciting gameplay.

Heroic Action	Effect	Cost
Inspired Feat	Gain advantage on an ability check. Must be used before rolling	**1**
Resistance	Gain advantage on a saving throw. Must be used before rolling	**2**
Hero's Strike	Reroll all the damage dice rolled for a weapon attack. You must use the new damage total or pay 1 additional hero point to choose either total	**3**
Retry	Reroll an ability check just made. You must use the new result or pay 1 additional hero point to choose either.	**4**
I Know a Guy	In any situation (where it makes sense) a PC can declare, "I know a guy," and quickly describe the NPC & PC's relationship. Upon declaration, the NPC exists. Then, when they interact, the PC makes a charisma roll to see how the NPC reacts	**4**
Empower	Reroll all the damage dice rolled for a spell. You must use the new damage total, or pay 1 additional hero point to choose either total	**5**
Heroic Resistance	Reroll a (non-death) saving throw just made. You must use the new result , or pay 1 additional hero point to choose either total	**6**
Heroic Precision	Turn a miss into a hit, or a hit into a critical hit	**7**
Recover	Reroll a death saving throw just made	**8**
Heroic Feat	Treat an ability check roll as if you had just rolled a 15. Must be used before a roll is made	**9**
Legendary Resistance	Turn a failed saving throw into a success	**10**
Final Blow	Maximise the damage of a weapon attack	**11**
Archmagic	Maximise the damage of a single-target spell, or an area-effect for 14 hero points	**12**
Defiance	Turn a failed death saving throw into a success	**13**
Not Today	When you drop to 0 hit points, or, when dying, you can immediately spring back up to your feet at 1 hit point.	**15**

Note: Your DM **_WILL_** be monitoring your Hero point tally. System subject to change.