

PLAYERS AND ACTION DICE

Every player has access to a pool of dice that represent his character's knack for turning crushing failure into heroic success, or the lucky breaks he enjoys when his enemy's weapons fail or miraculously miss. Action dice can be a powerful tool in your character's arsenal, but just as you are armed with your own special reserve of good fortune, so is the Dungeon Master.

Action dice are a means meant to make the game more enjoyable for everyone. They can enable the players to succeed when it is really important and can help the DM redirect an adventure when it hurts off course. They also serve as a tangible reward for creative and enthusiastic players. Used well, action dice make situations more dramatic.

ACTION DICE BASICS

Your character receives a number of action dice at the start of each game session, determined by his character level, as shown on the table below. The die type your character rolls when he is asked to generate a result follows in parentheses.

Each character begins with a fresh pool of action dice at the start of every game session. Action dice not spent by the end of a game session are lost.

ACTION DICE

Character Level	Action Dice	Character Level	Action Dice
1	3(d4)	11	5(d8)
2	3(d4)	12	5(d8)
3	3(d4)	13	5(d8)
4	3(d4)	14	5(d8)
5	3(d4)	15	5(d8)
6	4(d6)	16	6(d10)
7	4(d6)	17	6(d10)
8	4(d6)	18	6(d10)
9	4(d6)	19	6(d10)
10	4(d6)	20	6(d10)

Exploding

If you roll the highest number possible on an action die, it "explodes." In this case, you roll the action die again, adding the new result to the previous result. An action die keeps exploding as long as you keep rolling its maximum value.

USING ACTION DICE

You may spend action dice in any of the following ways.

1. Boost a Die Roll

You may add the result of 1 or more of your action dice to a die roll you make, such as any 1 attack, damage roll, skill check, saving throw, and so on. However, you may not boost any roll made to increase an attribute score, nor may you boost any roll made to increase hit points, whether the increases are temporary or permanent. Lastly, action dice may never be spent to boost a result for which no die roll is made.

You may declare that you wish to boost a die roll at any time, even after making the roll. You may not continue to spend action dice to boost a roll after the DM describes the outcome of the action.

2. Boost Your Armor Class

At the start of any combat round, you may spend 1 action die to boost your character's AC by 2 for a number of rounds equal to the action die's result. You may only spend 1 action die to boost your armor class.

3. Boost a DC

Before an NPC makes a skill check, you may spend 1 action die to boost the check's DC by the action die's result. You may only spend 1 action die to boost a DC.

4. Activate a Threat

When you roll a natural 20 with an attack roll, it means you have scored a threat. When you score a threat, you may spend 1 action die to activate a critical hit.

5. Activate an Opponent's Error

When your opponent rolls a natural 1 with an attack roll, it means he has suffered an error. When your opponent suffers an error, you may spend 1 or more action dice to activate a critical miss. This can have a variety of effects, as shown on the table below.

You may spend action dice to activate the critical failures and critical misses of opponents within your character's line of sight only.

CRITICAL MISS EFFECTS

Attack Type	# of Action Dice Spent	Effect
Unarmed	1	Disoriented (lose next standard action).
	2	Trips and is prone.
	3	Hits scenery (1d6 damage).
	4	Hits scenery (2d6 damage).
Melee	1	Weapon stuck in scenery (standard action to free it).
	2	Drops weapon.
	3	Hits scenery (deals weapon damage).
	4	Weapon breaks ¹ .
Ranged	1	Weapon fumbles (standard action to reset it).
	2	Drops weapon.
	3	Hits friendly at random.
	4	Weapon breaks ¹ .
Thrown	1	Disoriented (lose next standard action).
	2	Drops thrown item (does not activate).
	3	Hits friendly at random.
	4	Thrown item activates immediately (double damage).
Spell	1	Spell fizzles.
	2	Spell fizzles and disoriented (lose next standard action).
	3	Hits friendly at random.
	4	Spell activates in caster's space (double damage).

¹ A magic weapon receives a saving throw (DC 10 + attacker's BAB). A magic weapon's saving throw bonus (for all types) equals 2 + one-half its caster level (round down). Intelligent magic weapons make Will saves based on their Wisdom scores.

6. Activate Class Feature

You can spend 2 action dice to gain another use of one of your class features that has a limited number of uses per day.

7. Activate Spell Slot

You can spend 1 action dice per spell level to gain another use of one of your spells.

8. Stabilize

When your character is dying (between -1 and -9 hit points), you can spend 3 action dice to stabilize at your current hit point total.

Action Dice Restrictions

Unless otherwise stated, you may not spend action dice to affect another character in any way. You may only spend action dice to gain these benefits for yourself.

ACTION DICE

DM'S AND ACTION DICE

GAINING ACTION DICE

Your DM may award you 1 or more action dice when he feels that you have roleplayed your character exceptionally well, exhibited leadership or problem-solving ability, entertained the group, or otherwise improved the gaming experience.

Should you feel that another player deserves an action die for something that the DM does not award, feel free to nominate that player and explain your reasoning, but recognize that the DM is the final arbiter of who gains action dice and why.

Any action dice the DM awards are added to your pool and may be spent at any time, up to the end of the current session. Bonus action dice vanish at the end of each game session with all your other action dice.

You may gain action dice in any of the following ways.

1. Clever Idea

Using a particularly ingenious idea to circumvent a foe, trap, or other obstacle will earn you 1 action die. Using class abilities, skills, feats, and spells to do something they were designed to do are not clever ideas.

2. Exceptional Roleplaying

Staying within your character's moral code in the face of temptation, creating exciting descriptions of spells and attacks, crafting witty remarks in-character, offering ideas and commentary to the group, and otherwise elevating everyone's level of fun will earn you 1 action die.

3. Writing a Journal

Taking time to chronicle you and your companions' adventures will earn you action dice, awarded on the game session immediately after you submit the journal to the DM in electronic form. The amount of dice earned is at the DM's discretion.

4. Keeping a Map

Drawing a map of the dungeon or area the PCs are exploring will earn you action dice, awarded on the game session immediately after you begin mapping. The amount of dice earned is at the DM's discretion.

5. Keeping Notes

Writing a comprehensive outline of the adventure's main events will earn you action dice, awarded on the game session immediately after you submit the notes to the DM in electronic form. The amount of dice earned is at the DM's discretion.

Action dice work for Dungeon Master's exactly as they work for players. The DM receives a number of action dice at the start of each game session equal to the twice the number of characters present (not including NPCs).

The DM's action dice are not a static type—they change according to the CR of the NPC using them, with the exception of boosting a DC; before a character makes a skill check, the DM may spend a d12 action die to boost the check's DC by the action die's result. The DM may only spend 1 action die to boost a DC.

The DM begins with a fresh pool of action dice at the start of every game session. Action dice not spent by the end of a game session are lost.

GAINING ACTION DICE

Each time the DM offers the players a hint, he gets an additional action die. In addition, the DM gains 1 action die each time he awards 1 action die to a player character.

Any action dice gained are added to the DM's pool and may be spent at any time, up to the end of the current session. Bonus action dice vanish at the end of each game session with all the other action dice.