Goodman Games Presents

The PhoenixCrawl Open
The Official Xcrawl Tournament Module for GenCon 2007

Tournament Scoring / GM Pack For:

team name

_____

!! GM EYES ONLY !!

This GM Pack Includes:

- Team Registration & Player Information
- Round One Scoring Grid
- Round Two Scoring Grid
- Round Three Scoring Grid
- GM Rules & Tournament Guidelines
- Team Mojo Chart & Guidelines

Booth #2615

Team Registration & Player Information

Before the beginning of Round One, please fill in the players names next to the characters they are using for the tournament and write in the team's selected name below and on the front of this Scoring Packet (no profanity or lewd language in the team names will be accepted). Clearly cross out the characters who are not being used. Below the character roster, clearly circle the Sponsor Package the team selects, and cross out the two Sponsor Packages that were not selected.

Player Character / Class		Player First Name	Player Last Name
Dunlund McShane	Clr 6 / Ftr 2		
Elatar Ekted	Rog 3 / Wiz 5		
Gemmet Thunderfoot	Rog 7 / Bbn 1		
Lillian "Tiger Lily" Jensen	Ftr 4/Brd 4		
Linnaeus Cameron	Mnk 8		
Volta "Bullseye" Beyenne	Rgr 8		

Team Name:	

Sponsor Package Selected:

If the team has not selected a Sponsor Package before starting the first encounter of the first round, they forfeit their eligibility for sponsorship for the remainder of the tournament.

Healer in a Bottle	Nature's Path	TaskMaster Plus
Pot. Cure light wounds x3	Pot. Bull's Strength x1	Pot. Jump x4
Pot. Lesser Restoration x2	Pot. Cat's Grace x1	Pot. Enlarge Person x1
Pot. Remove Paralysis x1	Pot. Bear's Endurance x1	Pot. Reduce Person x1
Pot. Neutralize Poison x1	Pot. Barskin +2 x1	Pot. Spider Climb x2
Pot. Delay Poison x1	Pot. Resist Energy (Electricity) x1	Elixir of Swimming x1
	Pot. Resist Energy (Fire) x1	Elixir of Vision x1
	Pot. Resist Energy (Cold) x1	Pot. Invisibility x 1

The Phoenix Feather: Please indicate below the availability/status of the Phoenix Feather for the team.
If the Phoenix Feather was used during a round, please circle YES and cross off any remaining rounds to indicate it is NOT available later in the tournament. If the Phoenix Feather was not used during a round, please circle NO so subsequent GMs know the feather is available for use.

Round	Phoenix Feather Used?
Round 1	Yes / No
Round 2	Yes / No
Round 3	Yes / No

Goodman Games / PhoenixCrawl Open Tournament GM/Scoring Pack

GM _____ Time Slot _____ Event Number _____

Team Name _____ Phoenix Feather Used?   YES / NO

Final Score

Scoring Elements		Area 1-1	Area 1-2	Area 1-3	Area 1-4	Area 1-6	Area 1-7
+10	Clearing/finishing a Room	☐	☐	☐	▓	☐	☐
+3	Locating a hidden item or area						☐☐☐
+3	Solving a puzzle or riddle	▓	▓		▓		
+2	Disarming a trap	☐☐☐	☐☐	▓			▓
+2	Per critical hit scored						
+1	Forcing a creature to surrender						
+1	Thanking Sponsors/Playing the Crowd	☐	☐	☐	▓	☐	☐
-15	Per team member killed						
-10	Per NPC/Non-Com killed	▓	▓			▓	
-10	Per Disqualification against team						
-5	Per NPC/Non-Com injured by team	▓	▓			▓	
-5	Failing to abide by a surrender						
-2	Springing a trap that wasn't found	☐☐☐	☐☐	▓		☐	▓
-2	Per critical failure/fumble						
-1	Per PC wounded in the room	☐☐☐☐	☐☐☐☐	☐☐☐☐	☐☐☐☐	☐☐☐☐	☐☐☐☐
-1	Per "Take 20" check in the room						
Bonus Scoring Modifier 1							
Bonus Scoring Modifier 2							
Bonus Scoring Modifier 3					▓		
Bonus Scoring Modifier 4		▓	▓	▓	▓		
Total Positive/Award Score							
Total Negative/Penalty Scores							
Total Bonus Scoring Modifier Score							
ROOM TOTAL							

GM

Time Slot

Event Number

Team Name

Phoenix Feather Bonus: If the team still has the Phoenix Feather they earn **5** points

Scoring Elements		Area 1-8	Area 1-9	Area 1-10	Area 1-11
+10	Clearing/finishing a Room		❏	❏	❏
+3	Locating a hidden item or area				
+3	Solving a puzzle or riddle				
+2	Disarming a trap		❏		
+2	Per critical hit scored				
+1	Forcing a creature to surrender				
+1	Thanking Sponsors/Playing the Crowd		❏	❏	❏
-15	Per team member killed				
-10	Per NPC/Non-Com killed				
-10	Per Disqualification against team				
-5	Per NPC/Non-Com injured by team				
-5	Failing to abide by a surrender				
-2	Springing a trap that wasn't found		❏		
-2	Per critical failure/fumble				
-1	Per PC wounded in the room		❏❏❏❏	❏❏❏❏	❏❏❏❏	❏❏❏❏
-1	Per "Take 20" check in the room				
Bonus Scoring Modifier 1					
Bonus Scoring Modifier 2					
Bonus Scoring Modifier 3					
Bonus Scoring Modifier 4					
Total Positive/Award Score					
Total Negative/Penalty Scores					
Total Bonus Scoring Modifier Score					
ROOM TOTAL					

Treasure Tracker

Please clearly indicate which of the following prizes were found by the team during the round. Any items not clearly marked by circling the "Y" in the **Have?** column will NOT be available to the team for later rounds.

Area	Have?	Loot
1-2	Y / N	Scroll of spider climb
1-2	Y / N	Pot. Cure light wounds ❏❏
1-2	Y / N	Vials of Anti-toxin ❏❏
1-2	Y / N	Pot. neutralize poison
1-2	Y / N	Giant Acid Flasks ❏❏❏❏
1-3	Y / N	Elixirs of Swimming ❏❏
1-3	Y / N	Minor ring of cold resistance
1-3	Y / N	Ten +1 bolts of seeking
1-3	Y / N	Mw heavy crossbow
1-7	Y / N	+1 battleaxe of mty cleaving
1-7	Y / N	Ring of climbing
1-7	Y / N	Scarlet blue ioun stone
1-9	Y / N	Goodberry muffins ❏❏❏
1-11	Y / N	Silver plaited laurels
1-11	Y / N	Amulet of natural armor +2

PhoenixCrawl Tournament Team Event Scoring Tracker — Round 2

GM _____ Time Slot _____ Event Number _____

Team Name _____ Phoenix Feather Used?   YES / NO

Final Score [   ]

Scoring Elements	Area 2-1	Area 2-2	Area 2-3	Area 2-4	Area 2-5	Area 2-6
+10 Clearing/finishing a Room	☐	☐	☐	▓	☐	☐
+3 Locating a hidden item or area	▓	☐	▓	☐	▓	☐
+3 Solving a puzzle or riddle	▓	☐☐	▓	☐	▓	▓
+2 Disarming a trap	☐☐☐	▓	☐☐	▓		☐☐
+2 Per critical hit scored						
+1 Forcing a creature to surrender	▓			▓		▓
+1 Thanking Sponsors/Playing the Crowd	☐	☐	☐	▓	☐	☐
-15 Per team member killed						
-10 Per NPC/Non-Com killed	▓	▓	▓			▓
-10 Per Disqualification against team						
-5 Per NPC/Non-Com injured by team	▓					▓
-5 Failing to abide by a surrender	▓					▓
-2 Springing a trap that wasn't found	☐☐☐	▓	☐☐	▓		☐☐
-2 Per critical failure/fumble						
-1 Per PC wounded in the room	☐☐☐☐	☐☐☐☐	☐☐☐☐	☐☐☐☐	☐☐☐☐	☐☐☐☐
-1 Per "Take 20" check in the room						
Bonus Scoring Modifier 1				(Mojo Only)		
Bonus Scoring Modifier 2				▓		
Bonus Scoring Modifier 3	▓					
Bonus Scoring Modifier 4	▓	▓	▓	▓		▓
Total Positive/Award Score						
Total Negative/Penalty Scores						
Total Bonus Scoring Modifier Score						
ROOM TOTAL						

GM _____ **Time Slot** _____ **Event Number** _____

Team Name _____ **Phoenix Feather Bonus:** If the team still has the Phoenix Feather they earn **5** points

	Scoring Elements	Area 2-7	Area 2-8	Area 2-9
+10	Clearing/finishing a Room	❑		❑
+3	Locating a hidden item or area	❑	❑	
+3	Solving a puzzle or riddle			❑
+2	Disarming a trap	❑		❑❑
+2	Per critical hit scored			
+1	Forcing a creature to surrender			
+1	Thanking Sponsors/Playing the Crowd	❑		❑
-15	Per team member killed			
-10	Per NPC/Non-Com killed			
-10	Per Disqualification against team			
-5	Per NPC/Non-Com injured by team			
-5	Failing to abide by a surrender			
-2	Springing a trap that wasn't found	❑		❑❑
-2	Per critical failure/fumble			
-1	Per PC wounded in the room	❑❑❑❑	❑❑❑❑	❑❑❑❑
-1	Per "Take 20" check in the room			
Bonus Scoring Modifier 1				
Bonus Scoring Modifier 2				
Bonus Scoring Modifier 3				
Bonus Scoring Modifier 4				
Total Positive/Award Score				
Total Negative/Penalty Scores				
Total Bonus Scoring Modifier Score				
ROOM TOTAL				

Treasure Tracker

Please clearly indicate which of the following prizes were found by the team during the round. Any items not clearly marked by circling the "Y" in the **Have?** column will NOT be available to the team for later rounds.

Area	Have?	Loot
2-1	Y / N	Potion cure paralysis
2-1	Y / N	Mw. Thieves' tools
2-2	Y / N	Potion of neutralize poison
2-3	Y / N	Potion of cure light wounds
2-5	Y / N	Aqua Vitae ❑❑❑❑❑
2-6	Y / N	Periapt of wisdom +2
2-6	Y / N	+1 lt stl shield of fortification
2-6	Y / N	Darkwood greatclub
2-6	Y / N	Potion of cure mod. wounds
2-6	Y / N	Wand of bear's end. ❑❑❑❑
2-7	Y / N	Cloak of resistance +1
2-7	Y / N	Alchemist frost ❑❑❑❑
2-7	Y / N	Potion resist energy (fire)
2-7	Y / N	Potion lesser restoration
2-7	Y / N	Wand of acid arrow
2-9	*	
2-9	*	

* For Area 2-9, please clearly write in the two magic items selected by the team for clearing the room.

PhoenixCrawl Tournament Team Event Scoring Tracker — Round 3

GM **Time Slot** **Event Number**

Team Name   **Phoenix Feather Used? YES / NO**

Final Score

Phoenix Feather Bonus: If the team still has the Phoenix Feather they earn **5** points

Scoring Elements	Area 3-1	Area 3-2	Area 3-3	Area 3-4	Area 3-5	Area 3-6	Area 3-7
+10 Clearing/finishing a Room	☐	☐	▓	☐	☐	▓	☐
+3 Locating a hidden item or area	☐	▓	▓				
+3 Solving a puzzle or riddle	▓	▓	▓	☐	☐	▓	
+2 Disarming a trap	▓	☐☐	▓	☐			
+2 Per critical hit scored							
+1 Forcing a creature to surrender							
+1 Thanking Sponsors/Playing the Crowd	☐	☐	▓	☐	☐	▓	☐
-15 Per team member killed							
-10 Per NPC/Non-Com killed		▓		▓			▓
-10 Per Disqualification against team							
-5 Per NPC/Non-Com injured by team		▓		▓			▓
-5 Failing to abide by a surrender				▓	▓		
-2 Springing a trap that wasn't found	▓	☐☐	▓	☐			
-2 Per critical failure/fumble							
-1 Per PC wounded in the room	☐☐☐☐	☐☐☐☐	☐☐☐☐	☐☐☐☐	☐☐☐☐	☐☐☐☐	☐☐☐☐
-1 Per "Take 20" check in the room							
Bonus Scoring Modifier 1							
Bonus Scoring Modifier 2							
Bonus Scoring Modifier 3			▓		▓	▓	
Bonus Scoring Modifier 4	▓			▓		▓	
Total Positive/Award Score							
Total Negative/Penalty Scores							
Total Bonus Scoring Modifier Score							
ROOM TOTAL							

GM Rules & Tournament Guidelines

1. Come Prepared!

Here are the things you should bring to each game:

• Your D&D and Xcrawl books and dice
• A printed or electronic copy of the adventure
• A battlemat and markers
• Enough miniatures or counters to run the adventure
• Yellow sticky pads or index cards to pass notes to players
• A supply of pencils and pens (assume the players will forget them)
• Graph or scratch paper for players who forget
• Initiative cards or some way to track initiative
• A digital timer or watch alarm to set your time limit for the round.

2. The Tournament Block:

• **The Time Block:** Each game is scheduled as a four-hour block.

• **Starting Games on Time:** Do your best to be at your table 10 minutes before the start time of your slot so you can start setting up as soon as any previous sessions clear the space. This is essential to be able to start on time!

• **30 Minute Warning:** At the start of your scheduled time block, set your timer for 3 hours and 30 minutes. When the timer goes off, warn the players that they have 30 minutes remaining for their session.

• **Grace Period:** Encourage your players to begin play within the first 10 minutes – if there is a player-created delay at the beginning (due to player tardiness, bathroom breaks, or whatever) this time **does** count toward the four-hour limit – both players and GMs often have other events scheduled and the tournament slots must be kept on a strict timeframe. All subsequent delays by the players also count against the time limit.

• **Declaring a Player a No-Show:** Please wait 10 minutes for late players to arrive. After that period, the players currently at the table may opt to continue waiting or to begin their session. If they wish to continue waiting, this time **does** count toward the four-hour limit. Otherwise, declare the absentee player a no-show. RETIRE their characters to other players and proceed without them – the PC will still be available, but the player will not. *A game must have at least three players to proceed.*

• **No-Shows Show Up:** If the original player shows up after the 10 minutes have passed (or once the players present have agreed to begin if after 10 minutes), he may **NOT** be admitted into the game – the party left without him.

• **Generic Ticket Holders:** If one of the original players with a valid pre-registered ticket is a no-show, after the allotted Grace Period outlined in these guidelines, a player with a Generic Ticket may be eligible to be added to the team, if the other players present approve.

Players with Generic Tickets will be assigned on a first-come, first-served basis based on the master waiting list managed by the appropriate Tournament Director. The Xcrawl Tournament Director is Jay Little. Individual GMs do NOT have the authority to approve a Generic Ticket holder for an available slot. Only the Tournament Directors are able to do so.

Adding a player with a Generic Ticket means that player becomes a part of that team from that point on. If the team advances, the player who had joined the team via a Generic Ticket advances, as well. However, after the first round of play, NO player replacements or substitution may be made. If a player is absent or a no-show during later rounds, the team must press on short-handed.

• **Breaks:** Don't take breaks during game time. Repeat: DON'T TAKE BREAKS! If you've got to use the bathroom, grab a smoke, or get a Coke, do it BEFORE or AFTER the session, NOT DURING. Even if you really, really have to pee, HOLD IT IN. The players are allowed to take breaks as needed – the GM is not.

• **Team Consistency:** The team that participates together in Round 1 must remain the same team round by round - there is absolutely no swapping or changing out players on the team between rounds. The players listed on the GM pack for Round 1 are the only players eligible to participate in the 2nd or 3rd rounds of the event. If more than one of those players is not available for the subsequent round, the next team on the list will be selected for a slot to the next round to participate instead.

• **GM Delays:** If you EVER reach the point where you think you will be running late to a session (even if it is only 5 minutes late) *CALL ME IMMEDIATELY* (314-497-0034) so we can have a backup person reach your table, greet participants who show up and let them know their GM is on the way.

3. Magic Items & Equipment:

• **Prizes:** All magic items earned during the competition which are listed in the *Fabulous Prizes* section of each encounter entry are automatically identified when they are awarded to the players. This includes number of charges or Caster Level of items, if required.

• **Using Enemy Gear:** A player may request to use an item found on a fallen enemy for the duration of that encounter. For example, using a *wand of magic missiles* from a creature defeated during that encounter. If the item has not already been identified by observation, it must be identified with a DC 20 Spellcraft, Use Magic Device or Bardic Knowledge check (for simplicity). Regardless, all magic items used by a character which are not shown on the end-of-round item tracker or are not awarded as part of the Fabulous Prizes or as an official Xcrawl prize must be returned at the end of the current encounter.

A player refusing to return an item will be assessed a 1 point penalty. If they continue to refuse, they will be warned they face team disqualification. If they persist – the team is disqualified.

4. Tournament "House Rules":

Please become familiar with the following House Rules we will observe during the 2007 GenCon Xcrawl Tournament

• **Automatic Critical Hits:** In Combat, an attack roll of a natural 20 is an AUTOMATIC critical – no confirmation roll needed. Weapons with a larger critical range must still roll for confirmation for results which are threats but not natural 20s.

• **Fumbles:** In Combat, an attack roll of a natural 1 is a POSSIBLE FUMBLE. A fumbler must succeed at a DC 10 Dexterity test or lose their next Standard Action.

• **Saves & Skill Checks:** A Natural 20 on any Save or Skill check represents an Automatic Success. A Natural 1 on any Save or Skill check represents an Automatic Failure.

• **Mojo Modifiers:** Any Natural 20 roll made DURING COMBAT (Skill Check, Caster Check, Saving Throw or Attack Roll) earns 1 Team Mojo. Any Natural 1 roll (even if it is not a Fumble as above) DURING COMBAT results in a loss of 1 Team Mojo. These rules will also be summarized on the Mojo Chart provided with the Team Packet

• **Dice Rolls:** All GM dice must be rolled in front of players. In other words, do **NOT** hide results from PCs. This is mandatory.

These are the ONLY House Rules we will be observing during the tournament. For all other in-game rulings, abide by the PHB 3.5 and the Xcrawl rulebook.

5. Table Conventions:

Players and GMs should abide by the following table conventions during the tournament.

• **Dice Rolls:** If a player is using transparent or incredibly small dice – or using dice behavior that is questionable (ie, dice bombing), the GM may request that a player use different dice. If the player refuses, the GM will issue a warning.

• **Designating Targets:** Players and GMs need to declare the targets of their action before rolling dice. The GM, however, does NOT need to declare the total modifier of an attack or Skill check performed by an NPC or a monster – he may simply state whether or not such a check succeeds.

• **Tracking Hit Points:** The Players should track their character hit points in a clear and easily visible manner for the GM. Players are encouraged to write their current hit points on the battleboard, an index card or some other means which allows the GM to see the state of the characters easily. The GM should track monster hit point damage privately.

• **Damage Reduction:** If a monster has Damage Reduction (or Energy Resistance), the GM must declare that an attack inflicted less damage than normal – but does not need to declare by how much or the exact nature of the Damage Reduction. If an attack is completely absorbed by Damage Reduction, state so.

Characters may identify the type of Damage Reduction or Energy Resistance with the appropriate Knowledge skill based on the creature type. This requires a DC (10 + Creature HD) to identify per the PHB 3.5 (p.78 lists the Knowledge skills and related creature types).

6. Scoring Guidelines:

• **GM Tracking Sheets:** Each GM will receive a Team Packet which includes tracking sheets to help you score each team. Guidelines for scoring are summarized in the Team Packets, as well as in the module with the description of each room.

• **The Phoenix Feather:** There is a special scoring bonus available if a team does not use the Phoenix Feather during a given round. Once a team has used the Phoenix Feather, clearly mark it off the Team Packet so other judges can determine whether or not the team has the Phoenix Feather available, and whether or not they can award them the bonus points.

• **Taking 20:** The event is a major Pay Per View spectacle. As such, sponsors won't be pleased with players dawdling in the dungeon. To reflect this, each Take 20 performed by a team is a 1 point penalty. Information will appear in the Player Pack so participants know that Taking 20 is discouraged – but GMs should not indicate what the exact penalty is. At any time, however, a team may ask how many times they have collectively Taken 20.

• **Consumable/Charged Items:** Unlike the DCC tournament, this Xcrawl tournament will not assess penalties for using potions, scrolls, charges from wands or other consumable or limited-use items.

• **Scoring and Points/Game Feedback:** Do not give out point totals at the end of a game. No point totals are final until they have been tabulated and verified back at the Goodman Games booth. The players will have an over-view of scoring in the Player Pack, but under no circumstances should you share team scoring (by room or round totals) with any of the players.

7. Other Rules & Guidelines:

• **Round Refresh:** At the start of each round, all PCs begin at full hit points, with all spells available. They also begin with their normal maximum uses of any limited-use class abilities (such as turning attempts or uses of stunning fist) and with all disposable magic items intact (potions, wand charges).

This means that each PC begins "fresh" as shown on the pre-generated character sheets provided to the players for the tournament.

Sponsor Support: The Sponsor Packages the teams choose from at the beginning of the tournament refresh at the beginning of each round – all the potions from their selected kit are available every round. The sponsors graciously refill any items used during the previous round.

Fabulous Prizes: Prizes found during each round (from the Fabulous Prizes section of each encounter) do NOT refresh between rounds – which is why it is of the utmost importance to carefully track these items in the GM scoring pack.

• **Mojo Pools:** Each round, all Mojo Pools refresh and begin with 6 points, plus any modifiers for character feats or abilities. All Mojo additions or subtractions must be clearly tracked by the players on the supplied Mojo Chart for easy reference.

• **Tracking Prizes:** All GMs **MUST** SUBMIT a list of prizes earned by each team when they complete the round, along with their score. If the GM does not submit the list of prizes won, the team DOES NOT have access to them the following round.

Since these prizes are not part of their character sheets, they NEED TO BE TRACKED separately. There is a worksheet with each scoring round to clearly mark which items have been claimed – including which items the players select as their prize for completing Round 2 if they successfully cleared the entire second round.

• **Errors and Discrepancies:** It is possible that there are stat errors or other mistakes in either the PC stats or the module. This module has been playtested by several groups and reviewed extensively, but mistakes still happen. If you find a mistake, go with the module or PC AS WRITTEN. *Repeat:* GMs and players will play with the character sheets and module as written.

Do <u>not</u> recalculate stats. This keeps the tournament fair for all players: even though a player might complain that "my BAB should be +8 not +7," every player with that PC has the same BAB in the tournament, so it's still fair. If one GM makes adjustments and others don't, the playing field becomes uneven. Therefore: Use the module and PC stats as written, even if you find a mistake!

Questions, Emergencies & Oddities:
If you find yourself facing a situation not covered by these guidelines, contact Jay Little (cell phone # 314.497.0034) for a ruling.

If You Die, You Die! … Mostly
Phoenix Feather Summary

The sponsors of the PhoenixCrawl Open have invested heavily in commercial and marketing tie-ins for DJ Sizzle's dungeon. During the initial testing, however, the dungeon proved so dangerous that sponsors were fearful the viewers may lose interest as some areas may never get explored by the Xcrawlers – they'd all be dead before they could complete the entire dungeon!

In an unprecedented move, the Temple of Apollo has provided each team entering the PhoenixCrawl Open with an incredibly rare gift – a *phoenix feather*. The phoenix feather is a powerful item that an Xcrawl participant can use to cast *true resurrection* on a slain teammate. The feather is consumed in the process, but unlike the spell *true resurrection,* the resurrection effect takes only one minute and can be activated by any character.

Xcrawl Team Mojo

0	1	2	3	4	5	6
7	8	9	10	11	**12 MAX**	

Mojo Rules for the 2007 PhoenixCrawl Tournament

Starting Mojo Bonuses (Pool Starts at 6 each Round)	Starting Mojo Penalties
+1 Rousing pre-Xcrawl speech by designated team captain	**-1** No team name selected at time of event start

In-Game Mojo Bonuses	In-Game Mojo Penalties
+1 per Natural 20 rolled during combat **+1** per Critical Hit inflicted during combat (if not a Natural 20) **+1** per Room Clear victory **+1** for advancing to next round of XCrawl	**-1** per Natural 1 rolled during combat **-1** per Referee warning or arguing with the tourney GM **-2** per Disqualification event **-2** for party infighting/bickering on screen

Special Mojo Rule: Destiny Any roll of a Natural 20 on a check involving team Mojo invokes *Destiny*. The player gains all the bonuses of using the Mojo, but no Mojo is subtracted from the pool.	**Special Mojo Rule: Choke** Any roll of a Natural 1 on a check involving team Mojo invokes a *Choke*. The player automatically fails, wastes the Mojo used and loses 2 additional Mojo.

Special Mojo Rule: The Last Man Standing
If every member of a party is killed or incapacitated save one, then that individual is The Last Man Standing. In that situation, the player gets three free Mojo points he can use at his own discretion (since he is the team at this point). The other players can still offer him whatever remains in the pool for other rolls, even if they are unconscious or dead.

- Mojo will never drop below zero, and never rise higher than twelve.
- Mojo points can influence any d20 in or out of combat EXCEPT for saving throws. Each point of Mojo adds +1 to the corresponding die roll.
- If Mojo is used on an attack roll and it is a potential Critical, the Mojo is *not* added to the confirmation roll, only the original attack roll.
- *Important Note:* Points from the Mojo pool can only be assigned by *other* players. A player who asks for Mojo from the pool – rather than other players offering Mojo – is automatically disqualified from using Mojo on that particular event.