

Open Legend with Great Moustache

A few things to know about my games that may differ slightly from games run by other GMs. These are things that I add in for a number of reasons, but may not be Core Rules as Written in Open Legend. Nothing that greatly changes the way the game plays, but things to keep in mind both when you are playing in my games as well as to remember that not everyone does it.

Legend Points

I do a few things differently with Legend Points, especially with how you can earn them, so let's start there.

Earning Legend Points

You'll notice on the sheets in Roll20 there is an option to view a section called "Goals & Beliefs" which expands a section that has 3 different columns: **Goals**, **Beliefs**, and **Instincts**. Each of these are ways that your Character can earn Legend Points turning a single session.

Goals

These are pretty straight forward. Things your character (or things you want for your character) to achieve in the game. I recommend up to 3 Goals in total, and it's good to think about a Short Term, Long Term, and a goal related to another Player. You don't have to do all of these, or do them all like that.

When you make a goal, you need to clearly write it out. You can achieve this by writing the goal and *including how you will know it has been accomplished*.

Think of something your character wants to accomplish theoretically soon, and break a goal into smaller goals. These can be job related, personal related, or using a skill or ability in a way that helps the group.

Earning Legend Points with Goals

If you roleplay in a convincing manner that your character is working towards a goal, you can earn a Legend Point at the end of the session for it. Usually this is up to the GM, and possibly agreement from the other players.

Beliefs

These are things that are core to your character. Things they believe in, things they might fight over because they believe in it. They are something that drive your character forward.

When you make a belief, you need to clearly write it out. Write what you believe *and* what you will do about it!

Earning Legend Points with Beliefs

Again, this is about roleplaying in a believable manner during the session. Usually this is up to the GM, and possibly agreement from the other players.

Instincts

These are things that are just natural for your character. This is also a way to stop the GM from saying things like "You didn't SAY you were.....". Usually these are tied to gear or a skill. Think of things like "If/Then", "Always", "Never". Such as: "I always look up at the ceiling when traveling" as a way to stop the GM from surprising you with a Spider dropping down on you.

Earning Legend Points with Instincts

You only can earn a legend point from instincts if, as a result of doing your instinct, it gets you and/or your party into some sort of trouble (just like Flaws). Normally Instincts are beneficial and it is harder to earn a Legend Point.

Summery Info on Legend Points

You can only earn a max of 5 Legend points throughout a session from these 3 sources. You may still earn Legend Points via Flaws in addition to this. On occasion, I might allow more than 5, but to get 5 might be hard to convince me.

In addition, I usually allow the group to have a goal. Upon completing the goal, the group may earn a number for Legend Points or XP, both depending on how hard the goal was and how long it took to achieve it.

Sometimes I ask the group if anyone would like to recommend someone for a Legend Point due to roleplaying or something that happened in the game. However, with 6 players, I might simply say for everyone to send me a whisper saying who they vote for. This is something we can talk about.

Spending Legend Points

I do this a little differently from RAW (Rules as Written). Normally you are only allowed to use a Legend Point by declaring you are using it before a roll happens. Part of the reason for this is that in an in person game, you roll all the dice, and you don't have a way of knowing which dice was "first", so declaring to use a Legend Point after a roll that has disadvantage makes it hard to determine which dice to remove or add. However, in Roll20 this is fairly easy.

You may choose to declare after a roll that you wish to use a Legend Point to add another dice to the roll for advantage.

Also, I allow you to re-roll the d20 for the cost of 2 Legend Points.

Lastly, I will on occasion, allow you to spend a Legend Point to add disadvantage to an NPC roll.

Exceptional Success

Normally, exceptional success is only allowed on damaging strikes. I allow this on Bane Attacks as well as Boon Invocations, however a little differently.

Generally, for Bane attacks, if you beat the target defense by 15+ you can apply Potent Bane (they have disadvantage to resist rolls).

For Boon Invocations, with a 20+ over the target CR, I will sometimes do random added bonuses to the boon, but it varies greatly both by situation, narrative, and the boon itself.

Out of Combat/Initiative

If you are out of combat/initiative and are doing an action, I usually allow a default of advantage 1 to rolls (if I even require you to roll at all), as this represents you focusing on the action. In some cases, depending on how you describe it, and who is helping, I might give more than just 1 advantage.

Other things

There are a few other things that I do, or consider doing, however since a lot of you are currently new to the system I will wait on these to see how things go in play, and then offer them as possibilities.

If any of these things confuse you, don't worry, you'll see them in action.