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Cyberpunk 2020 solo skills

Summary of the following information details an alternative character creation process designed for use with Cyberpunk 2020. This includes new rules for buying skills, creating older characters, advantage and a disadvantage system, and a new way to figure out starting budgets. Character roles are not used. This will allow players responsible for greater flexibility by creating characters. Any part of this system can be adapted for GMs and players who wish to maintain the use of regular CP2020 system roles. Removing roles is not an essential part of this system, although it is an important step, and the rest of this diversity will assume they are not in use. Feel free to use any of the parts you feel comfortable with. This version (version 3.31) has been updated a little. It is reflected in a more standard cost system for advantages and disadvantages, as well as several new advads and disads. Many of the old advantages and disadvantages have been re-worked out and/or clarified. Some lifepath details have changed a bit, and I've made a few additions. Overall everything works just like before. There's only a little more to work with. In my case, I roll 6D10+30, and distribute points. No features may be greater than 10 or below 2. Alternatively, to feel grittier, down to the ground, will feature players 54 points to allocate nine. They'll hate you for it, trust me. LIFE+PATH character life can be produced in any way the player or GM sees fit. I have included charts of my life path later in this document I generally use this chart before dedicated skill points, since certain results may affect my skills, advantages, or disadvantages. Usually, I offer a way to save players as an option. Because some entries can be quite permanent, such as occasional disaster strikes! As a result, some players are uncomfortable with the uncertainty involved. Another option is to let players roll in the charts as many or as many times as they want, in the character's age guidelines. It helps if they state a few rolls them out. General Motors must implement the player's decision. Skills in CP2020, characters get 40 SP to be distributed among 10 career skills and their total INT+REF is spent on pickup skills. In this modified system, characters still receive a base of 40 SP, but they don't have to spend these skills on a job package because there are no roles. Points can be spent on any desired skill. Opt-out skill points are awarded depending on age (instead of INT+REF=Pick-Up SP's), and since older characters should be far more experienced than younger ones, the number of SP pickups increases with age. SP pickups can also be spent on any skill. Here's how it works: AgeSP per 12131415161718192022222262728 55443332221111 -15-10-5-1369121416182021222232425 for each year after 28. Add a further SP to running total skill points (TSP). For example, a 25-year-old character in CP2020 with REF+INT will receive a total of 12 pickup skill points, in addition to your 40-point career package. In this version, the same character will have a total of 62 skill points that can be spent on any skill on the main list. This may seem like a big boost, but it allows players to tailor their characters to their design, as opposed to using professional stock skills that can limit character individuality. Note that a younger character has much less privilege to spend on skill than his older counterparts. Sixteen-year-old weeflerunner will be much less experienced, and this reflects his massive total of 43 skill points. It grants a lot of freedom in choosing the skill a player must have, allowing them to create monster characters with 8 or more skills. This should be discouraged, since this failure aims to build a unique character that stands out from the rest of the pack as a person. I prefer to limit players to the skill level ceiling of 6, which is an impressive skill level on and from themselves. I shower characters with skill levels of 7 or higher as masters in my chosen fields, and thus must be few and far between. It's not the year, those mileage characters older than 28 are reaching the twilight of their day. They are by no means young anymore, and the reflexes, stamina, and speed they have at the age of 21 may feel a little rusty, chippy, and worn. Starting at the age of 30, the player has either REF, MA, or BOD, and rolls 1d10. If the result has not changed equally or below the stat (there is no reward for cyberurs, medications, etc.), the character loses 1 point in it. The lower the stat, the harder it will be to lose points in it. This happens again every two years until the age of 40. After that, roll every year until the age of 55. After 55, roll twice a year. A player cannot roll twice consecutively against the same stat. If each stat gets to 1, the character is paralyzed. If he sinks to 0, he dies. There are special abilities for certain abilities, none. I wanted to steer clear of a class-based system, and since special abilities are based on roles, many of them have been removed from this version of Cyberpunk. Among them are authority, charismatic leadership, martial sense, credibility, family, jury mast, resources and the street, as well as those less included in other supplements. However, I have kept two specific abilities: the interface and Medtech. There is no other skill to replace them. The closest thing to Medtech is first aid, and it's just not strong enough. I put him under the skills of technology... Anyone can buy it by placing points in it. The interface was also an important skill, since nothing else covers that aspect of the genre. Anyone can get Jack to 'net' with the right training. The interface merely represents the skill that one uses there. As with Medtech, the interface can be purchased by anyone wanting to spend points. Anyway undervent information skills some special abilities are available to each character in the form of certain benefits that can be purchased during character creation. Note that these benefits are not as powerful as the special abilities they show. MONEY & EQUIPMENT How do you figure out how much money a character starts off with now, since there are no special abilities to gauge the price of his services? Take int and LUCK character scores and add them together. Divide by 2, and multiply the result in 1000. This is the amount of euro characters in savings, to buy weapons and cyberware with, etc. This generally gives those players who tend to have characters with low scores in INT and chances have something to think about. For example, you have a character with INT of 7 and odds of 4. His starting money totals 5,500 euros (5.5=5x1000+7. There is another money option... I allow players to spend AP to buy equipment money. In other words, if a player wants to have more money to juggling, he or she can buy it by taking a point out of a feature. For anywhere they spend, they get \$1,000 in equipment, cyberware, etc. they lose what they don't spend. I allow up to 10 points to be spent. It tends to lead to a character that is better equipped, but less powerful feature-wise, which can be a good trade in some cases. As a case in point, you wanted your character in the previous example to own a fairly good car, as opposed to a Honda Metrocar or a new American Motors Crowder. You know that \$5500 won't cut it, so you drop your MA and BOD by two points each, gaining 4000 euros more to spend. This leaves you with 9,500 clean to drown in the car of your dreams. The save feature is not a roll saving feature made against features in situations where skill rolls are not dictated. The reserves are made by choosing the right feature, and rolling 1D10 equals or lower than the total stat. If the roll is higher, it fails. Problems for rolls may vary, and this is reflected in the chart below. These modifiers are subtracted from the desired feature. DifficultyModifier EasyAverageDifficultVery DifficultNear ImpossibleImpossible +2+0-2-4-6-8 ADVANTAGES & DISADVANTAGES ADVANTAGES AND DISADVANTAGES ADVANTAGES AND DISADVANTAGES are bought using Skill Points (SPs) during character creation. Buying an advantage will cost you skill points, while buying a disadvantage will give you skill points. GMs may wish to limit the amount of points that characters spend/disadvantages to balance the game. I found out Players to between 6 and 10 points of disadvantages keeps them from going completely crazy, as wont happens in one-shot games where players are usually not concerned about the long-term effects that specific disadvantages cause them. Some disadvantages can be purchased using IPS if permitted by GM. The cost to buy off the point of time is 10. For example, buying a cowardly disadvantage will cost 40 AP (4 in 10 = 40). GM shouldn't allow players to buy off disads without making them work on it, though. Buying off any mental weaknesses may take weeks of psychological treatment that is both time-consuming and costly, while replacing the lost legs of a cloned character or organic, or needs a cybernetic alternative. You are a judge and don't let them get away with anything, benefits cannot be purchased normally after creating character unless an act of God permits it. An example of a character below, you will find a sample character, the first made with the standard rules CP2020, and the second with changes. Note that this character does not have a way of salvation. We call him Leon. Leon grew up in a neighborhood that was once clean and static, but in recent years his birth had begun to decline to lower housing. His father worked as a manager at a local grocery store, and his mother sold real estate for 22-century properties. As he grew up, he was constantly chosen and bullied because he was short and pudgy. Being the youngest and youngest of the three boys didn't help. As a young man, he spends most of his time alone. For his 11th birthday, his parents bought him an early model cyber model - Clonek and Slow - but Leon didn't care. He was free to explore a world whose physical weaknesses were not part of the equation. However, he soon realized he was unable to compete on Netspace as well. He didn't think fast enough and his parents were too poor to help him upgrade his modem, which was rapidly becoming obsolete. He began working on strengthening himself and stuck for the high school storm, where the bullies were even bigger, and stabbings in the cafeteria was a constant danger. While she worked, she first felt her muscles growing with simple calistniks and later in the rotting high school weight room. The little boy, shy and weak, had replaced a strong, confident and energetic young man. After graduating, Leon sought to work in the security industry. He was hired by a company called Arsaka, and enjoying his past experience with netrunning and computers, he has trained an electronic security specialist. Version 1 (CP2020)Version 2 (Modified CP2020) Name: LeonName: Leon Character Rating: 52 Character Rating: 58 Age: 24Age: 24Role: SoloOccupation: Computer Security Expert Start Money: 2000 MoneyStart: 6000 INT: 6 REF: 6 TECH: 8 COOL: 5 : 7 Odds: 6 MA: 5 Bodies : 8 EMP: 7 Run: 15m / Leap Turn: 3.75m Lift: 80 kg INT: 6 REF: 6 Technology: 8 Cool: 5 ATTR: 7 Odds: 6 MA: 5 Body : 8 EMP: 7 Run: 15m / Leap Turn: 3.75m Lift: 80 kg Athletics Skills +5 Awareness / Notice +4 Handgun +5 Brawl +4 Melee +3 Rifle +4 Programming +2 Knowledge System +2 Electronics +2 Electronic Security +2 Search Library +2 Cyberdeck Design +2 Submachine Machine Gun +3 Weapon Maker +3 Stealth +5 Sense of Combat +4 Skills Athletics +5 Awareness / Notice +4 Handgun +4 Brawl +4 Melee +3 Gun +3 Programming +2 Knowledge System +4 Cyberdeck Design +2 Power Masterpiece +4 Street +3 Persuasion / Quick Talk +4 Interface +3 Benefits Sense Fighting +2 (4 SP Cost) Disadvantages None If You Compare Leon V1 to Leon V2, A Few Differences you see little. Reading Leon's history you see that I wanted a character with a decent amount of knowledge on computers and netrunning, but I didn't want a full-fledged net runner. His skills should reflect on his desire to be strong and in control of his body (as meaning, high athletics and, in V2, a feat of power), but they also had to include his knowledge of netrunning and specific cyberpace (interface, system knowledge, etc.). Using the stock system, found it difficult to include all the features that I wanted in Leon. The solo professional package gave him plenty of combat-related skills, but little to no technical skills (where his true talents are). His REF+INT is only equal to 12, so the computer and technical skills required by his concept should have been kept at relatively low levels. Since I was able to extend my base by 40 points among more than ten proven skills, I found myself massing them into skill (as ex. weapon, handheld machine, and stealth) that I didn't really see Leon having to reflect on his history. Without limiting the role of character in V2, I had no problem trying to decide which needs I would fit better, solo or a netrunner. I can choose and choose the skills I needed to make Leon Freddy (as opposed to just another solo with a couple of pickup skills). Not only that, but by gaining pickup skills based on age as opposed to their entire REF+INT. Leon is wiser and more experienced than some seventeen-year-olds with abnormally high characteristics and attitudes to support them. The advantage list of what follows is a list of the benefits in this version of Cyberpunk. Some imitate certain special abilities of Cyberpunk 2020, while many are reflected in the excellent quality of certain or talented character exhibits. Benefits can only be purchased during character creation using skill points. Acute sense (varying)Cost: 2 SPsWhen a player chooses this advantage, he also chooses one of his five senses (vision, hearing, taste, smell, or touch). Roll Awareness is made to include this type Get reward +2. Any cybernetic option that changes or replaces the specified sensory organs (e.g. replacing the eyes with cyberoptics) will nullified this advantage in relation to that sense. If only one eye is replaced, the reward is reduced to +1; if a limb is replaced with a cybernetic part, the bonus no longer applies to touch-based rolls with that arm. Sensory organs modified by nanotech reinforcement affect only 10% of the time unfavorably. This advantage may be taken up to five times, once for each of the senses. AmbidextrousCost: 6 SPsThe characters can function equally well using both hands (without changing out-of-hand firing), though penalties for multiple actions still apply. ArtisticCost: 2 naturally drawn SPsArtistic characters (pun intended) to art, paint it, paint, sculpt, or express some other physical media. While their art may not speak to all those who view it, it is undoubtedly of high quality. Artistic characters get a +2 prize to paint or draw and forge skill rolls. AthleticCost: 4 SPsAn sports personality is especially in harmony with her body. This grants a +2 bonus to Athletics, Dance and Dodge & Escape skill rolls. The award also applies to martial arts maneuvers such as Dodge and Escape. BalanceCost: 4 SPsThe characters do not suffer from dizziness due to changes in orientation, which translates to +2 on the roll of space sickness, auto +1 skills in 0-Gee maneuver and reward +2 to any athletic skill involving extensive balance. BackgroundCost Bilingual: 4 characters SPsThe grew up speaking two languages. This grants him an additional language at +8. HealerCost Born: 4 characters SPsThe natural talent with healing sick and injured. This grants him +2 reward when using skills such as first aid, MedTech and disease diagnosis. BrawnyCost: 4 characters SPsStrong is better able to hire your muscles for lifting and carrying. When calculating how much a strong character may carry or lift dead, act as if your body's specificity is 2 points higher than it actually is. This advantage also makes awarding +2 rewards to any power feat of character roll skill. BrotherhoodCost: Variable (voir annex 1) You are a member or close associate of a cohesive group of people. These include small packages, gangs, kargangs, pirate groups, etc. Fraternity defines the rank, clavet and ability to call group resources. There are three separate types of fraternity: family (small), blood (gang members) and Workgang (for orbital and subacotic kargangs). For more information, see the cost charts in the appendix. Chemical YouthCost: 4 SPsThe character with this advantage, either through his unique psychology or physiology, is less likely to become dependant on drugs and alcohol. This way, he achieves +2 rewards per addiction saves him. It assumes that the rules in Ocelot's drug lab used. ReflexesCost Combat: 2, 4, 6 SPsFor purchased each level of combat reflexes, the character will gain +1 to roll your initiative (up to a maximum of +3). It only acts as the special ability of combat sense in that relationship. Reflex combat (net)Cost: 2, 4, 6 SPsFor purchased each level of pure combat reflexes, the character gets +1 bonus to his initiative in 'Net' (up to a maximum of +3). CompetentCost: 4 SPsA competent characters rarely screw up. If a character with this advantage rolls 1 on a skill roll, he may choose two additional D10s rolls when determining if the roll is a fumble and the most useful result. AptitudeCost PC: 4 Advantage SPsThis character right to uncanny ability to work computers, both inside and outside netspace. The award awards from +2 when using Cyberdeck Design, Interface, Search Library (PC Only), Programming and System Knowledge. ConnaisseurCost: 2 SPsA characters that Connaisseur knows and appreciates the more subtle things in life. She is familiar with the best wines and foods, the most prestigious designer medicines and the best cosmetics, jewelry and clothes. His extensive knowledge granted him a +2 reward on social rolls when trying to impress high-profile transfers and shakers, as well as the +2 bonus to streetwise rolls made to cater for such goods in black and grey markets. ContactsCost: Variable (voir Annexe 2)Contacts are people that characters can use as information sources, or can contact for goods and services. The number of points spent on a call represents the value of the skill, reputation, availability and reliability of that call. Contacts are most likely to get dissatisfied if used, and may also request information or services from characters. For more information, see the cost charts in the appendix. Hot Under FireCost: 2 SPsA characters that have never suffered cold under fire skill roll penalties (CP2020 v2.01, page 42) when under stress or under attack. Cyber-AffinityCost: 10 SPsThis rare and highly valuable advantage awarded character 15 points from humanity cost (HC) anywhere empathy vs. natural 10. This allows him to link more cyberware to his body and onto his body than a normal human being. This is a powerful advantage and should not be achieved without anticipation on behalf of GM. SenseCost Risk: 2, 4, 6 SPsFor purchased each level of sense of danger, the character will gain +1 in awareness checks when your life is on the line (up to a maximum of +3). This only acts as the special ability of combat sense in this respect. Direction SenseCost: 2 SPsThis is the equivalent of an internal compass. Personality, at any time, can average roll awareness to determine your face. Double-JointedCost: 2 SPsThe character's body has more flexibility than average. This grants a +4 bonus to all Dodge & Escape skill rolls and might assist Any physical activity that requires contortions (squeezing into a small box, dragging your body through the toilet seat door, etc.). Eidetic MemoryCost: 6 SPsThe character has a photographic memory. He can remember anything he has seen, learned or heard by making an average awareness roll. EmpathyCost: 4 characters SPsThe is good at reading emotions and understanding people. It has an automatic allowance of +2 to roll out your human perception and +1 to other empathy-related skills. Fashion VictimCost: 2 SPsA characters with this advantage can make anything look chic and hip through sheer talent. This grants a +2 bonus to all Personal Grooming and Wardrobe & Style skill rolls. FastCost: 2 characters add SPsQuick 3 points to score your effective run. These extra points do not affect the leap score of the character, which should be calculated using the sum of the character's unchangeable performance. FavorCost: 2, 4, 6 SPsThe character is owed in favor of someone. The impact of the benefit depends on the level of advantage. The call is in favor of a one-time deal. Once used, the debt is invalid. Depending on both the ethics of the Bad Labour Party as well as the state of the relationship between the two sides, this advantage can offer opportunities to play a proflound role. Note that NPCs who owe these favors should be fairly anonymous (for example, a middle-level Millitech performer may owe you a favor, but not a board member). If GM wants, he can increase the cost of the favor between 2 and 4 extra points depending on who owes it to the player. At 2 points, the benefit is relatively minor and the person who owes this benefit is not your life/livelihood to do it a risk (a policeman ignores minor weapons violations, giving freebie, a friend letting you fire on your sofa for a month or so, etc.). The monetary value of this favor cannot exceed 200 to 300 Euros. At 4 points, the favor carries a little more weight. The person owed in favor of his livelihood/job sees risk, though not necessarily his life, to come through for the character that he owes (a policeman looking the other way or forging a report, the mechanics botching a repair job on their enemy's car, secretary or official photocopying sensitive documents), etc. The monetary value of this favor cannot exceed 1000 Euros. At 6 points, the person owes your life to you. The person who owes this favor is bound by both the risk of his life and his livelihood to come to the aid of the character. The monetary value of this level is debatable. FriendsCost: 4 SPsFor each friend purchased, the character has a friend as per creating a friend on the Lifepath chart. Friends differ from contacts, where they (friends) will (generally) put their lives on the line for you, while contacts only supply information, services, or merchandise. Friends are considered to be in a par, skill Ability to be wise, start with a computer. Hard HittingCost: 4, 6 SPsThe character with this advantage knows where to strike opponents in unarmed combat or melee (specify that). This game effect enhances the rewards of hand-to-hand damage of the character by +1. For 6 points, this bonus damage applies to damage from both unarmed attacks and melee. Hard to KillCost: 6 SPsLike Steven Seagal, the character with this advantage is hard to kill. This way, he gets a +1 reward to save every death he should take. High pain threshold: 6 SPsThe character can wither pain better than most people. After getting hurt, he achieves +1 to Stun/saves his shock, as well as a reward +2 for resisting torture/drugs when pain is involved (as one, this won't help if the truth serum is used, only torture). Human CalculatorCost: 4 SPsThe character with this advantage can do complicated mathematics in his head. This +2 bonus allowance is applied to all accounting, gambling, mathematics and programming skills rolls. ImpassCost: 2 SPsAn imposing characters seems like a problem. Whether he is or not is the character player. It is reflected in the rewards of +2 to all intimidating skill checks, as well as +2 to any fame roll built during facedown. Lady KillerCost: 4 SPsThis is a specialized form of empathy advantage that demonstrates the uncanny ability of the character to seduce members of the opposite sex (or the same sex, depending on orientation). Don't let your name trick you... This advantage can be taken by both sexes. It's the character's right to reward +2 to all Seduction rolls and bonus +1 to all other empathy-based skills when used against the opposite sex (girls just can't say no!). Light SleeperCost: 2 SPsWith this advantage, a character may make Awareness rolls while sleeper (at the GM's discretion). LuckyCost: 2, 4, 6 SPsA characters that are lucky to be a number of extra chance points per game and these points can be spent just like normal chance points. Note that this score advantage does not affect the real chances of personality. For every 2 points spent on this advantage, the character gets an extra chance point. MarksmanCost: 6 SPsA characters with marksman advantage have a natural talent with a type of range weapon (specified: archery, handgun, heavy weapon, submachine gun, gun, etc.), marked at the time that the advantage was purchased. The character only suffered -1 penalties for snapshots, shots aimed at awarding +2 rewards to hit per innings spent aiming (as opposed to +1) and photo problems that are aimed at a specific location (as meaning, called shots) are one point less than normal. GMs may wish to limit the availability of this advantage. Musical AptitudeCost: 2 SPsThe character is a natural musician and can play music by ear. It translates to bonus +2 when using music-related skills, such as game instrument and composing (music, not lyrical). Note that this Singing does not affect; You want to use sound for it. Natural LeaderCost: 2 SPsA characters who are a natural leader will be able to lead and inspire people through charisma and clean force. This results in +2 bonuses to all oratory leadership and roll skills. Natural LinguistCost: 4 SPsThe character learns languages quickly and can do so in half of its IP multiplies. One can raise your Japanese (IP x2) from +4 to +5 for only 40 points, versus the required 80 points of a character without an advantage. PlainCost: 2 SPsA Prairie Character is owed in favor of someone. (as usual, the dead average). If the character attraction feature changes for better or worse, the benefit of this advantage is lost. Quick HealerCost: 6 characters SPsA with the advantage of two damage points per day instead of one, in addition to the effects of each nanodite and speed improvement drugs used. RecognitionCost: 4 SPsThe characters are good at remembering the names and faces and/or sounds that go with them. Whenever meeting someone he knows (or thinks he knows), the awareness roll can be made at +6 to remember who they are. Difficulty numbers may vary depending on the amount of disguise, etc. ResourcesCost: Your variable (voir annex 3) you are employed by a large company or company. Resources define the rank, clavet and ability to recall the company's resources. For more information on cost, see the cost charts in the appendix. SalesmanCost: 4 characters SPsA with a natural vendor advantage in making a sale. When trying to buy or sell goods, the character wins a +2 bonus to human perception, Persuasion & Fast Talk and Street skillwise rolls (if applicable). Scientific talent: 4 characters SPsThe is a natural scientist and achieves +2 rewards when using skills such as anthropology, biology, botany, chemistry, geology, mathematics, physics and animals. Strong stomach: 2 SPsThe characters can deal with blood, intestines and graves, as well as other sick and disgusting things, without risk flinging their cookies. In addition, he obtains a +2 to save against chemicals such as vomit gas. TalentedCost: 4 SPsWhen this advantage is chosen, players must choose a skill. This skill can be increased (through experience) to a maximum of 12 instead of 10. Although not immediately helpful to a starting character (especially if GM limits the total start of skill), this is still a powerful advantage. AptitudeCost Technical: 4 SPsThe character is good with Things result in +2 bonuses when using skills like single aero, single AV, technology base, Cybertech and Gyro Tech. Note that this skill level is not rewarding and has no impact on medical skills. ToughCost: 6 Character SPsThe acts with the advantage that if your body is the modifier type of a higher level. For example, a man with a medium body type and an advantage acts hard as if his BTM is -3 instead of -2. ZenCost Car: 4 Character SPsThe has a natural af at pencil for driving vehicles and thus, gains +2 to all piloting and roll initiative while using said skills. VoiceCost: 4 voice SPsThe character is naturally pleasing to the ear. It allows for a change of +2 to perform skills such as, Quick Talk, Oratory, Leadership, Seduction and Social. The disadvantages of the list of disadvantages indicate faults or flaws that some characters have. Some are physical, while others are subjective. Disadvantages can be permanent depending on their severity, but it doesn't have to be. Most can be purchased with later IP in character life. If a disadvantage is purchased, the player and GM must work out the details. Change should by no means be sudden, or happen overnight, without some major external effects (e.g. surgery or personality regulation). Disadvantages are severe flaws that have a profound impact on a character, and should not be done slowly. Final notes on disadvantages. Characters don't have to be any at all. Although you may want to play a character that is quite honorable and reliable, it doesn't mean you should buy a point of honor. Buying a disadvantage merely forces you to play it under any circumstances. Playing an honorable character without disad means he doesn't have to do what he prefers to do. Acute sense (varying)Cost: 2 SPsWhen is a player choosing this advantage, he also chooses one of his five senses (vision, hearing, taste, smell, or touch). Roll awareness is made to include this type of stimulus receiving bonuses +2. Any cybernetic option that changes or replaces the specified sensory organs (e.g. replacing the eyes with cyberoptics) will nullified this advantage in relation to that sense. If only one eye is replaced, the reward is reduced to +1; if a limb is replaced with a cybernetic part, the bonus no longer applies to touch-based rolls with that arm. Sensory organs modified by nanotech reinforcement affect only 10% of the time unfavorably. This advantage may be taken up to five times, once for each of the senses. AmbidextrousCost: 6 SPsThe characters can function equally well using both hands (without changing out-of-hand firing), though penalties for multiple actions still apply. 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These extra points do not

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