Knowledge Points

Knowledgeable characters find their experiences and studies benefit them in surprising ways. Characters have a maximum number of **Knowledge Points** equal to 1 + KNO.

Characters can spend a Knowledge Point to gain one of the following effects:

- Add +1D to your next attribute check or attack. Add +2D instead if it is KNO check.
- Ask the GM for a hint or clue regarding a specific subject.

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