Ability-Points, Explanation of:

A non-caster will have 2-D6 Ability-Points (A.P.) at the creation of the character.

An additional 1-D6 A.P. will be added as he or she advances every level thereafter.

A.P. are the energy needed to invoke an ability; bring it to life. Sometimes rulings will allow extra A.P. to be added into an ability to make it more powerful (extra A.P., added into an ability must be stated by the player directly before it is invoked).

Within the rulings for each ability, it will tell you how many Ability-Points it will take to invoke it.

Ability-Points regenerate (or recover) at a rate of 1 point per 10 levels advanced per turn (starting with a 1 point regeneration per turn). Once A.P. reach zero, an ability cannot be invoked again until Ability-Points recover enough to invoke it.