

One Fate Point

Single use. May be played at any time.

This is a very rare and special Gooley Reward. It can be spent to “reasonably alter an outcome or event.” What your character is attempting to change must be reasonable, and the GM has full discretion in determining if you are using the Fate Point appropriately. Some examples are: automatically succeeding a saving throw; changing the effect of a missed save (like grabbing the edge of a cliff, instead of falling into the chasm); eliminating the effects of a fumble; reducing or eliminating a single spell effect – or the effects of a trap; or causing a single attack made on your Player-Character to miss. A Fate Point card may be played at any time, but it can be used only once.