

## Fate Points

All player characters have 1 fate point at 1<sup>st</sup> level; adding an additional fate point at 5<sup>th</sup> level and every 5 levels thereafter (2 fate points at 5<sup>th</sup> level, 3 at 10<sup>th</sup> level and so on). These fate points replenish when your character levels up.

A single fate point can be replenished before leveling up by having your character do something inventive or heroic, or something that furthers the storyline and the group's enjoyment of the game. A player who wishes to alter another player's die roll, or change a skill or combat result for that character, must have that player's consent.

A player character (PC) may use a fate point to:

1. Re-roll a d20 roll made by a PC or an allied NPC.
2. Add 3 to a d20 roll made by a PC or an allied NPC.
3. Restore an unconscious PC or an allied NPC to 1 hit point.
4. Turn a critical hit scored against a PC or allied NPC into a normal hit.
5. Change a normal hit against a PC or allied NPC into a miss with complications (i.e., sundered shield, damaged armor, character knocked prone, character disarmed) at the DM's discretion.
6. Change a normal hit made by a PC or allied NPC into a critical hit.
7. Have a PC or allied NPC be left for dead when unconscious.
8. Change some minor detail about your surroundings (unlock a door, place a mundane object in a room), at the DM's discretion.
9. Change a PC's or allied NPC's failed ability check into a success with complications, at the DM's discretion.

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