

### **Fate Points**

All player characters gain, and may expend, 1 fate point per session. A single fate point can be replenished each session by having your character do something inventive or heroic, or something that furthers the storyline and the group's enjoyment of the game.

A character may use a fate point to:

- 1] Re-roll a d20 roll made by a player character or an NPC.
- 2] Add 3 to a d20 roll made by a player character or an ally.
- 3] Have a character's wound stabilize when unconscious.
- 4] Negate a critical hit scored against a character or ally.
- 5] Change a normal hit made by a character or ally into a critical hit.
- 6] Have a character be left for dead when unconscious.
- 7] Change some minor detail about your surroundings (unlock a door, place a mundane object in a room), at the DM's discretion.
- 8] Change a failed ability check (including skill checks and saving throws) into a success with complications, at the DM's discretion.

### **Fate Points**

All player characters gain, and may expend, 1 fate point per session. A single fate point can be replenished each session by having your character do something inventive or heroic, or something that furthers the storyline and the group's enjoyment of the game.

A character may use a fate point to:

- 1] Re-roll a d20 roll made by a player character or an NPC.
- 2] Add 3 to a d20 roll made by a player character or an ally.
- 3] Have a character's wound stabilize when unconscious.
- 4] Negate a critical hit scored against a character or ally.
- 5] Change a normal hit made by a character or ally into a critical hit.
- 6] Have a character be left for dead when unconscious.
- 7] Change some minor detail about your surroundings (unlock a door, place a mundane object in a room), at the DM's discretion.
- 8] Change a failed ability check (including skill checks and saving throws) into a success with complications, at the DM's discretion.

### **Fate Points**

All player characters gain, and may expend, 1 fate point per session. A single fate point can be replenished each session by having your character do something inventive or heroic, or something that furthers the storyline and the group's enjoyment of the game.

A character may use a fate point to:

- 1] Re-roll a d20 roll made by a player character or an NPC.
- 2] Add 3 to a d20 roll made by a player character or an ally.
- 3] Have a character's wound stabilize when unconscious.
- 4] Negate a critical hit scored against a character or ally.
- 5] Change a normal hit made by a character or ally into a critical hit.
- 6] Have a character be left for dead when unconscious.
- 7] Change some minor detail about your surroundings (unlock a door, place a mundane object in a room), at the DM's discretion.
- 8] Change a failed ability check (including skill checks and saving throws) into a success with complications, at the DM's discretion.

### **Fate Points**

All player characters gain, and may expend, 1 fate point per session. A single fate point can be replenished each session by having your character do something inventive or heroic, or something that furthers the storyline and the group's enjoyment of the game.

A character may use a fate point to:

- 1] Re-roll a d20 roll made by a player character or an NPC.
- 2] Add 3 to a d20 roll made by a player character or an ally.
- 3] Have a character's wound stabilize when unconscious.
- 4] Negate a critical hit scored against a character or ally.
- 5] Change a normal hit made by a character or ally into a critical hit.
- 6] Have a character be left for dead when unconscious.
- 7] Change some minor detail about your surroundings (unlock a door, place a mundane object in a room), at the DM's discretion.
- 8] Change a failed ability check (including skill checks and saving throws) into a success with complications, at the DM's discretion.