

FATE POINT RULES

At the beginning of a character's 'career' they have 3 Fate Points (FPs).

These FPs are extremely precious as they may save your life. This is done by "leaving you for dead" rather than being killed outright.

They have three other uses as well – but saving your life is definitely the most crucial one, so it is recommended that you always keep one or two FPs for that purpose alone (especially at low levels). Of course, sometimes the angle might be just right for a mighty blow instead, even though that may leave you desperately short of FPs – but that is a decision for you to make.

USING FATE POINTS

There are four standard uses for Fate Points: Left for Dead, Mighty Blow, Re-Roll & Destiny. I may allow other uses on a case by case basis.

Left for Dead: In D&D, characters become unconscious when reduced to -1 or fewer hit points, and die when they reach -10 hit points. However, when a character's hit points reach -10 (or lower if in one blow) by any means, that character can 'spend' a FP to avoid being killed outright. They are instead, "Left for Dead".

A character who is left for dead appears dead to a casual examination, though they still have a chance of recovery, particularly if quickly attended by a character with the Heal Skill. If they are stabilised by the Heal Skill (DC 15) within one hour of being left for dead, the character is considered stable at -9 hit points. They can also be healed with Healing Magic that replaces hit points. If the character is not treated, they must make a FORT Save DC 20 after one hour. If successful, they stabilise and are at -9 hit points. If they fail, the character is dead and may only be bought back to life through the use of magic. The character cannot spend another FP at this stage to avoid death again.

Mighty Blow: Rather than rolling the damage dice on any successful hit or damaging magical attack of some kind, you can elect to declare a "Mighty Blow", at the cost of one FP. A Mighty Blow always deals the maximum possible damage. This *includes* any bonus damage, such as that rolled for sneak attacks.

There is a disadvantage to performing a Mighty Blow with a mundane weapon – a weapon of standard quality always shatters irreparably when used to deliver a Mighty Blow. Even a Masterwork weapon has a straight 50% chance of snapping in two, but if it does, it will usually be able to use the broken weapon as an improvised weapon as it is not completely destroyed. A Magical weapon will not break when used for a mighty blow.

Re-Roll: Sometimes the luck of the dice is against you and you fumble that all important dice roll, or miss that vital attack. In such a situation you can spend one FP to gain a re-roll of that die. The second result must be taken (even if it is worse) and you cannot spend another FP to re-roll a second time.

Destiny: You can at any time spend one or more FPs, with the agreement of the DM, to alter the world in some minor way. Essentially, this allows you the player to have some input into the story, over and above the actions of your character. This change must not be one that is plausible, minor, and not overwhelmingly beneficial to the PCs. It may well assist them to accomplish their goals, but they must still accomplish those goals by their own strengths and wits, not simply be spending FPs!

For example, a PC captured and imprisoned might spend a FP to have a chance at escape – a comrade or servant smuggling them in a dagger, or a drunken guard, or the discovery of a loose chunk of granite with which to smash open their ankle chain – not have his escape handed to them on a plate by a sorcerer magically putting all the guards into a deep slumber and bursting his door open.

Another option for this use of a FP is to alter your own character in some minor way, by revealing a new facet of to their past. This might include knowing a language that he did not know before – but which is useful in their current situation – or having a contact in a region from previous adventures.

Another good use of Destiny is when you are at a complete dead-end in an adventure – perhaps you missed some crucial clue, or failed to sort out a puzzle about where to go next. A single FP in this case is usually enough for the DM to offer some kind of in-game hint – although preferably this will not be so blatant as to have a friendly NPC tell you the answer outright, sometimes it might ☺.

GAINING MORE FATE POINTS

When you spend a FP, it is gone forever. It does not recover with time, and nor do you automatically get one when gaining a level. Instead, each time your character accomplishes a major goal (such as slaying the Creature), either personally or as part of an adventuring party, you may gain one or two FPs at the DMs discretion.

(Thanks to Phil Burge)

