

Fate Deck

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Player Fate Point Table

+ 5 The attack/saving throw/ skill check automatically succeeds.

+ 4 You can reroll an attack roll you've just made.

+ 3 You can make the enemy reroll an attack roll they've just rolled.

+ 2 You can reroll a savings throw, or skill check you've just made.

Total Fate Points _____

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Total Fate Points _____

DM Fate Point Table

-2 The player has to reroll a skill check/saving throw they've just made.

-3 Your creature can reroll an attack roll you've just made.

-4 The player must reroll an attack roll they've just made

-5 An attack you've just hit with becomes a critical hit

Player Name

Total Fate Points _____

Instructions

Fate cards are drawn every time a player draws a natural 1. The player adds, or subtracts, the number on the fate card they draw to their total number of fate points. Fate points can go into the negatives. Players can spend any of the fate points they currently have as a free action. Players can spend fate points on a natural 1 before, or after they draw from

the Deck of Fate. Players cannot spend more fate points than they have. Any number of fate points used subtract from their fate point total. Players cannot go below 0 by spending fate points.

Fate points are cumulative, and fate cards players draw will continue to add or subtract from their total every time one is drawn. Fate points are specific for

each character; they cannot be shared or transferred.

The card the player drew is replaced into the deck, and the deck is reshuffled.

Fate points reset to 0 after an extended rest/ night's sleep.

DM's points accumulate from every monster in the encounter into a single pool. The DM can spend points as a free action. The

DM's points are reset at the end of every encounter.

Fate points for any attack rerolls must be spent before damage is announced.

Examples of play:

Example 1

Player 1 rolls a natural 1 on a check to disarm a trap, and draws a card from the Deck of Fate. He

draws a + 3 card. He rolls a saving throw vs the ongoing fire he took from the trap and fails. He can choose to spend 2 fate points and reroll the save, leaving him with 1 fate point, or save the points for a later time. He chooses to save his fate points. Later, during combat, he rolls a natural one on an attack. He draws a + 1 from the Deck of Fate. Now his total number of fate points is + 4. Now that he has 4 fate points. He chooses to reroll

the attack he just made, the natural 1, leaving him with 1 fate point.

Example 2

Player 2 rolls a natural 1 on her attack roll. She draws a +1 card from the Deck of Fate. On her next turn, she rolls a natural 1 on her attack roll. She draws a -3 card from the Deck of Fate. Her total number of fate points is -2. She decides to use a move action

to jump across a pit to try and escape. She takes an opportunity attack, but passes the check. However, the DM spends 2 of the negative fate points she acquired to make her reroll the skill check. Now Player 2's Total Fate Points are equal to zero.

Favored or Disfavored

If fate is against the players, the DM can choose to remove as many “plus” cards from the deck as he/she chooses. If fate is favoring the players, the DM can choose to remove as many “minus” cards from the deck as he/she chooses.

+ 1

+1

+ 1

+ 1

+ 1

+ 1

+2

+2

+2

+3

-1

-1

-1

-1

-1

-1

-2

-2

-2

-3