

CRITS & FATE POINTS

When you get a Critical Success (rolling an unmodified 12 on an Attack or Check), you may choose one:

- 1 - Roll another d12 and add it to the result, potentially succeeding even on very difficult tasks.
- 2 - (If applicable), you may choose to invoke the CRITICAL EFFECT of the item or spell you made the roll with.
- 3 - You may gain a FATE POINT.

You can spend FATE POINTS on the table below, immediately triggering the effect listed. Spending FATE POINTS does not take an Action, you may purchase multiple effects at once, or the same effect multiple times, and you may even do so outside of your turn. The effect must have an immediate, valid target.

Unused FATE POINTS disappear after a Full Rest.

Cost (FP)	Effect
1	Add 1d8 to an attack or check you make.
1	Add 1d6 to an attack or check another creature makes.
3	Add 1d20 to an attack or check you make.
2	Add 3 to a check you make.
2	Subtract -1d4 from an attack or check another creature makes.
3	Subtract -1d6 from an attack or check another creature makes.
4	Subtract -1d8 from an attack or check another creature makes.
1	When you deal damage with an attack or spell, roll an additional damage die. If you would roll multiple sizes of damage die, use the largest.
3	The next time you deal damage with an attack or spell, it deals maximum damage.
2	Increase your Armor Class by 1 for 1 Round.
3	Increase your Armor Class by 2d4 for 1 Round.
3	Remove 1 Condition, or 1d4 Counters from a (Count) Condition, from yourself or another creature you can touch.
3	Prevent 1 roll on the Affliction table for yourself.
4	Prevent 1 roll on the Affliction table for another creature.
4	Negate all damage you would take from a single attack or spell.
2	Immediately switch places with a willing creature within 5ft. You may use this to become the target of an attack or spell that would have struck that creature.
2	Choose a creature you can see. The GM tells you one of the following of your choice: its Armor Class, a weakness or resistance to a damage type, or what kind of entity it is.
3	The GM tells you if a creature feels positively, negatively, or neutral about you, and whether it is being truthful.
2	State a goal, task, or objective, and how you are going about completing it. The GM indicates how likely this is to succeed, as a good or bad "gut feeling."
1	Pick a topic. The GM indicates a person or place you would know of that would have more information on it.

MY CURRENT FATE POINTS:



NOTES