

# Fate Points in the SIEGE Engine

Adapted from OGL Sources by Jason Vey

## Introduction

Fate Points are a mechanic that provides characters with the means to affect game play in small, but significant ways. They represent the actions of cinematic heroes, who always seem to make those dramatic comebacks, have sudden flashes of insight just in time, or call upon inner reserves of strength to fell the villain just when things look grim.

## Using Fate Points

A character always has a limited amount of Fate Points, and while the character replenishes this supply with every new level he or she attains, the rate of attrition can far outstrip the rate of gain. As such, players must use them wisely. A character can spend Fate Points to do any of these things:

- *Fortune's Favor*: alter a single d20 roll used to make an attack, attribute check, level check, or a saving throw.
- *Mighty Blow*: make a single, earth-shattering attack which also stands a chance of smashing the character's weapon.
- *Sound the Charge!*: Double the character's movement for the round.
- *Down But Not Out*: avoid death when reduced to below -10 Hit Points
- *Providence Smiles*: gain a Plot Break

**Fortune's Favor:** When a character spends 1 Fate Point to improve a d20 roll, add 1d8 to the d20 roll to help meet or exceed the target number. A character can declare the use of 1 Fate Point to alter a d20 roll after the roll is made—but only before the GM reveals the result of that roll (whether the attack or check or saving throw succeeded or failed).

**Mighty Blow:** When a character spends 1 Fate Point to make a single, earth-shattering attack, the attack is treated as though the player rolled a

Natural 20 on his attack roll; it automatically hits the opponent. Also, the attack does double the maximum possible damage for the attack. However, the character must then make a second, unmodified d20 roll; a result of 1-10 on the d20 means that the weapon shatters as a result of the mighty blow. Magic weapons gain a bonus to this roll equal to +1 per point of the weapon's bonus (so a +3 sword gains a +3 to this roll) plus an additional +1 for each special ability the weapon possesses. This ability is useful only in melee combat, and extra damage from special attacks such as sneak attacks does not double. A Fate Point can be used to achieve this effect only once per game session.

**Sound the Charge!:** A character can spend a Fate Point to double their allotted movement for a single round. This includes the ability to move full movement and still attack, rather than half, as in the *Castles and Crusades Player's Handbook*, page 115.

Unlike a normal Charge maneuver, characters spending a Fate Point can move up to their full base movement and attack, but do not gain a bonus to damage or penalty to Armor Class. However, spending a Fate Point to Sound the Charge effectively doubles the distance a character can cover to *take* a charge maneuver in order to gain this bonus and suffer this penalty (see Charge, C&C PHB p. 116). In effect, this maneuver allows a character to move up to their full base movement and make a normal attack, or to double the distance up to which they may make a charge maneuver.

**Down But Not Out:** When a character falls to at least -10 Hit Points or below, he is normally considered dead. Not so, if he has Fate Points to spend. Down But Not Out costs three Fate Points, and results in the character being reduced to exactly -10 Hit Points, and stabilized. The character must have three Fate Points to spend to use this ability, and may only call upon

it once per character level, and if he doesn't use it, it doesn't carry over. So a character who never has to use Down But Not Out at second level doesn't have two uses of it waiting when he gets to third.

**Providence Smiles:** By spending a Fate Point, a character can gain a small plot break that helps him in some minor way. He gains an important clue that he overlooked, just happens to be talking to the right person to get the information he needs, or has the cavalry come over the hill while he's in a hopeless situation. The player must describe exactly what the plot break is that his character gains, and the CK always has the right to overrule this use if he deems it improper, or if he has a good reason for the character to be in such a tight spot. If the plot break is overruled, the Fate Point is not spent. Characters can spend a point for Providence Smiles once per game session.

A character can only spend Fate Points once per round. If a character spends a point to strike a mighty blow, he or she can't spend another one in the same round to improve a die roll, and vice versa.

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Depending on the hero's character level (see the table below), the die type increases when spending 1 Fate Point to add to a roll. If the character does so, apply the highest result and disregard the other rolls.

Character Level	Fate Point Dice Rolled
1st–10th	1d8
10th–14th	1d10
15th–20th	1d12

### *Starting and Gaining Fate Points*

The number of Fate Points granted to characters is deliberately kept low, as the use of Fate Points creates an extremely heroic (bordering on legendary and mythic) game, and too many can result in very over-the-top play, rather than the cinematic bennies that they are intended to represent. Characters begin the game with 1-5 Fate Points (d4+1). Each level thereafter, the character gains one new Fate Point. In addition, at levels 5, 10, 15, and 20, the character gains a bonus of 1d4 Fate Points in addition to the normal one per level.

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