

Sheet1

Cost	Timing	Effect
1	End of session	Heal 1d8 damage per level
1	Special	May spend fate points (once) for another player
1	Before rolling a d20 for any reason	Add 1d4 to roll
1	When not in a populated area	Buy an item from "Ether"
1	When loot is being rolled	Suggest a class of item to be found
1	When bleeding	You stabilize
1	In a populated area	"Know a guy"
1	In a populated area	Add 10 Gold * Level * Level
1	Whenever	Change one spell prepared
2	Before rolling a d20 for any reason	Roll 2d4 and add the best die
2	At the start of a random hostile encounter	Cancel the encounter (no XP or other rewards)
2	Before a critical threat confirmation is rolled against you	Cancel the threat roll (it fails)
2	Whenever	Change prepared spells
3	After rolling any die (or dice) before effect is announced	Re-roll
3	During combat	Make a full round attack as a standard action
3	Before rolling a d20 for any reason	Roll 3d4 and add the best die
4	When brought to EXACTLY 0 HP	You retain one HP
4	Before rolling a d20 for any reason	Add 2d4 to roll
9	Before rolling a d20 for any reason	Add 3d4 to roll
16	Before rolling a d20 for any reason	Add 4d4 to roll
X	Special	Break a rule (GM's discretion)

Things that give you fate points:

- Gaining a level
- Completing a quest
- Good role playing
- Starting a session

Note: At the end of each session, all fate points past six are lost