Fate Points

All player characters have 1 fate at 1st level; adding an additional fate point at 4th level and every 4 levels thereafter (2 fate points at 4th level, 3 at 8th level and so on). These fate points replenish when your character levels up.

A single fate point can be replenished before leveling up by having your character do something inventive or heroic, or something that furthers the storyline and the group's enjoyment of the game.

A character may use a fate point to:

1] Re-roll a d20 roll made by a player character or an NPC.
2] Add 3 to a d20 roll made by a player character or an ally.
3] Have a character's wound stabilize when unconscious.
4] Negate a critical hit scored against a character.
5] Change a normal hit made by a character into a critical hit.
6] Have a character be left for dead when unconscious.
7] Change some minor detail about your surroundings (unlock a door, place a mundane object in a room), at the DM's discretion.
8] Change a failed ability check (including skill checks and saving throws) into a success with complications, at the DM's discretion.