

FATE

OPTIONAL RULES



The Norns weave the fate, or *wyrd*, of a character's life the moment he is born. Some fates are good, others bad. As an optional step during character duration, a hero may have part of his fate revealed, but if taken must be done before picking skills, traits, or special abilities.

A character wishing to tempt fate may draw a *single* card from the action deck and consult the appropriate table below. Shuffle the deck before each draw.

Once the character has drawn a card he cannot renege—his life story is unalterable. As has been said before, sometimes it is better not to know what the fates have in store.

Edges and Hindrances given by Fate do not count against the characters' starting allotment—they're free (even if the character doesn't meet the requirements).

RED SUIT

Card	Fate
2-3	<i>Will show some skill.</i> One extra skill point.
4	<i>Will achieve greatness through perseverance.</i> One extra benny.
5	<i>Will show great skill.</i> Two extra skill points.
6	<i>Will show no fear.</i> Gain Courageous.
7	<i>Will act with his head, not his heart.</i> Gain Strong Willed.
8	<i>Will be a true warrior.</i> Gain one Novice Combat Edge of his choice.
9	<i>Will be protected by the gods.</i> Gain Arcane Resistance.
10	<i>Will achieve great wealth.</i> Gain Rich.
Jack	<i>Will walk among heroes.</i> Each time the hero reaches a multiple of 10 Glory, the hero gains one extra point of Glory.
Queen	<i>Will win hearts.</i> Gain Charismatic.
King	<i>Will be a leader of men.</i> Gain Command.
Ace	<i>Will be a gifted hero.</i> Increase an attribute of the player's choice by one step, to a maximum of d12+1. During play, Edges can raise this to a maximum of 12+3.

BLACK SUIT

Card	Fate
2-3	<i>Will show little skill.</i> One less skill point.
4	<i>Will never fulfill his potential.</i> One less benny.
5	<i>Will always be inferior.</i> Two less skill points.
6	<i>Will quake with fear at shadows.</i> Gain Yellow.
7	<i>Will strive for greatness at great cost.</i> Gain Overconfident.
8	<i>Will refuse advice to his downfall.</i> Gain Stubborn.
9	<i>Will be shunned by one on high.</i> Gain God Cursed.
10	<i>Will forever crave blood.</i> Gain Bloodthirsty.
Jack	<i>Will never wield magic.</i> Gain Magic Forbiddance.
Queen	<i>Will never make friends.</i> Gain Mean.
King	<i>Will bear grudges against kith and kin.</i> Gain Vengeful (Major).
Ace	<i>Will be a failure.</i> One attribute of the player's choice can start no higher than a d4 during character generation. Furthermore, it can be increased no higher than a d8 through advances, except temporarily via magic.

JOKER

For good or ill, the hero has a strong *wyrd*. He may change his mind at this point and know nothing of the future, or learn of his destiny.

If he carries on, the hero draws *two* more cards. If the cards have the same value, the hero must discard one and draw again. If he draws another Joker, he draws another two cards, for a total of three boons and banes. Such a character will have his deeds retold by skalds through the ages to come.