

# Fatemark Houserules

VERSION 2.4.1



## MORALE

*Purpose: To represent the spirit and mood of characters, without resorting to giving exhaustion or damaging hit points.*

Each player can have a maximum of ten Morale points. The Fatemark corruption is slowly permanently removing your maximum Morale as it grows. Morale can be lost or gained per the **DM** to represent sprained ankles, sore muscles, weather conditions or party mood. If you lose Morale and have no remaining Morale points left to lose, you gain a level of Exhaustion instead.

## LEVELING HIT POINTS

*Purpose: To match the Vanguardians campaign and make things easy to remember.*

When rolling hit points during leveling, you can roll your Hit Die with advantage. Also, you can re-roll any natural 1 you roll. Don't forget to add your Constitution modifier!

## ALIGNMENT POINTS

*Purpose: To represent the change of morality throughout the campaign.*

Depending on characters moral actions during the campaign, the **DM** can assign points to the different alignments. If a spell or effect is based on the alignment of the character, the balance of these points represents the character's current alignment.

Chaotic/Lawful	Evil/Good
Lawful	Good
Neutral	Neutral
Chaotic	Evil

## RESURRECTION DC

*Purpose: To raise the stakes and make death a more significant risk.*

Every character has a resurrection DC set at 10, which might cause resurrection magic to fail. Each time a character is resurrected, the DC increases by 1.

## LONG RESTS

*Purpose: To encourage the party to take long rests in safe locations if possible, and have consequences for long rest combat interruptions.*

You can only exchange Morale for Inspiration (using your Fatemark feat) at the **end** of a long rest. If your long rest is interrupted by a combat encounter, everyone loses 3 Morale but does not gain any Inspiration (if your party expertly deals with the interruption, this loss of Morale may be handwaved). If you take a long rest in a **safe location**, such as the home of an ally or an inn, you automatically gain 1 Morale at the end of a long rest.

## SHORT BREAKS

*Purpose: To give the party the option to catch their breath without taking an entire hour.*

The party can take a Short Break of 5 minutes so everyone can roll a **single** hit die. The party can only take a single short break before they must take a short rest or long rest. A Short Break costs 1 Supply (for entire party, not per character).

## DEATH SAVING THROWS

*Purpose: To prevent the party from yo-yoing (healing after falling unconscious rather than before) and to raise the stakes.*

Failed death saving throws only reset at the **end** of a long rest. There are no other penalties for going unconscious or failing death saving throws

## HEALING POTIONS

*Purpose: To make drinking healing potions more effective and interesting.*

Any character can now freely drink a healing potion as a **bonus action**. However, if you choose to drink a healing potion as a full action, that healing potion will heal you to the maximum amount it can (no need to roll dice).

## TRAVELING

*Purpose: To track the party's progress through overland travel towards their destination.*

A day of travel consists of two or more stretches of continuous travelling, and one or more rests between them. For each stretch of traveling, someone in the party must make a skill check, such as a navigation or scouting check, creative or clever choices may result in bonus inspiration or morale. Players may also take the opportunity to roleplay, make plans, discuss events or simply describe their character's inner thoughts. Depending on the success of the skill check, or by the DM's discretion, the party may roll on the Complications Table or the Discovery Table for the region.

### SPEED RULE OF THUMB:

In 1 hour, you can move a number of miles equal to your speed divided by 10.

If you are traveling on land, you can make two 4-hour stretches of traveling, with one 1-hour rest between them. Every hour of travel beyond that requires a Constitution saving throw (DC is 10 + 1 for each hour of forced march) or suffer one level of exhaustion.

If you are traveling on foot, you have the option to move stealthily, at a fast pace or a normal pace.

If you are mounted on a flying creature, you can make three 3-hour stretches of traveling, with two 1-hour rests between them. The higher up you fly, the harder perception checks get, but the easier stealth checks become.

Slow/Cautious	2mph	16mi/day	3 hex/day
<i>group stealth checks</i>			
Normal/Casual	3mph	24mi/day	5 hex/day
-			
Fast/Hurried	4mph	32mi/day	6 hex/day
<i>-5 passive perception</i>			
Mounted/Normal	6mph	48mi/day	10 hex/day
-			
Mounted/Gallop	8mph	-	-
<i>for 1 hour max</i>			
Mounted/Flying	8mph	72mi/day	14 hex/day
<i>3 stretches, 2 rests</i>			

## MINION ENEMIES

*Purpose: To allow large numbers of weak enemies in the battle without taking up too much action economy and time.*

A single minion can take a turn at the end of an enemy's turn. Each minion can only take a single turn per round. At the end of the round, any minion that did not get a turn, can move up to its movement speed and takes the Dodge action. At the DM's discretion, Minions can sometimes be run with less hitpoints than their normal statblocks to represent epic battles where heroes are killing several weak enemies.

## SUPPLIES

*Purpose: To track food, water and general adventuring provisions with a single resource.*

Supplies represent all general adventuring provisions (rations, food, water, tools, torches, etc). Each Supply roughly represents a basic meal and general camp comforts. A Short Rest will consume 1 Supply per character, and a Long Rest will consume 2 Supplies per character. Additionally, at the end of a Long Rest, a character may choose to consume 1 additional Supply to gain 1 Morale. Each supply weighs 1 pound.

## CRIT CARDS

*Purpose: To make critical hits more interesting and provide more utility for spending Morale.*

There are three decks of Crit Cards (Melee, Ranged, Spell), which give additional bonuses to critical hits. When a character scores a critical hit, anyone may sacrifice 1 point of Morale to allow that character to draw a Crit Card from the appropriate deck.

### FATEMARK



#### Campaign feat

##### TIME TOUCH - 1 MORALE

Using your **Reaction** and **Bonus Action**, you can perform any **Action** except an attack. You must complete a short rest before you can do so again.

##### FATE WARD - 2 MORALE

After completing a **short rest**, you can touch another creature, and grant it **temporary hit points equal to twice your level + your Constitution modifier**. You must complete a long rest before you can do so again.

##### MARK OF INSPIRATION - 3 MORALE

After completing a **long rest**, you can spend 3 morale to gain a **d4 Inspiration Die**. If you already have Inspiration, you can instead increase the die to a **d6, d8, d10 or d12**.

##### MARK OF RESISTANCE - 4 MORALE

After spending at least a **week of downtime** in a **safe location**, you may spend 4 morale to gain a **Legendary Resistance**. If you **fail a saving throw**, you may choose to use this Legendary Resistance to succeed instead. You can only have one Legendary Resistance at a time.