

Written by
Jason Bulmahn

Graphic Design by
Jason Bulmahn

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Each character has a Destiny, a driving force or goal to guide them through their darkest moments. Destiny is chosen during character creation, but it can change during play due to circumstances of the story. Not every character is aware of their Destiny, and even if they are it is usually only as some goal or purpose. You might find that your Destiny has been completed, leaving you without one for a time, searching for a new calling to give you purpose. The following gives just a taste of how Destiny works in the game, with the full rules found on [MinotaurGames website](http://MinotaurGames.com).

Calling Upon Destiny

During play, you can call upon your Destiny in a few different ways. Each destiny has a specific skill or check that you can call upon in times of need. Whenever you are about to make that check, you can spend a hero point and roll two times, taking the better result, and adding a +2 bonus to the total. This is a fortune effect (meaning you cannot spend another point to reroll again).

In addition, each destiny has a special ability that you can use by spending a hero point. This ability is described in each destiny.

Sample Destinies

The following destinies are just a sample of the 15 that can be found on MinotaurGames.com, available now for all Patreon supporters at the Scholar tier and above!

Forgotten

It might seem like a curse to others, but you are destined to be forgotten, to blend into the world, acting as a silent force to enact change. This does not necessarily mean that you are a forgettable person, but that circumstances always conspire to ensure that you are never the center of attention. Your close friends and family will still know you for your deeds, as will anyone else you help directly, but word never seems to spread beyond these folk. You are the stranger, sliding through history making a difference in your own way, satisfied with the outcome but never the focus of the tale.

This might be fine with you, or it might be an endless source of frustration. If you finally find that you achieve the fame you deserve, this destiny might fade away, leading to another, more prominent future.

Destined Check Deception checks made to impersonate an ordinary person (not an individual) and Stealth checks made to hide.

Anathema Going out of your way to grab the spotlight, especially when it is for something minor or petty.

Blend Into a Crowd ♦ Move up to your speed and spend a Hero Point. If you end your movement in a crowd of people large enough to provide cover (usually about a dozen in a small area, more for larger areas, your fellow adventurers do not count) and not adjacent to any foe, you count as being hidden, just as if you had made a hide skill check. Unlike the skill you do not lose the hidden condition while moving so long as you remain within the crowd and do not take any hostile actions or cast a spell. Foes using magic to detect you will know that you are in the crowd, but have no ability to discern where you are. If you leave the crowd, but maintain at least cover from your foes, you can leave the area undetected.

Leader

Although you might come from humble beginnings, it is your destiny to lead. This might be something as small as a garrison or village or it could mean that you are meant to lead vast armies into battle, but in any case, there is something about you that causes people to follow you, to believe in your cause, and to rally to your side. The path to your

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destiny might be fraught with setbacks. Leaders must learn what it means to truly have people follow your command, even if that sometimes means sending those who trust you into danger, even when it means that they might not come back.

In the end, what you are born to be a leader of might be fleeting. Your grand goal accomplished, you might retire from command and return to a simpler life, where only your wits and your skills will see you through the day. Or maybe you will lead until the bitter end, facing impossible odds but standing resolute, knowing that your call made a difference.

Destiny Check Diplomacy skill checks.

Anathema Abandoning those who have come to look upon you for guidance and direction, especially while they are in danger or about to face a deadly threat.

Rally The Troops (fortune) You call out to your friends and allies, inspiring them with a speech, giving them hope, and preparing them to face the darkness that lies ahead of them. This requires you to spend at least 1 minute talking and to spend a Hero Point. For the next 10 minutes, everyone with 30 feet that hears your entire speech receives a hero point that can only be spent to reroll a check. It cannot be used to stave off death, nor is it expended if the character spends all their remaining hero points to do so. It also cannot be used on any Destiny rerolls or special abilities.

Revenge

Someone wronged you and no matter the cost, you are destined to have your revenge. They might have hurt or killed someone close to you, they might have caused you a great shame, or they might have even brought ruin to your home, but no matter the reason, you swore on that day that you would hunt them down and make them pay. For you to select this destiny, you must have enough knowledge about the target to be able to identify them in some way and it must be either a single individual or a small group of no more than a dozen members.

Assuming you are successful, what you do with the rest of your life is truly up to you. Revenge is rarely a destiny that one would continue pursuing unless there were many wrongs in need of righting.

Destiny Check Diplomacy skill checks to gather information, Survival skill checks made to track

Anathema Disregarding a clue that might lead you to the target or letting them get away to pursue some other goal or agenda.

Vengeful Strike ♦ **Effect** Conjuring forth all your pent-up rage, you channel it into one focused strike. Spend one Hero Point and make a single Strike with a melee or ranged weapon. This strike deals an additional weapon die of damage. If the strike deals damage, the target is frightened 1 (frightened 2 on a critical hit).

You can learn more about the



Campaign Setting at

MinotaurGames.com/Eventide

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