

WFRP2 Fortune Points

Modified by Sebastian Korgaard, www.faushlag.dk, 2007

Fortune Points are now regenerated over time instead of being replenished at the end of the day. Characters regain 1 Fortune Point a day, but can be awarded with additional or full points after heroic deeds.

Full regain of Fortune Points should be awarded to progressive characters who take fate into their own hands and further the happening of things. Like when a dedicated priest of Sigmar recovers a lost dwarfen artefact and return it to its rightful heirs, or when the main villain in a campaign is slain, etc.

Exempli Gratia: *Bountyhunter Paula La Paine has 3 Fortune Points of which she has used 2. Each night she will regenerate 1 until she is back on 3. However, the GM awards her full Fortune Points for the defeat of the notorious outlaw Olav Stephenson who has been terrorizing the locals.*