

Resting Points

A Resting point is a place where rest is obviously safer and more comfortable than simply taking a 5 minute rest anywhere. 'Chilling in the dungeon for 5 minutes' is enough to recharge encounter powers and spend surges, but a resting point allows more than that. A pleasant freshwater spring surrounded by edible fungi in the filthy underdark, a quiet pub in a dangerous city, and a vacant cottage in the haunted forest are all very peaceful and relaxing places to be when on a gruelling adventure.

When players reach a resting point, they gain one action point. They can also roll a d6 for each expended daily power to recharge that power on a 5 or 6. If they were relaxing for at least 5 minutes, they also gain the benefits of a short rest.

Resting points can be spontaneous. If you notice the players taking their time and enjoying themselves while in a place that is calm, safe, or offers physical comforts (pillows, food, drink), congratulate them and inform them that they have reached a resting point.

"You guys sure enjoyed yourselves chatting and drinking in the bar back there! You have reached a resting point."

Try to encourage the players to 'relax' in these situations. Encourage them to try to act like their characters would in their leisure time, hence developing characters and plot.

Players can search for resting points intentionally. If you allow it, they can make an appropriate skill check to attempt to find a peaceful place in an otherwise dangerous area. You decide the difficulty of finding a resting point. It could be easy, for example, in a market full of nice restaurants and lively taverns. It could be difficult, in a forest teeming with dangerous monsters. It could be impossible, in a city inhabited by the player's adversaries or a desert when no oases are nearby.

"You manage to find an empty bedroom in the barracks that would be a nice place for a break. There are beds, food, a tankard of ale, a large barrel of water, a fireplace for heating it, and an old ivory tub."

"You track a hog through the woods and eventually kill it, preparing a delicious meal of bacon for the party."

Don't allow players to 'spam' resting points. Let them know that they can only really get a morale boost while resting in this particular forest once or that there was only one freshwater spring in this particular dungeon. It sounds arbitrary, but you should be in control of when the players recharge daily powers. Reward original, creative thinking and discourage trying to use skills to find sanctuary between every combat.

Resting points can occur even when no short rest occurs. For example, the players' morale might shoot up after defeating the leader of an enemy army, rescuing the princess, or sounding the horn of the Helm Hammerhand. In this case the players gain the benefits of a rest point (even if in the middle of combat) but not the benefits of a short rest.

"The orc chieftain falls lifeless and drops her battle standard to the ground. You hear King Redmond's soldiers shout a victorious battle cry, and feel your blood surge with triumph."