

OPTIONAL RULE: Feats/Stunts

Your character may perform feats or stunts (these terms are synonymous) with a given ability. The system for feats/stunts is based on the Forcing Doors column of the Strength Table. The GM will decide if this optional rule is in use.

The GM can and should add modifiers to the starting value of 2 based on the inherent difficulty of a given feat of strength. Forcing open a door would be given a +0 modifier, while shoving over a large and heavy stone statue should be given a -1 to -3, if it is possible at all (in the GM's opinion). The GM can assign positive modifiers based on difficulty too, but any feat of strength that is easier than forcing open a door probably shouldn't even be rolled for. As a rule of thumb, only roll when there are consequences to a failed roll and a reasonable chance of failure at the feat.

Also, keep in mind that each -1 assigned to the roll shifts the likelihood of success by roughly 16.6%. Thus, modifiers should be applied with restraint. If allowed to roll, the character should always succeed on 1, regardless of modifiers.

Feat/Stunt Table	
Score	Modifier
3	-3
4 to 5	-2
6 to 8	-1
9 to 12	0
13 to 15	+1
16 to 17	+2
18	+3

A list of some tasks that the GM may want to their players to roll to perform follows. The list isn't exhaustive, nor could it be.

Strength: Force open a badly stuck door (+0); push over a large and heavy stone statue (-1 to -3 depending on size); bend the iron bars on a cell door (-3); lift a typical portcullis to knee height (-3).

When in doubt, use Strength when brawn is more important than finesse.

Dexterity: Move along a ledge narrower than your feet are long (+0); perform a diving roll or a backwards handspring (-1); walking across a tightrope over a chasm (-2); hurrying across the same tightrope (-3).

When in doubt, use dexterity when finesse is more important than brute force.

Constitution: Keeping down spoiled food (+0); resisting the intoxication from a night of heavy drinking (-1 to -3) for a turn. In the case of overindulgence in drink, failing the roll would inflict the same modifier on any attack rolls, as well as any other rolls that the GM considers appropriate.

When in doubt, use constitution when being hale and hearty is more important than brawn.

Intelligence: Puzzling out what someone that is speaking a language you do not understand is saying (+0); determine what you know about the laws in the area (-1); deciphering a letter in a foreign language (-2); deciphering the meaning of an inscription in a long dead language (-3).

When in doubt, use intelligence when education or logic is more important than intuition.

Wisdom: Get a sense of what an NPC might be thinking or feeling from their body language, facial expression, or tone of voice (+0); determining if you saw something move in the forest, beyond the edge of your campfire's light (+1); detect the faint scent of a ghouls at the scene of a grizzly murder (-2); get a sense of whether or not the villager who just ran up, begging you to get their coin purse back from the thief down that alley, is trying to deceive you (special*).

*Set the modifier equal to the inverse of the NPC's charisma stunt modifier. For instance, if the NPC has a charisma score of 5, the modifier would be +2. If the NPC instead had a charisma score of 18 (highly unlikely...), the modifier would be -3.

When in doubt, use wisdom when intuition is more important than education or logic.

Charisma: Trying to rally your comrades (retainers) to steady their nerves during a difficult battle (-2*); convince the guard that you weren't the one that stole a valued necklace from a local noble, honest (special**).

When in doubt, use charisma when you are carousing, trying to win over an audience with charm rather than reason, or accomplish something by force of personality alone.

*Succeeding at this roll increases the morale of your retainers by +2. This morale bonus decreases to +1 after one full round, and to +0 after another full round.

**Much like with with wisdom feats, set the modifier equal to the inverse of the NPC's wisdom stunt modifier.

SIDEBAR: When to Use Feats/Stunts

Intelligence, wisdom, and charisma stunts have the potential to derail encounters and obstacles that the GM has planned when used injudiciously. They should be incorporated with caution and sparingly to avoid lessening the enjoyment of the game for both GMs and players.

Intelligence stunts should not be used to solve a puzzle that the GM has designed to be solved by *the players* and not their characters. Individual GMs might decide to allow such a thing as the absolute last resort to keep the game moving, but they should be aware that doing so may make their players less interested in trying to solve future puzzles.

Like intelligence feats, wisdom feats can detract from encounters and player engagement if they are overused. Meanwhile, charisma feats run the risk of

derailing social encounters if they are employed too frequently or in too laissez-faire a manner. GMs should exercise caution, especially if wisdom or charisma feats begin to take the place of engaged roleplay.

As a rule, the GM should think very carefully before allowing the players to roll any feat that would directly counter or duplicate a class ability, such as allowing a wisdom feat roll to detect a thief using Hide in Shadows.

Like everything else in the game, a GM should do what is right for their table, and their decisions are final.

Finally, you will note that the feat/stunt system is designed to put all the dice rolls for it in the player's hands. For example, the GM calls for a player to roll a charisma feat when their character is trying to trick someone, and for the player to roll a wisdom feat when their character is trying to detect deception. The GM doesn't roll in those situations.