Handling Player Creativity

Player: "Can I use weather working to create a localized fog to hide our approach?"

GM Response: "That's awesome. This isn't a standard use, so it'll be a Stunt—roll d12 for Commune. If you succeed, you'll need to catch your breath before attempting another stunt, and the psychic effort will be draining."

Player: "Can my thermal sensitive detect if someone's lying by reading micro-temperature changes in their face?"

GM Response: "Absolutely. Make a Perceive check. On 5+, you sense deception. On 3-4, you get a vague impression but aren't certain. On 1-2, you misread the signals and might make a false accusation."

Player: "Can we befriend this wind serpent instead of fighting it?"

GM Response: "Maybe. It's territorial and aggressive, but if one of you has Deep Bonding, you could attempt to establish a connection. That would be a series of Commune checks over time. Without that ability, you'd need to find another way to earn its trust—offering food, protecting its nest, proving you're not a threat."

Key Principle: Say yes to creative solutions. Use Risk Oracle to assess difficulty. Let complications emerge naturally from bold choices.

Revision #6
Created 2025-11-28 13:28:17 UTC by zeruhur
Updated 2025-11-28 14:56:15 UTC by zeruhur