

Stunts

When you attempt something extraordinary—a **stunt**—you roll a **d12** instead of your skill rating.

Stunts represent heroic psychic feats, desperate gambits, or acts of ingenuity under pressure:

- Channeling weather working to redirect a superstorm
- Shadow-walking through the Deep Roads to bypass a collapse
- Deep-bonding with a wind serpent to intimidate bandits
- Using thermal sense to find a hidden geothermal vent

After attempting a stunt, you must catch your breath before attempting another.

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