

Dramatic Systems (Feats & Actions)

Automatic Feats:

These require the character to spend an action, but usually do not require a die roll

Blood Use (Healing, Augmenting Attributes, etc.)

Getting to Feet (take multiple action if want to carry out additional actions)

Movement (walk: 7 yds/turn, jogging: 12+DEX yds/turn, running: 20+(3xDEX) yds/turn)

Walking doesn't count as an action for dice pool purposes

Readying a Weapon (no roll req'd if no other action taken)

Yielding (forfeiting action on your initiative – can then act at end of turn)

Mortal Affairs:

Climbing (Dexterity + Athletics)

Encumbrance (Strength; may carry 25 pounds per point of STR without penalty)

Jumping (Strength, or Strength + Athletics)

Lifting (Strength; examples: STR 1 = rip a shirt/lift 40 lbs, STR 4 = smash barrel/lift 400 lbs)

Opening/Closing door or lock (Strength)

Swimming (Stamina + Athletics)

Throwing (Dexterity + Athletics)

Crime and Administration:

Bribery and Corruption (Intelligence + Politics; Manipulation + Commerce)

Buying and Selling (Manipulation + Commerce)

Gathering Rumours (Hearing News: Charisma + Alertness; also used Commerce, Etiquette, Politics, and Perception – among others)

Managing a Household or Business (Seneschal, plus Intelligence, Charisma, Leadership)

Pursuit (Dexterity + Athletics/Ride)

Shadowing (Dexterity + Stealth)

Sneaking (Dexterity + Stealth)

Tracking (Perception + Survival)

Inquiry (Perception + Investigation)

Interrogation (Manipulation + Empathy/Intimidation)

Intimidation (Strength/Manipulation + Intimidation)

Social Endeavors:

Carousing (Charisma + Empathy)

Fast-Talk (Manipulation + Subterfuge)

Seduction (Appearance + Subterfuge, Wits + Subterfuge, Charisma + Empathy)

Interaction at Court (Charisma + Etiquette)