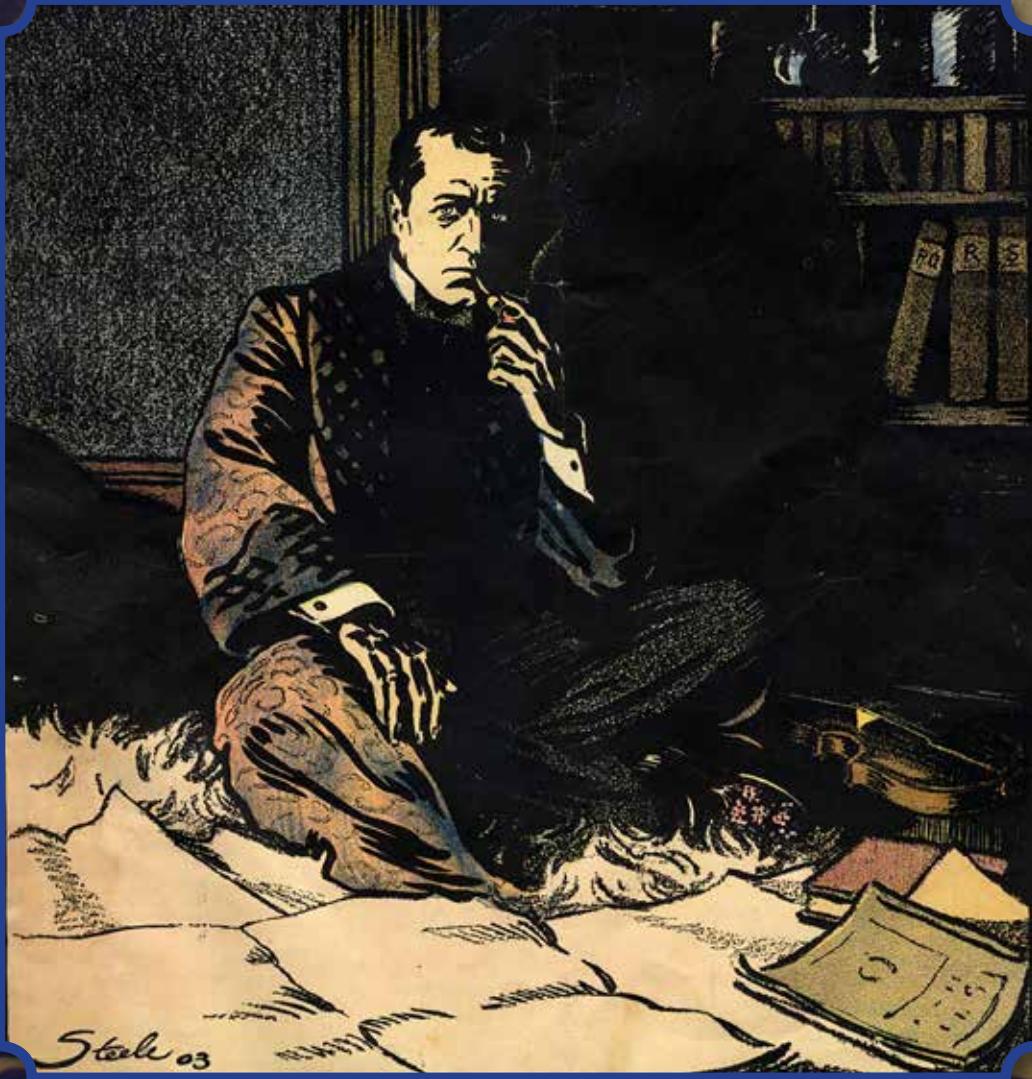


Castle Falkenstein

THE FEAT VARIATIONS

NEW WAYS TO CUSTOMIZE THE GREAT GAME



Stale 03

THE FEAT VARIATIONS

NEW WAYS TO CUSTOMIZE THE GREAT GAME

DRAMATIS PERSONAE

Devised by Captain Thomas Olam

Transcribed by Mister J Gray

With Gratitude to Captain Michael Alyn Pondsmith

Editorial Insight by Lord Lucus Palosaari and Captain Troy E. Daniels

Illustration and Layout Beautifully Rendered by Admiral Rick Hershey

All Business Matters Capably Executed by Lady Tristan Hershey

The Members of the Gaming Society of the Fat Goblin are Ben Dowell, Eric Hindley, Ismael Alvarez, J Gray, Jason Owen Black, Jeffrey Swank, John Bennett, Justice Mora, Kalyna Conrad, Kiel Howell, Kim Frandsen, Matt Roth, Michael Ritter, Rodney Sloan, Lucus Palosaari, Rick Hershey, and Troy Daniels

Grateful Appreciation is Given to the Allies of the Second Compact, who include Mistress Kristy Cutsforth (purveyor of fine paints and powders), Professor Stephanie Gray (Muse of Falkenstein), Dame Sophie Lagacé (Defender of the FATE), and Sir Edmund Metheny (Loving Consort).

The Developer of the Line is Mister J Gray

The Publisher of this Fine Work is Rick Hershey of Fat Goblin Games

The Feat Variations: New Ways to Customize the Great Game © 2017 Fat Goblin Games

ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

Visit us on Facebook, follow us on Twitter and check out our website at fatgoblingames.com.



This game references the Castle Falkenstein Roleplaying game, available from R.Talsorian Games, Inc. Castle Falkenstein and all associated logos and trademarks are copyrights of R. Talsorian Games, Inc. Used with permission.

Published under license from

R. Talsorian Games, Inc.



TABLE OF CONTENTS

The Hard Limit Variation	5	Gambling (CiF)	16
First Option	5	Glamour (CF/AoF)	16
The Half-Off Variation	7	Invention (CiF)	16
First Option	7	Helmanship (CF)	17
Second Option	7	Gunslinging (SS)	17
Ability Harmonics Option	8	Leadership (CiF)	17
The Dwarfish Requirement Variation	10	Marksmanhip (CF)	17
New Requirement Descriptions	11	Mesmerism (CiF)	18
Dwarfish Requirement Chart	11	Motoring (CiF)	18
Degrees of Success	12	Natural Sciences (CiF)	18
Examples of Abilities	12	Outdoorsmanship (CC)	19
Animal Handling (CC)	12	Perception (CF)	19
Animal Speech (CC)	13	Performance (CF)	19
Athletics (CF)	13	Physician (CF)	20
Charisma (CF)	13	Physique (CF)	20
Comeliness (CF)	13	Renown (SS)	20
Connections (CF)	14	Riding (CiF)	20
Courage (CF)	14	Shapeshifting (AoF)	21
Craftsmanship (CiF)	14	Social Graces (CF)	21
Education (CF)	15	Sorcerous Engineering (LN)	21
Etherealness (CF, AoF)	15	Sorcery (CF)	21
Exchequer (CF)	15	Stealth (CF)	22
Fencing/Fisticuffs (CF)	16	Tinkering (CF)	22

Honestly, Mike, I should have seen it coming. Back in your world there's a tendency to associate house rules with roleplaying games but the concept is as old as gaming itself. Just look at whist! There's bid whist, Boston whist, hearts whist, knock-out whist, and more! Travel to five different cities and chances are you'll end up playing five different variations of whist. Heck, duels have been fought over the right to decide which rules to play with!

So, it should come as no surprise that as soon as I published the Great Game over here people began developing their own house rules. In my travels around the world as part of my job as an Agent of the Second Compact I've run into hundreds of these variations. Some made sense and some didn't and at least one required the assistance of a Babbage Engine to implement! I've collected some of my favorites and sent them over to you via Faerie Express. I hope you enjoy.

Tom Olan

Hosts and Players of *Castle Falkenstein* should remember the golden rule of gaming is the only one which must be followed when playing.

“Don’t use a rule if it makes the game less fun.”

The rule variants presented in this document are optional ways to customize the Great Game to suit the play style of a group. They are not required and shouldn’t be used unless the group agrees they will improve the game for everyone.

THE HARD LIMIT VARIATION

Under the rules of *Castle Falkenstein* as written there are no limits to how many cards a Player can play when resolving a Feat. If they so desire, a Player can play their entire hand each time their Dramatic Character performs a Feat in order to maximize the outcome. While this tactic is perfectly legal, it can grow tedious over time and does little to encourage the sort of strategic thinking that can make the Great Game interesting. Some options for limiting this behavior, mostly involving limiting redraws, are presented on page 71 of *Comme il Faut*. The Hard Limit Variation offers another alternative by pegging the number of cards which can be played on a single Feat to the Dramatic Character's relative Ability Rank.

Hosts looking to use the Hard Limit Variation in their Adventure Entertainments should choose from one of the following options.

FIRST OPTION

The first option rewards skill over luck by placing harsher limits on how many cards can be played at lower Ranks. Using this option, few beginning Dramatic Characters will be able to play their entire hand on a Feat.

- If your Dramatic Character's Ability Rank is Poor or Average, they can only play 1 card on a Feat.
- If your Dramatic Character's Ability Rank is Good or Great, they can play 2 cards on a Feat.
- If your Dramatic Character's Ability Rank is Exceptional, they can play 3 cards on a Feat.
- If your Dramatic Character's Ability Rank is Extraordinary, they can play 4 cards on a Feat.

Like many roleplaying games, *Castle Falkenstein* makes use of a special lexicon when defining its rules. Knowing the definitions of the following terms will be useful when reading this document.

Ability: The skills and qualities which govern what a character is capable of. The various levels of an Ability are known as Ranks. Often known as skills or talents in other games.

Dramatic Character: The avatar through which a Player interacts with the world of *Castle Falkenstein*. Often known as a player character in other games.

Feat: An action undertaken by a character, usually involving an Ability and the playing of cards. Can succeed or fail depending upon the Requirement. Often known as an action or task in other games.

Host: The person who narrates and adjudicates a session of *Castle Falkenstein*. Often known as a referee, gamemaster, or storyteller in other games.

Host Character: A character controlled by the Host. Often known as a non-player character in other games.

Requirement: A number which must be beaten by a combination of Ability and cards played in order for a Feat to succeed. Often known as a difficulty number or target number in other games.

For example, famed ghost scholar Professor Doyle is attempting to spot evidence of fraud during a séance. The Professor's Perception (♦) has a Rank of Great (8), allowing him to play up to 2 cards. His Player, Lucus, plays the 3 of Hearts (worth 1) and the 10 of Diamonds (worth 10). With the value of these cards added to the value of his Ability, the Professor's total for the Feat is 19.

I'm always surprised to discover who plays the Great Game over here in New Europa. For example, during a visit to a Bayernese military academy I learned one of the instructors was using the game to simulate various battlefield scenarios with his students. Unfortunately, he had a problem.

"They aren't thinking strategically," he admitted to me, "Every time they have to perform a Feat they simply shove their way through and dump their entire hand to resolve the problem. They focus on overpowering the present obstacle with little thought as to the future and there is nothing in the rules to prevent it!"

It was, he explained, a bit like stabbing an enemy with a sword. Thrusting just a little ways into the heart allows you to kill the man and quickly withdraw your sword so you are ready for the next enemy. Run the man through and you're too busy kicking the man's corpse off your sword to defend against his angry friends!

I took his point and went to work on designing this variation.

SECOND OPTION

This second option allows Dramatic Characters more of a chance of "lucking their way into success" than the first by increasing the number of cards which can be played at most Ranks. Using this option, Dramatic Characters who are particularly skilled in an Ability will occasionally be able to play their entire hand on a Feat.

- If your Dramatic Character's Ability Rank is Poor, they can only play 1 card on a Feat.
- If your Dramatic Character's Ability Rank is

Average or Good, they can play 2 cards on a Feat.

- If your Dramatic Character's Ability Rank is Great, they can play 3 cards on a Feat.
- If your Dramatic Character's Ability Rank is Exceptional or Extraordinary, they can play 4 cards on a Feat.

For example, famed ghost scholar Professor Doyle is attempting to spot evidence of fraud during a séance. The Professor's Perception (♦) has a Rank of Great (8), allowing him to play up to 3 cards. His Player, Lucus, plays the 3 of Hearts (worth 1), the 10 of Diamonds (worth 10), and the 5 of Spades (worth 1). With the value of these cards added to the value of his Ability, the Professor's total for the Feat is 20.

The Hard Limit Variation is compatible with the original rules as presented in *Castle Falkenstein* and with the Fearful Harm & Greater Danger rules from *Comme il Faut*.



THE HALF-OFF VARIATION

In this variation, cards of the proper Suit (the card's Suit matches the Suit of the Ability being used) are still worth their full value but cards of an improper Suit (the card's Suit does not match the Suit of the Ability being used) might have a value higher than the normal 1 when played, depending upon which option a Host chooses to use.

FIRST OPTION

All cards of an improper Suit are worth half their face value, rounded down. Thus, for a Feat requiring Clubs, a 5 of Spades would have a value of 2 while a Queen of Hearts would have a value of 6. Using this option, Players will always have a card with a value higher than 1 to play on a Feat.

As an example, Professor Doyle has found himself in the odd position of having to fake a séance as part of a plan to escape the clutches of an evil mastermind. His Performance (♥) is Average (4) and he plays a 7 of Clubs and an 8 of Diamonds. Since neither card played is of the proper Suit, they are worth half value: 3 and 4 respectively. When the value of the cards are added to the value of his Performance, the Professor's total for the séance is 11.

SECOND OPTION

Only cards of the Suit which match the color of the appropriate Ability's Suit are worth half value. Clubs match Spades, and vice versa. Diamonds match Hearts, and vice versa. All other cards of the improper Suit have a value of 1. Thus, for a Feat requiring Clubs, a 5 of Spades would have a value of 2 while a Queen of Hearts would have a value of 1.

While visiting a chapter house of the Theosophic Masters of the White Lodge with Morrolan, I got into a discussion with their grandmaster, Madame Blavatsky. The topic eventually turned to the Great Game. She asked why, when a Dramatic Character is performing a Feat, they can only play one Suit at full value while cards of the other three Suits only have a value of 1. I attempted to explain the logic of game design and how I matched each Ability to a type of activity (emotional, intellectual, physical, and social).

"There lies your problem, Thomas," Madame Blavatsky said with the air of assured authority that tremendous knowledge and Magickal power tends to give a person, "You suggest these actions neatly conform to one aspect of the human experience but this is rarely true. Look at the dancer on stage. To properly perform, she must possess great physical acumen, complete emotional investment, awareness of the flow of the music, and a connection to her audience. A doctor performing surgery must have an intellectual understanding of anatomy, yes, but also steady hands, keen perception, and an empathic connection with the patient. You understand, do you not, Thomas? No action is an island."

I nodded my head in agreement and listened as Madame Blavatsky offered her ideas on how to change the rules of the Great Game to represent a "wholistic approach to the actions of human endeavor." I know better than to argue with the headmaster of a Sorcerous Order in her own house.

If using *The Second Tarot Variation* Wands match to Swords, and vice versa. Cups match to Pentacles, and vice versa.

Using this option, Players will have a card with a value higher than 1 to play on a Feat more often than they would under the standard rules of *Castle Falkenstein* but there is still a chance of holding a “dud hand.”

As an example, Professor Doyle has found himself in the odd position of having to fake a séance as part of a plan to escape the clutches of an evil mastermind. His Performance (♥) is Average (4) and he plays a 7 of Clubs and an 8 of Diamonds. The governing Suit for Performance is Hearts, which is red. The 7 of Clubs, which is black, has a value of 1 while the 8 of Diamonds, which is red, has a value of 4. When the value of the cards are added to the value of his Performance, the Professor’s total for the séance is 9.

Players of *Castle Falkenstein* sometimes get frustrated about having no good cards to play during a crucial moment in an Adventure Entertainment and the Half-Off Variation goes a long way towards solving that problem. Hosts, on the other hand, may discover this variation makes it too easy for Dramatic Characters to succeed at Feats. There are a few ways to solve this problem. The Half-Off Variation works best when used in concert with the other two variations introduced in this document. In addition, Hosts looking for another tool to give Players a reason to pause before playing a card of an improper Suit might consider adding the following option to the Half-Off Variation.

ABILITY HARMONICS OPTION

In *Castle Falkenstein*, when Sorcerers mix energies while casting a spell they create Harmonics. Essentially, the Spell is tainted by the improperly aligned thaumaturgic energy added to the mix and

something unexpected occurs. Something similar can happen to Abilities when cards of the improper Suit are played using the Half-Off Variation. With this option, a Dramatic Character’s attempt at a Feat might succeed but with unintended consequences.

To decide how Harmonics might influence a Feat, the Host should look at the cards played and determine which one with an improper Suit has the highest value. If two or more cards have the same value, the Host can either pick the Suit which fits the situation or choose at random.

Once the Host has chosen which Suit will alter the results of the Feat, they should decide on the results based on what type of activity the Suit normally governs. As a reminder, Clubs govern physical activities; Diamonds govern mental activities; Hearts govern emotional activities; and Spades govern social activities.

Hosts can use the following examples to help guide them in creating Harmonic effects for Feats in which improper cards were played.

If the Feat was a physical activity (Clubs)...

- With a Diamonds Harmonic, the Dramatic Character becomes physically fatigued but is still mentally sharp. After the Player draws back up to a full hand any Clubs they hold must be discarded. They should then once again draw up to a full hand. Repeat this as needed until the Player holds no Clubs in their hand.
- With a Hearts Harmonic, the Dramatic Character feels a flush of pride (if they succeeded at the Feat) or shame (if they failed at the Feat). If pride, for the rest of the session, the Dramatic Character must succeed at a Good Education Feat in order to back away from challenge or avoid a risk. If shame, the Dramatic Character must succeed at a Good Courage Feat in order to take a risk or face a challenge.

- With a Spades Harmonic, the Dramatic Character's physical prowess has attracted the wrong sort of attention. If the Feat failed, they become an easy mark for a criminal seeking to rob them. If the Feat succeeded, they become a target for a duelist looking for a new challenge.

If the Feat was a mental activity (Diamonds)...

- With a Clubs Harmonic, the Dramatic Character becomes mentally fatigued but is still physically strong. After the Player draws back up to a full hand, any Diamonds they hold must be discarded. They should then once again draw up to a full hand. Repeat this as needed until the Player holds no Diamonds in their hand.
- With a Hearts Harmonic, the Dramatic Character's judgement becomes clouded by their emotions. Their Abilities are reduced by one level for the rest of the scene.
- With a Spades Harmonic, the Dramatic Character seems to have caused some level of offense. The next time they reach out to an acquaintance for a favor or information they are refused.

If the Feat was an emotional activity (Hearts)...

- With a Clubs Harmonic, the Dramatic Character is overcome by the moment and suffers an amount of Constitutional Shock equal to one half the value of the Harmonic card, rounded down.
- With a Diamonds Harmonic, the Dramatic Character is shaken by the intensity of their emotions. Their Abilities are reduced by one level for the rest of the scene.
- With a Spades Harmonic, rumors begin to circulate about the Dramatic Character. There is no mechanical effect but these stories might influence how others interact with them.

If the Feat was a social activity (Spades)...

- With a Clubs Harmonic, the Dramatic Character's physical successes or failures make the papers. The publicity might not be welcome.
- With a Diamonds Harmonic, the Dramatic Character's actions enrage a rival. The effects might not be immediate but the rival will strike in some way in the near future.
- With a Hearts Harmonic, the Dramatic Character's activities attract the attention of the supernatural. A Faerie, spirit, or other strange being or creature becomes interested in the Dramatic Character and complicates their life in some way.

The Half-Off Variation is compatible with the original rules as presented in *Castle Falkenstein* and with the Fearful Harm & Greater Danger rules from *Comme il Faut*.



THE DWARFISH REQUIREMENT VARIATION

Castle Falkenstein normally has six levels of Requirement to determine how difficult a Feat is: Poor (2), Average (4), Good (6), Great (8), Exceptional (10), and Extraordinary (12). Ordinarily, Hosts have two basic options for making a Feat more difficult. First, they can play cards from their hand to increase the Requirement. Second, the Host can ask for a higher level of success on a Requirement. For example, a Host might decide a Dramatic Character must achieve a High Success to succeed at a particularly hard Feat.

The Dwarfish Requirement Chart expands the levels of Requirement from six to thirteen but, in doing so, eliminates the need a Host might have to play cards to make a Feat more difficult. Also on the chart is additional information to help Hosts choose the proper Requirement for a Feat, including the following.

- A descriptive term for seven of the new levels of Requirements, which are further expanded on after the chart.
- Where the Partial Successes, Full Successes, and High Successes of the original Requirement levels would fall on this chart.
- Where the original Requirement plus a 4 of an appropriate Suit (labeled as R+4), an 8 of the appropriate Suit (labeled as R+8), and an Ace (labeled as R+14) would fall on this chart.
- Because the new Requirements on this chart are all multiples of 2, some of the numbers indicated in the above mentioned categories have been rounded up.

Occasionally, I receive letters about the Great Game. Sometimes, the letters are fan mail from Hosts and Players who want to gush about how much they love my work. Just as often, though, the letters are critiques and discussions about how I can make the game better.

Not long ago I got a letter from a dwarfish teenager living in the DwarfKesh dwarfhold. He and his friends loved playing the Great Game but felt they had mastered the strategy of the cards and, thus, the game lacked a certain challenge. Their Dramatic Characters rarely failed at a Feat unless the Host happened to be holding a face card of the right Suit. Of course, my dwarfish fan also suggested a fix for the problem and included his notes on a new system which had thirteen levels of Requirement for Feats instead of the normal six, complete with a mathematical proof and probability simulations to back up his numbers. He even had the temerity to sign the letter as, “Saffron Gamemaster,” as if this house rule had somehow earned him his second name.

Personally, I don’t think he quite understands the storytelling aspect of the game but I’ll give him his due. The numbers are solid enough, his system does work, and I know there are some folks out there who want to either do away with the Host’s hand entirely or who just want more numbers in their *Castle Falkenstein* game. This variation is for them.

DWARFISH REQUIREMENT CHART

The New Requirement		... is Equivalent to...					
Name	Number	PR (2)	AV (4)	GD (6)	GR (8)	EXC (10)	EXT (12)
Elementary	2	Partial Success	—	—	—	—	—
	4	Full Success/ High Success	Partial Success	—	—	—	—
Simplistic	6	R+4	Full Success	Partial Success	—	—	—
	8	—	High Success/R+4	—	Partial Success	—	—
Laborious	10	R+8	—	Full Success/ R+4	—	Partial Success	—
	12	—	R+8	High Success	Full Success/ R+4	—	Partial Success
Challenging	14	—	—	R+8	—	R+4	—
	16	R+14	—	—	High Success/R+8	Full Success	R+4
Astounding	18	—	R+14	—	—	R+8	Full Success
	20	—	—	R+14	—	High Success	R+8
Dubious	22	—	—	—	R+14	—	—
	24	—	—	—	—	R+14	High Success
Improbable	26	—	—	—	—	—	R+14

NEW REQUIREMENT DESCRIPTIONS

The following descriptions will help Hosts better determine the Requirement of a particular Feat using the Dwarfish Requirement Variation.

- An **Elementary Feat (2)** is one in which all Dramatic Characters, no matter their training, can achieve some measure of success.
- A **Simplistic Feat (6)** is one in which Dramatic Characters with a Poor Ability have a chance at failure but all other Dramatic Characters can achieve some measure of success.
- A **Laborious Feat (10)** is one in which Dramatic Characters with a Poor/Average Ability will fail half the time but all other Dramatic Characters will usually succeed.
- A **Challenging Feat (14)** is one in which Dramatic Characters with a Poor/Average Ability will fail most of the time, Dramatic Characters with a Good/Great Ability will fail some of the time, but all other Dramatic Characters will usually succeed.
- An **Astounding Feat (18)** is one in which Dramatic Characters with a Poor/Average Ability can only very rarely succeed, Dramatic Characters with a Good/Great Ability will fail more often than they succeed, and all other Dramatic Characters will usually succeed.

- A **Dubious Feat (22)** is impossible for Dramatic Characters with a Poor/Average Ability, rarely possible for Dramatic Characters with a Good/Great Ability, and one in which even Dramatic Characters with an Exceptional/Extraordinary Ability will succeed only half the time.
- An **Improbable Feat (26)** is impossible for any Dramatic Character who does not have an Exceptional or Extraordinary Ability and even they will succeed only rarely.
- A **Partial Success** results when the Dramatic Character's total is equal to or greater than the Requirement but less than half again the Requirement.
- A **Full Success** results when the Dramatic Character's total is equal to or greater than half again the Requirement but less than double the Requirement.
- A **High Success** results when the Dramatic Character's total is equal to or greater than double the Requirement.

Perceptive Hosts will notice there are a number of unlabeled Requirements on the Dwarfish Requirement Chart. For example, 24 lies between Dubious (22) and Improbable (26) but the Requirement has not been assigned a label. These numbers exist for when Hosts determine that a Feat is a bit less or a bit more difficult than the labeled Requirements would suggest.

For example, Professor Doyle wishes to decipher a scroll scribed in Ancient Greek. The Host thinks this might normally be Challenging Feat (14) but remembers Professor Doyle has had luck reading Ancient Greek in an earlier Adventure Entertainment. Deciding previous experience makes the Feat a bit easier, the Host adjusts the Requirement down from 14 to 12.

DEGREES OF SUCCESS

Hosts who want to include degrees of success on a Feat can keep the original guidelines from *Castle Falkenstein*, which are reproduced below for the sake of convenience.

- A **Fumble** results when the Dramatic Character's total is less than $\frac{1}{2}$ the Requirement.
- A **Failure** results when the Dramatic Character's total is equal to or greater than $\frac{1}{2}$ the Requirement but less than the Requirement.

EXAMPLES OF ABILITIES

The following examples of Requirements for each Ability, using this variation, are provided here for the edification of the Host. Abilities which govern multiple powers, such as Creature Powers, Kindred Powers, and Poison do not have examples. The following abbreviations are used when denoting the origin book of an Ability: AoF (*The Memoirs of Auberon of Faerie*), CC (*Curious Creatures*), CiF (*Comme il Faut*), CF (*Castle Falkenstein*) LN (*The Lost Notebooks of Leonardo da Vinci*), SS (*Sixguns and Sorcery*).

ANIMAL HANDLING (CC)

- Convincing a hungry dog to eat a scrap of meat would be an **Elementary Feat (2)**.
- Convincing a friendly dog to allow you to pet it would be a **Simplistic Feat (6)**.
- Convincing a dog you trained to perform a series of tricks would be a **Laborious Feat (10)**.
- Convincing a guard dog which is unfamiliar with you to gnaw on a bone would be a **Challenging Feat (14)**.
- Convincing a well trained guard dog which is unfamiliar with you to gnaw on a bone would be an **Astounding Feat (18)**.
- Convincing a rabid dog to gnaw on a bone instead of attack you would be a **Dubious Feat (22)**.

- Convincing a dog bespelled by Magick to hunt you down to gnaw on a bone rather than attack you would be an **Improbable Feat (26)**.

ANIMAL SPEECH (CC)

- Communicating a single word to a member of a species whose speech you understand would be an **Elementary Feat (2)**.
- Communicating simple concepts to a member of a species whose speech you understand would be a **Simplistic Feat (6)**.
- Communicating complex concepts to a member of a species whose speech you understand would be a **Laborious Feat (10)**.
- Communicating simple concepts to a member of a species whose speech you do not understand normally would be a **Challenging Feat (14)**.
- Communicating complex concepts to a member of a species whose speech you do not understand would be an **Astounding Feat (18)**.
- Communicating simple concepts to a completely alien species would be a **Dubious Feat (22)**.
- Communicating complex concepts to a completely alien species would be an **Improbable Feat (26)**.

ATHLETICS (CF)

- Climbing a ladder would be an **Elementary Feat (2)**.
- Climbing a knotted rope would be a **Simplistic Feat (6)**.
- Climbing a normal, unknotted rope would be a **Laborious Feat (10)**.
- Climbing up a rock face with hand-holds would be a **Challenging Feat (14)**.

- Climbing up a rock face with few hand-holds would be an **Astounding Feat (18)**.
- Climbing up a slick, wet rock face with few hand-holds would be a **Dubious Feat (22)**.
- Climbing up a sheer rock face which has been coated in oil would be an **Improbable Feat (26)**.

CHARISMA (CF)

- Convincing your loyal servant to give you aid would be an **Elementary Feat (2)**.
- Convincing a loving relative to give you aid would be a **Simplistic Feat (6)**.
- Convincing a good friend to give you aid would be a **Laborious Feat (10)**.
- Convincing a friendly stranger to give you aid would be a **Challenging Feat (14)**.
- Convincing a suspicious stranger to give you aid would be an **Astounding Feat (18)**.
- Convincing an enemy to give you aid, even if it might benefit them would be a **Dubious Feat (22)**.
- Convincing an enemy to give you aid when it cannot possibly benefit them would be an **Improbable Feat (26)**.

COMELINESS (CF)

- Seducing a paramour during a moment of passion would be an **Elementary Feat (2)**.
- Seducing a prostitute when you have ample currency with which to pay would be a **Simplistic Feat (6)**.
- Seducing a receptive stranger who normally finds your physical type attractive would be a **Laborious Feat (10)**.

- Seducing a receptive stranger who normally finds your physical type unappealing would be a **Challenging Feat (14)**.
- Seducing a receptive guard away from their post would be an **Astounding Feat (18)**.
- Seducing an unreceptive guard away from their post would be a **Dubious Feat (22)**.
- Seducing a person of high moral conviction who has sworn an oath of fidelity or chastity would be an **Improbable Feat (26)**.

CONNECTIONS (CF)

- Learning the news of the day while in a city would be an **Elementary Feat (2)**.
- Learning the gossip of a particular group to which you belong would be a **Simplistic Feat (6)**.
- Learning gossip about a person with whom you are acquainted would be a **Laborious Feat (10)**.
- Learning gossip about a person with whom your acquaintances are acquainted would be a **Challenging Feat (14)**.
- Learning guarded secrets about a person with whom your acquaintances are acquainted would be an **Astounding Feat (18)**.
- Learning guarded secrets about a person with whom you have no direct or indirect connection would be a **Dubious Feat (22)**.
- Learning guarded secrets about a well protected individual, such as a celebrity or royalty would be an **Improbable Feat (26)**.

COURAGE (CF)

- Maintaining composure when exposed to a minor wound would be a **Elementary Feat (2)**.
- Maintaining composure when exposed to a decently preserved dead body would be a **Simplistic Feat (6)**.

- Maintaining composure when exposed to a bloodied dead body would be a **Laborious Feat (10)**.
- Maintaining composure when exposed to a mangled dead body would be a **Challenging Feat (14)**.
- Maintaining composure when exposed to a charnel house would be an **Astounding Feat (18)**.
- Maintaining composure when exposed to the full might and glory of a powerful Dragon or Faerie Lord would be a **Dubious Feat (22)**.
- Maintaining composure when exposed to creature so alien it is beyond all possible comprehension would be an **Improbable Feat (26)**.

CRAFTSMANSHIP (CfF)

- Whittling a stick so it can be used to cook food over a fire would be an **Elementary Feat (2)**.
- Whittling a stick so it can be used as a crude spear would be a **Simplistic Feat (6)**.
- Whittling a piece of wood so it vaguely resembles a bird would be a **Laborious Feat (10)**.
- Carving a piece of wood so that it resembles a recognizable but simple bird would be a **Challenging Feat (14)**.
- Carving a piece of wood into a saleable sculpture of a bird would be an **Astounding Feat (18)**.
- Carving a piece of wood into a sculpture of a bird which would win prizes in most art contests would be a **Dubious Feat (22)**.
- Carving a piece of wood into a sculpture of a bird so perfectly rendered it fools others into believing it to be a real animal without the benefit of paint would be an **Improbable Feat (26)**.

EDUCATION (CF)

- Knowing an extremely common piece of knowledge, such as a scrap of recent local history would be an **Elementary Feat (2)**.
- Knowing a common piece of knowledge, such as a information about recent national history would be a **Simplistic Feat (6)**.
- Knowing a somewhat common piece of knowledge, such as basic information about an important battle from your country's history would be a **Laborious Feat (10)**.
- Knowing an uncommon piece of knowledge, such as which regiments fought in a specific battle would be a **Challenging Feat (14)**.
- Knowing a somewhat uncommon piece of knowledge, such as the names of the regiment commanders who fought in a specific battle would be an **Astounding Feat (18)**.
- Knowing an obscure piece of knowledge, such as the specific strategies and movements used to start and end a specific battle would be a **Dubious Feat (22)**.
- Knowing a truly obscure piece of knowledge, such as the names of a dozen soldiers who died during a specific battle would be an **Improbable Feat (26)**.

ETHERALNESS (CF, AoF)

- Flowing through a hole or crack at least one inch wide would be an **Elementary Feat (2)**.
- Flowing through a hole or crack which is less than one inch wide would be a **Simplistic Feat (6)**.
- Slowly passing through a wooden door or wall would be a **Laborious Feat (10)**.

- Slowly passing through a stone door or wall would be a **Challenging Feat (14)**.
- Slowly passing through a door or wall made from non-ferrous metal would be an **Astounding Feat (18)**.
- Slowly passing through a door or wall made from steel (but not iron) would be a **Dubious Feat (22)**.
- Slowly passing through a door made from iron would be an **Improbable Feat (26)**.

EXCHEQUER (CF)

- Salvaging a scrap of food from the wastebins of a city would be an **Elementary Feat (2)**.
- Purchasing a loaf of bread would be a **Simplistic Feat (6)**.
- Paying for a nice meal at a quality restaurant would be a **Laborious Feat (10)**.
- Paying for a nice meal for yourself and several friends at a quality restaurant would be a **Challenging Feat (14)**.
- Purchasing a steam uniped on a whim would be an **Astounding Feat (18)**.
- Purchasing a steam automotive on a whim would be a **Dubious Feat (22)**.
- Purchasing a vane clipper on a whim would be an **Improbable Feat (26)**.

FENCING/FISTICUFFS (CF)

- Striking a large, immobile object would be an **Elementary Feat (2)**.
- Striking a large, immobile object without harming yourself or the weapon in the process would be a **Simplistic Feat (6)**.
- Striking an equally skilled partner at least once during a sparring match would be a **Laborious Feat (10)**.

- Striking an opponent who is somewhat better trained than you at least once during a sparring match would be a **Challenging Feat (14)**.
- Striking an opponent who is quite a bit better trained than you at least once during a sparring match would be an **Astounding Feat (18)**.
- Winning a sparring match against an opponent with superior training would be a **Dubious Feat (22)**.
- Winning a sparring match against an opponent with superior training while you are injured would be an **Improbable Feat (26)**.

GAMBLING (CIF)

- Playing a game you know without breaking the rules would be an **Elementary Feat (2)**.
- Winning a hand or two without winning the majority of the matches would be a **Simplistic Feat (6)**.
- Breaking even after a night of gambling with opponents of equal skill to you would be a **Laborious Feat (10)**.
- Winning money after a night of gambling with opponents of equal skill to you would be a **Challenging Feat (14)**.
- Successfully cheating while gambling against opponents who are not on guard against such measures would be an **Astounding Feat (18)**.
- Successfully cheating while gambling against opponents who are specifically watching for such trickery would be a **Dubious Feat (22)**.
- Walking away with most of a casino's funds after a night of gambling would be an **Improbable Feat (26)**.

GLAMOUR (CF/AoF)

- Making light brighter or shadows darker would be an **Elementary Feat (2)**.
- Creating indistinct shapes of light and shadow would be a **Simplistic Feat (6)**.
- Creating simple, static illusions would be a **Laborious Feat (10)**.
- Creating simple, animated illusions which register as real to all senses would be a **Challenging Feat (14)**.
- Creating complex, animated illusions which register as real to all senses would be an **Astounding Feat (18)**.
- Creating complex and animated illusions which remain in place for years after created would be a **Dubious Feat (22)**.
- Reshaping reality to create curses akin to that which affected Sleeping Beauty would be an **Improbable Feat (26)**.

INVENTION (CIF)

- Drawing crude plans for a simple device you are intimately familiar with would be an **Elementary Feat (2)**.
- Drawing crude plans for a complex device you are intimately familiar with would be a **Simplistic Feat (6)**.
- Drawing workable plans for a device you are intimately familiar with would be a **Laborious Feat (10)**.
- Inventing a simple improvement for an already existing device would be a **Challenging Feat (14)**.
- Inventing a complex improvement for an already existing device would be an **Astounding Feat (18)**.
- Inventing a new device based on existing technology would be a **Dubious Feat (22)**.

- Inventing an entirely new technology would be an **Improbable Feat (26)**.

- Successfully hitting multiple targets with the same bullet using trick shooting would be an **Improbable Feat (26)**.

HELMANSHIP (CF)

- Entering and exiting a new vehicle for the first time would be an **Elementary Feat (2)**.
- Working out how to start the engine of a vehicle with simple controls would be a **Simplistic Feat (6)**.
- Slowly piloting a vehicle about in a large, open space would be a **Laborious Feat (10)**.
- Successfully piloting a vehicle from starting point to destination without mishaps would be a **Challenging Feat (14)**.
- Successfully performing a simple maneuver while engaged in vehicle to vehicle combat would be an **Astounding Feat (18)**.
- Successfully performing a complex maneuver while engaged in vehicle to vehicle combat would be a **Dubious Feat (22)**.
- Pushing a vehicle to perform past all expectations while not breaking it entirely would be an **Improbable Feat (26)**.

GUNSLINGING (SS)

- Drawing your gun quickly enough to fire it the next turn would be an **Elementary Feat (2)**.
- Drawing your gun quickly enough to fire it during the current turn would be a **Simplistic Feat (6)**.
- Spin-cocking a rifle or pumping a shotgun one handed would be a **Laborious Feat (10)**.
- Successfully performing a ricochet shot would be a **Challenging Feat (14)**.
- Successfully shooting a weapon out of a person's hand would be an **Astounding Feat (18)**.
- Successfully shooting a hard to hit target such as a swinging piece of rope or chain would be a **Dubious Feat (22)**.

LEADERSHIP (CfF)

- Ordering an employee or servant to perform a task which is part of their duties would be an **Elementary Feat (2)**.
- Ordering an employee or servant to perform a task which is not part of their duties but not too much of an imposition would be a **Simplistic Feat (6)**.
- Ordering an employee or servant to perform a task which is not part of their duties and which would be something of an imposition would be a **Laborious Feat (10)**.
- Ordering a receptive stranger to perform a simple task would be a **Challenging Feat (14)**.
- Ordering an un receptive stranger to perform a simple task would be an **Astounding Feat (18)**.
- Ordering an enemy to perform a simple task would be a **Dubious Feat (22)**.
- Ordering your arch-rival to perform any task would be an **Improbable Feat (26)**.

MARKSMANSHIP (CF)

- Shooting a large, immobile target from close range would be an **Elementary Feat (2)**.
- Shooting a large, immobile target from a weapon's effective maximum range would be a **Simplistic Feat (6)**.
- Shooting a human sized, immobile target would be a **Laborious Feat (10)**.
- Shooting a moving, human sized target would be a **Challenging Feat (14)**.
- Shooting a small, moving target would be an **Astounding Feat (18)**.

- Shooting a small, moving target while avoiding being shot yourself is a **Dubious Feat (22)**.
- Shooting off the wings of a fly would be an **Improbable Feat (26)**.

MESMERISM (CIF)

- Making a relaxed, receptive subject a bit woozy **Elementary Feat (2)**.
- Making a relaxed, receptive subject quite dizzy would be a **Simplistic Feat (6)**.
- Placing a relaxed, receptive target into a light trance during which they will answer simple questions would be a **Laborious Feat (10)**.
- Making a relaxed but unreceptive subject dizzy would be a **Challenging Feat (14)**.
- Convincing a relaxed but unreceptive subject the item they are holding is something entirely different would be an **Astounding Feat (18)**.
- Convincing a hostile subject to perform a simple action which will not harm them is a **Dubious Feat (22)**.
- Placing a hostile subject in a deep trance in which they will answer any question would be an **Improbable Feat (26)**.

MOTORING (CIF)

- Entering and exiting a new vehicle for the first time would be an **Elementary Feat (2)**.
- Working out how to start the engine of a vehicle with simple controls would be a **Simplistic Feat (6)**.
- Slowly driving a vehicle about in a large, open space would be a **Laborious Feat (10)**.
- Successfully driving a vehicle from starting point to destination without mishaps would be a **Challenging Feat (14)**.

- Successfully driving a simple maneuver while engaged in a multiple vehicle race would be an **Astounding Feat (18)**.
- Successfully driving a complex maneuver while engaged in a multiple vehicle race would be a **Dubious Feat (22)**.
- Pushing a vehicle to perform past all expectations while not breaking it entirely would be an **Improbable Feat (26)**.

NATURAL SCIENCES (CIF)

- Knowing an extremely common piece of knowledge, such as the name of a plant which grows commonly near your community would be an **Elementary Feat (2)**.
- Knowing a common piece of knowledge, such as the culinary uses for a plant which grows commonly near your community would be a **Simplistic Feat (6)**.
- Knowing a somewhat common piece of knowledge, such as the medicinal uses for a plant which grows commonly near your community would be a **Laborious Feat (10)**.
- Knowing an uncommon piece of knowledge, such as the name and uses for a plant which grows in your country but not near your community would be a **Challenging Feat (14)**.
- Knowing a somewhat uncommon piece of knowledge, such as the name and uses for a plant which normally grows only in another country would be an **Astounding Feat (18)**.
- Knowing an obscure piece of knowledge, such as the name and uses for a plant which is either extinct or mythical would be a **Dubious Feat (22)**.
- Knowing a truly obscure piece of knowledge, such as the name and uses for a plant which is native to a world Beyond the Faerie Veil would be an **Improbable Feat (26)**.

OUTDOORSMANSHIP (CC)

- Surviving for a full day in your garden in mild weather without access to provisions would be an **Elementary Feat (2)**.
- Surviving for a full day in the wild in mild weather without access to provisions would be a **Simplistic Feat (6)**.
- Surviving for a full day in the wild in inhospitable, but not freezing, weather without access to provisions would be a **Laborious Feat (10)**.
- Surviving for a full day in the wild in freezing weather without access to provisions would be a **Challenging Feat (14)**.
- Keeping alive both yourself and comrades in the wild in freezing weather without access to provisions would be an **Astounding Feat (18)**.
- Surviving for a full day on the arctic shelf without access to provisions would be a **Dubious Feat (22)**.
- Surviving for a full day in the Faerie Veil without access to provisions or aid would be an **Improbable Feat (26)**.

PERCEPTION (CF)

- Noticing your watch is running backwards would be an **Elementary Feat (2)**.
- Finding your watch when it has been thrown into a drawer full of other watches would be a **Simplistic Feat (6)**.
- Noticing a watch you consult every day has a scratch on the inside of the lid would be a **Laborious Feat (10)**.
- Noticing a watch you consult every day has been switched out with a fake which looks the same but weighs a different amount would be a **Challenging Feat (14)**.
- Noticing a man who you know to have perfect

vision is now holding his watch closer to his face to read the time would be an **Astounding Feat (18)**.

- Noticing the faint smell of pine sap, a substance commonly used in disguise adhesives, on a man consulting his watch across the room would be a **Dubious Feat (22)**.
- Noticing a man has exactly thirty-four freckles on his cheeks when before he had exactly thirty-six freckles on his cheeks would be an **Improbable Feat (26)**.

PERFORMANCE (CF)

- Singing a pub song along with other drunkards without disrupting the proceedings would be an **Elementary Feat (2)**.
- Singing a hymn in church as part of the congregation without disrupting the proceedings would be a **Simplistic Feat (6)**.
- Singing a lullaby to soothe a sleepy infant would be a **Laborious Feat (10)**.
- Singing a solo to applause during an amateur production would be a **Challenging Feat (14)**.
- Singing a solo to applause during a professional production would be an **Astounding Feat (18)**.
- Singing a solo to a standing ovation during a professional production would be a **Dubious Feat (22)**.
- Singing a song to bring tears to the eyes of murderous Unseelie would be an **Improbable Feat (26)**.

PHYSICIAN (CF)

- Tending to a scratch or small cut would be an **Elementary Feat (2)**.
- Tending to a mild illness would be a **Simplistic Feat (6)**.

- ⦿ Tending to an intense but common illness would be a **Laborious Feat (10)**.
- ⦿ Properly setting a broken bone or sewing up a deep gash would be a **Challenging Feat (14)**.
- ⦿ Successfully performing single surgery on the body would be an **Astounding Feat (18)**.
- ⦿ Successfully performing multiple surgeries on a patient who has suffered severe physical trauma would be a **Dubious Feat (22)**.
- ⦿ Successfully performing surgery to repair a damaged brain would be an **Improbable Feat (26)**.

PHYSIQUE (CF)

- ⦿ Picking up twenty pounds would be an **Elementary Feat (2)**.
- ⦿ Picking up fifty pounds would be a **Simplistic Feat (6)**.
- ⦿ Picking up one-hundred pounds would be a **Laborious Feat (10)**.
- ⦿ Picking up two-hundred pounds would be a **Challenging Feat (14)**.
- ⦿ Picking up three-hundred pounds would be an **Astounding Feat (18)**.
- ⦿ Picking up five-hundred pounds would be a **Dubious Feat (22)**.
- ⦿ Picking up a thousand pounds would be an **Improbable Feat (26)**.

RENNOWN (SS)

- ⦿ Your family having knowledge of who you are would be an **Elementary Feat (2)**.
- ⦿ Your community having knowledge of who you are would be a **Simplistic Feat (6)**.
- ⦿ Your community knowing not just your identity but a few of your greatest deeds would be a **Laborious Feat (10)**.

- ⦿ Becoming a folk hero within the territory, state, parish, or other region surrounding your community would be a **Challenging Feat (14)**.
- ⦿ Becoming a topic of conversation across your country would be an **Astounding Feat (18)**.
- ⦿ Having your deeds become a topic of conversation in global newspapers would be a **Dubious Feat (22)**.
- ⦿ Having your legend spreading Beyond the Faerie Veil would be an **Improbable Feat (26)**.

RIDING (Cf)

- ⦿ Riding a placid horse while someone walks alongside, holding the reigns would be an **Elementary Feat (2)**.
- ⦿ Riding a horse trained to carry a rider would be a **Simplistic Feat (6)**.
- ⦿ Riding a somewhat spirited horse who has no incentive to buck you would be a **Laborious Feat (10)**.
- ⦿ Riding a horse in a race and crossing the finish line without incident would be a **Challenging Feat (14)**.
- ⦿ Performing tricks while sitting, or standing, in the saddle would be an **Astounding Feat (18)**.
- ⦿ Breaking a wild horse to bridle would be a **Dubious Feat (22)**.
- ⦿ Breaking a wild horse whose veins run with Faerie blood would be an **Improbable Feat (26)**.

SHAPESHIFTING (AoF)

- ⦿ Shapeshifting into an imperfect, horrific copy of a form which sags, drips, and oozes would be an **Elementary Feat (2)**.
- ⦿ Shapeshifting into a form of a creature of similar size to your own would be a **Simplistic Feat (6)**.

- Shapeshifting into a form or an inanimate object of similar size to your own would be a **Laborious Feat (10)**.
- Shapeshifting into a form of a creature or object up to the size of an elephant would be a **Challenging Feat (14)**.
- Maintaining a shapeshifted form when touched with steel would be an **Astounding Feat (18)**.
- Maintaining a shapeshifted form when touched with iron would be a **Dubious Feat (22)**.
- Maintaining a shapeshifted form indefinitely, with no need to ever change back except if touched by Cold Iron would be an **Improbable Feat (26)**.

SOCIAL GRACES (CF)

- Using basic manners, such as saying “please” and “thank you”, would be an **Elementary Feat (2)**.
- Knowing the proper form of address when speaking to those of a higher social class would be a **Simplistic Feat (6)**.
- Performing a decent waltz without making a complete fool of yourself would be a **Laborious Feat (10)**.
- Surviving a formal dinner without making a faux pas would be a **Challenging Feat (14)**.
- Impressing all present with your poise and grace during a diplomatic event would be an **Astounding Feat (18)**.
- Defusing the temper of a livid Dragon Lord with your social acumen would be a **Dubious Feat (22)**.
- Gaining the love and gratitude of a hostess despite showing the ultimate rudeness to her by attending a social event without an invitation, would be an **Improbable Feat (26)**.

SORCEROUS ENGINEERING (LN)

- Carefully carrying a portable Magickal Engine in peaceful circumstances without disrupting the delicate mechanisms would be an **Elementary Feat (2)**.
- Carefully carrying a portable Magickal Engine on a battlefield without disrupting the delicate mechanisms would be a **Simplistic Feat (6)**.
- Properly tuning a simple Magickal Engine (difficulty 20 or lower) with the help of detailed instructions would be a **Laborious Feat (10)**.
- Properly tuning a complex Magickal Engine (difficulty 20+) with the help of detailed instructions would be a **Challenging Feat (14)**.
- Properly tuning a Magickal Engine by yourself would be an **Astounding Feat (18)**.
- Constructing a Magickal Engine based on existing plans would be a **Dubious Feat (22)**.
- Planning and constructing a completely new Magickal Engine would be an **Improbable Feat (26)**.

SORCERY (CF)

- Noticing an immense, flashy, and physical effect and realizing it might be Magick would be an **Elementary Feat (2)**.
- Noticing a more subtle physical effect and realizing it might be Magick would be a **Simplistic Feat (6)**.
- Feeling a shiver down your spine when Magick is being worked near you would be a **Laborious Feat (10)**.
- Hazily perceiving the flow of Thaumaturgic Energy around you would be a **Challenging Feat (14)**.
- Clearly seeing the etheric knots which lie beneath the surface of the mundane and

comprise all energy and matter would be an **Astounding Feat (18)**.

- Meditating and identifying all Spells being worked within a mile of you would be a **Dubious Feat (22)**.
- Meditating and identifying all Spells being worked within ten miles of you would be an **Improbable Feat (26)**.

STEALTH (CF)

- Sneaking past a guard who has been heavily drugged would be an **Elementary Feat (2)**.
- Sneaking past a guard who is in a deep sleep would be a **Simplistic Feat (6)**.
- Sneaking past a guard who is lightly dozing would be a **Laborious Feat (10)**.
- Sneaking past an alert but not particularly perceptive guard would be a **Challenging Feat (14)**.
- Sneaking past an alert pair of guards who are working together to survey the area would be an **Astounding Feat (18)**.
- Sneaking past a pair of guards and their specially trained hound would be a **Dubious Feat (22)**.
- Sneaking past someone of exceptional observational powers, such as James Moriarty or Sherlock Holmes, would be an **Improbable Feat (26)**.

TINKERING (CF)

- Operating a simple device without breaking it would be an **Elementary Feat (2)**.
- Operating a complex device after being given training would be a **Simplistic Feat (6)**.
- Learning how to operate a complex device without the benefit of training would be a **Laborious Feat (10)**.

- Repairing a simple device without aid but with the proper tools would be a **Challenging Feat (14)**.
- Repairing a complex device without aid but with the proper tools would be an **Astounding Feat (18)**.
- Inventing a new device without aid but with the proper tools would be a **Dubious Feat (22)**.
- Inventing an amazing innovative device, such as a powered flying machine or a death ray would be an **Improbable Feat (26)**.

The Dwarfish Requirement Variation is compatible with the original rules as presented in *Castle Falkenstein*. It is not compatible with the Fearful Harm & Greater Danger rules from *Comme il Faut*.

