ARCANIS
THE WORLD OF SHATTERD EMPIRES

Ask the Stat Monkey

OFFICAL FAQ & ERRATA DOCUMENT
ARCANIS: THE ROLE PLAYING GAME
VERSION 2.0 - MAY 7, 2012

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FAQ NEW QUESTIONS IN AS OF VERSION 3.0 IN RED

THE BASICS

Question: How do die bumps effect weapons with multiple weapon damage die?

Answer: All of the weapons base damage die would benefit from the die bump, a flintlock, normally 2d6, would deal 2d8 damage, with the rifle's 2d12 damage becomes 2d12+4.

Hero Creation

Question: Can you pick the same skill more than once if the step you're on says you need to pick multiple skills? For example, the Martial Archetype says pick 3 Combat skills. Could I pick Melee (Balanced) for all three of them?

Answer: No, you may only acquire 1 rank during each step of character creation. So, with the Martial Archetype for example, you must choose three different Combat skills. However, you could also gain ranks in Melee (Balanced) at a different step of character creation, such as your Background.

Question: Do you use the Arcane Archetype or the Divine Archetype to make a Sorcerer-Priest of Sarish?

Answer: You can use either Archetype to make a Sorcerer-Priest of Sarish. Your choice will determine your starting skills and Talents as well as your Archetype specific advancement options. If you select the Divine Archetype you gain the Talent: Arcane Spell Casting: Sorcerer-Priest of Sarish instead of gaining the Divine Spell Casting Talent.

Question: When you gain the Armor Proficiency Talent granted by the Divine Archetype, do you get all armors that match or are you limited to a number of armors equal to your Passive Logic value?

Answer: You gain proficiency in all armors favored by your deity.

Question: What armors qualify as leather for the "Any Leather" Armor Proficiency? What about for "Any Cuirass" and "Any Lorica"?

Answer:

• Any Leather: Armored Jacket, Leather Armor, Studded Leather, Boiled Leather, Lorica Musculata, Milandisian Leather Cuirass, Sicarite Studded Leather and Sicarite Reinforced Leather

• Any Cuirass: Milandisian Leather Cuirass and Milandisian Gothic Cuirass

• Any Lorica: Lorica Musculata, Lorica Hamata, Lorica Squamata, Lorica Segmentata, Royal Coryani Lorica Musculata and Cataphractos Segmentata.

Question: When you gain proficiency with armor or weapons common to your starting nation, how do you know which ones those are?

Answer: The list of weapons and armor common to each starting nation can be found in Table 2-27 Regional Weapons and Armor on page 235.

Question: If you are proficient with at least one armor of a particular type (Light, Medium or Heavy) does that qualify you for things that require that type of armor proficiency as a prerequisite? For example, if you have the Divine Archetype and gain Armor Proficiency with Any Leather, you're considered to have Armor Proficiency: (Medium) because Sicarite Reinforced Leather is a Medium armor, correct?

Answer: Correct. So in that case you could take Armor Proficiency: (Heavy) if you wanted.

Attribute Die

Question: If an attribute die is increased to d12+2, and it explodes, do I add the +2 bonus to each die roll?

Answer: No, the +2 is only applied to the primary die roll.

Question: When rolling more then one Attribute Die, are both Attribute Die able to explode?

Answer: Yes, ANY time you roll an Attribute Die, they can explode.

Backgrounds

Question: During character creation, can you choose different equipment of equivalent value for your starting gear? (For example, switching out a broadsword for a different weapon)

Answer: You may not trade equipment in for other equipment during character creation. Once you start your first Adventure, you're always free to sell it. You can sell equipment for 10% of the standard purchase value as described on page. 230. Thus your Broadsword will fetch you 3 Sc and 50 Cc.

Question: The Initiate of The Gods lists under Talents: "Weapon Training (deity's chosen weapon)", then tells you to look at the "Special" statements below. There are none that apply to this.

Answer: The reference to the "Special" statement is an error and should be ignored, this has been covered under errata (at the end of this document).

Question: The Initiate of the Gods only lists one Talent. Is that a mistake?

Answer: It's not a mistake. The Initiate of the Gods only gets one Talent because they are the only caster background which grants a Combat skill and an Arcanum skill, making them the best warrior/caster combo at character creation. Backgrounds do not follow a set formula, some grant more starting equipment, while others grant an additional skill or Talent.

Question: Some Backgrounds grant a Light Warhorse in their equipment, but there are no stats for a Light Warhorse in the Natural Animals section (page. 322 and 323)

Answer: Use the Stats for the Riding Horse on page 323.

Question: I was playing around with the idea of playing a knight type and was looking at starting as a squire. They get armor training but don't start with any armor. Is that correct or an oversight?

Also, it says they start with 2 one handed weapons. Does a shield constitute a weapon since there are weapon tricks associated with them?

Answer: Squires from poor families can get by with leather until they win war spoils. The Heirloom Talent is always an option for the wealthier types.

And as for your second question, Shields are listed in the weapons table, thus they are fair game.

Skills

Question: I am assuming since no speed is mentioned that an Acrobatics roll to bypass an opponent is done in conjunction with another move. What is the speed if this is blocked? Is it the full move speed, or if the block resulted in no movement at all is it different? Also, can this be done as part of a 5' or 10' adjust, or does it need to be a full move?

Answer: Correct Acrobatics in preformed *as part of any move action,* if the character attempting to use acrobatics is blocked... (Page 140 of the PDF.. Bypass an Opponent) If you fail, you cannot bypass the opponent, and may not move any further. Thus you are stopped in your tracks and must still pay the fill speed cost for the move. So even if you only moved 10' during a cautious advance, you still use up 4 ticks.

Question: I've seen the term Interaction skills such as in the Bloodthirsty Flaw. Is this another term for Social skills?

Answer: Yes. Interaction skills and Social skills are one and the same.

Question: "Athletics: Fighting While Balancing" and "Athletics: Accelerated Movement" both refer to taking Acrobatics action rolls. Is this an error or should these uses be listed under Acrobatics instead?

Answer: Those are not typos; they are sub-uses of the Balance action skill use. We did this for ease of reference as we found it cumbersome to have some Balance rules under Athletics and some under Acrobatics.

Talents

Question: If you already possess Arcanum (Sorcery) as a Trained skill and you pick the Known to His Chosen Talent, do you also learn another spell from the Blood or Wards Tradition via this Talent?

Answer: Yes, but as the rule states if you possess Arcanum (Sorcery) as a Trained skill you gain a +1 bonus to all Arcanum (Sorcery) Action Skill Rolls.

Question: Do Talents stack with themselves?

Answer: Unless specifically allowed though the talent's text (for example Loyal Companion) they don't, a fine example of this is the Tired masterful defense talent in Codex of Heroes, the bonus your hero gains from the talent increases, it does not stack with the bonuses from lower tiers.

Question: Are you your own ally?

Answer: No

Question: When 'swapping' backgrounds with the Emergent Soul Fate ability (or by failing a Horror Check) with the Fractured Soul Talent, what happens with your "original" background and your "new" background?

Answer: When switching backgrounds for any reason, follow these steps. ("Primary background" refers to your main chosen background.)

1) Attributes: You lose a point off the lowest Attribute affected by your primary background and increase the lower of the two Attributes affected by your "soul's" background.

2) Skills: You lose ALL RANKS in any skill you may have gained only though your primary background. If it's a skill you originally gained through another step of character creation (race, nation, or archetype) you only lose 1 rank in that skill while any skill that is shared between both backgrounds remain unchanged. All skills gained though the "soul's" background are gained at 1 rank per hero Tier (as if you gained it as a new trained skill)

3) Talents: You lose all Talents granted by your primary background and replace them with those provided by your "soul's" background. If your "soul's" background possesses a "your choice" Talent, you must choose that Talent at character creation, and it can not be changed at any time after that.

Question: What happens if I lose a Talent (due to spells such as Steal Capacity or Talents such as Fractured Soul) and it's a requirement for other Talents I possess?

Answer: If you lose a Talent, you also lose access to all Talents it is a prerequisite for until you regain the use of the lost Talent.

Question: Does Counter Spell push your target before or after the spell? In other words, if I cast a 6(4) spell, and the Counter Spell roll results in a 4 push, do I advance my clock by 4 and that's it? Or do I advance my clock by 10 and suffer 4 strain?

Answer: A countered spell simply is not cast, wasting the target's tick, after which the target suffers d4 push. They do not need to pay the spells casting time or suffer it's strain.

Question: If Two-Weapon Fighting 1 or 2 actions?

Answer: Utilizing two weapon fighting is considered two actions. Choose your target at the time of the attack. Regardless if you take your second attack, you must still pay the full speed cost for utilizing two weapon fighting, even if your slowest weapon is in your off hand.

Remember, you may throw your off hand weapon as your secondary attack.

Runes

Question: How do the new Runes (Fine, Exceptional and Legendary) compare to the ones in the Quicklaunch Rules (Lesser, Standard and Greater)?

Answer: First, all Runes now only take up a single Rune slot. Second, the Quality of the item must be equal to or better than the Quality of the Rune you're attaching. So you can put a Fine Quality Rune on an Exceptional Quality sword for example, but couldn't put an Exceptional Quality Rune on a Fine Quality sword. Other than those two points, they are pretty much equivalent. Runes are detailed in the new Forged in Magic book.

Question: What happens if a spell, Bloodline Talent or something else grants a Rune to an item that already has all its Rune slots full?

Answer: The Rune replaces a single Rune slot of the Hero's choice.

Question: What happens when a spell or Bloodline Talent grants a Rune to an item that isn't of at least the same Quality?

Answer: Bloodline Talents and spells which imbue a weapon with the equivalent of a Rune are not restricted by the item's quality. Thus, you may have a Good quality weapon and still use "The Sword of Heaven".

Weapon Tricks & Martial Maneuvers

Question: With the Shield Defense Weapon Trick, do you add your Passive Vigor to Fortitude and your Passive Insight to Avoidance or add both Passive Values to both Defenses?

Answer: Add both Passive Values to each defense.

Question: When creating an Advanced Combat Maneuver how do you determine the slowest maneuver, by its base speed cost or its speed cost plus recovery?

Answer: Use the Sum of the Maneuver's speed plus recovery to determining which is the slower Maneuver.

Question: When fighting with two-weapons do I apply the same penalty to both weapons or to each hand dependent upon the weapon I'm wielding in that hand?

Answer: You apply the same penalty (-3 or -2 if one of your weapons is light) to both hands. So if you are fighting with two broadsword you suffer -3/-3, if you swap out a broadsword for a short sword you suffer -2/-2 instead.

Equipment

Question: The Whip doesn't have the Quick Quality. Should it?

Answer: No.

Question: If you have an Exceptional Flintlock that you are using as a Melee (Unbalanced) weapon, do the Exceptional qualities still apply?

Answer: Yes

Question: In what order do I apply weapon Speed modifiers?

Answer: When applying changes to a weapon's Speed due to properties, maneuvers, etc, all reductions are applied first. The Speed still may not fall below 3; further reductions do not apply. Then all increases are applied.

Clarification

Stacking Bonuses

Quoted from Arcanis the Role Playing Game

"Bonuses granted, such as those from Talents, spells, or magic items, do not stack with a like bonus type from a like source. Thus, bonuses from Talents do not stack with other Talents, nor magic items with magic items. However, bonuses from magic items and Talents do stack with each other. If two sources grant like modifiers, the larger of the two bonuses prevails. For example, if a Hero possessed a Talent that granted him a +1 bonus to hit with a particular weapon, and possessed another Talent that granted him a +2 to hit when attacking from ambush, the greater of the two would prevail any time he attacks from ambush, while the lesser would apply in any other situation. All bonuses come from one of the following sources: Ally, Talent, Skill, Spell, Path, Item, Magic Item, Racial, Combat Maneuver and Untyped. There are three bonus types: Static (a fixed bonus such as a +1 or a +2), Die (such as adding a d6 or a d8) and Die Bump (increasing a die type to the next largest die.)"

A +2 to your Might and a Die Bump to Might are two modifiers that would work together. Possessing two Talents which grant you a static bonus (+1 and +2 for example) or ulilizing two talents which grant a bonus die (for example Smite Infidel and Fowrd Stance) to an Action Skill Roll would not stack, because they are like modifiers.

Allies (as in all Allies, not each Ally) are considered their own source, regardless of where the bonus comes from a talent or a spell. If two allies grant you a static (+X) bonus to hit, the highest bonus wins out, and if two Allies grant you a Die Bump to the same Attribute, they also do not stack. There is an exception to this; you cannot stack the effects of the same spell or talent, even granted to you by an ally.

Thus you cannot cast Benediction of the Gods upon your weapon and have an ally do the same (even if you pick a diffrent benadiction), but if the ally casts some other spell which grants you a +X to hit, those effects would stack. (your spell and your ally's)

Question: Do shields gain any advantage from being of Fine, Exceptional, or Legendary quality?

Answer: Yes, given that they act (and are listed) as weapons, shields gain all the advantages of exceptional weapons.

Paths

Question: What counts as a gladiator weapon?

Answer: Refer to the "Former Gladiator" background on page 126, But for easy reference here you are: Cestus, Dagger, Gladius, Light Spear, Net, Great Trident.

Question: Are characters limited to picking only one Path? In the Paths section it states: "Unless otherwise noted, you may only take any individual Path once in your Hero's career."

Answer: No, it means you can't take the same Path twice.

However, when there is more than one entry under a Path heading, such as Initiate and Master under the Holy Judge of Nier, each is a separate Path, grouped together for ease of reference. Holy Judge of Nier - Initiate and Holy Judge of Nier - Master are separate Paths, and may both be taken with the same Hero.

Adventuring

Question: Could you clarify the Encumbrance of coins? It says 120 coins weigh 3 lbs. It goes on to say if stored in a container, then it is 1 Enc. Is this 1 Enc / 120 coins or any amount of coins is 1 Enc. If stored in a container?

Answer: 120 coins = 1 point of Enc when stored in a container, carrying 120 loose coins without a container is difficult at best.

Combat

Question: What skill do you use for Natural Weapons?

Answer: "Melee: Unarmed", Natural Weapons are considered Unarmed thus you can use all your unarmed weapon tricks when using Natural Weapons.

Question: Does a Critical Hit attack roll just deal a Wound, or does it deal normal Stamina Damage and the Wound?

Answer: A Critical Hit deals a wound damage in addition to the normal result of the attack.

Question: When vanquished do I continue to track Stamina and or Wound loss past 0 and into negitive numbers?

Answer: No, you stop at 0 stamina/wounds.

Question: Can actions with a Push speed be combined with Incidental movement?

Answer: Actions with a Push speed are singular actions that take place out of the initiative order; as such they cannot be combined with Incidental movement or skill acrtions, with the exception of talents or martial maneuvers that specifically allow it.

Question: To gain Tactical Edge from having allies on multiple sides of a target do those allies have to actively be in melee (i.e., having attacked the target), or do they just need to be in position with a threatening weapon?

Answer: Heroes must be actively *threatening* the target to grant the Tactical Edge, not necessarily attacking the creature at that moment.

Question: Can you 5' or 10' adjust in conjunction with Total Defense? If so, does the Total Defense kick in immediately, or after the 1 or 2 ticks?

Answer: Incidental Movement is combined with any other action and is thus *part* of that action. Thus the Hero would retain the benefits of Total Defense for the entire action.

Question: Can I combine the basic Charge Maneuver with another Martial Maneuver?

Answer: No, as stated under Attack Actions (top of page 310) *"Attack Actions which are specifically noted as a combat maneuver may not be combined with any other Combat Maneuver"*

Question: If I am under the effects of both Recovery and Strain which do I suffer first from?

Answer: Neither, Recovery and Strain count down in Parallel... So, they both start to count down upon your next action.

Question: If a target is under recovery and they receive further recovery from an attack, are they replaced or overlap?

Answer: The effects would be additive, but are affected by stacking rules (thus multiple applications of Stunning Strike would not stack, but the maneuver Stunning Strike and spell Mental Lock would.)

Question: What is the speed cost for miscellaneous actions? Closing a door? Removing a worn backpack? And so on...

Answer: This is really left to the Chroniclers discretion, for the most part commonly quick actions should be Simple Skill Actions, while more complex actions (removing a back-pack) should be a Complex Skill Action, and an action like closing a door in 2' deep water should require a Demanding Skill Action.

Do not that not all actions require a speed cost, dropping an item in held in your hands or calling out to someone should not incur any speed cost.

Question: How does Blind fighting interact with shadowy light conditions?

Answer: It doesn't; it only comes into effect when the target is under total concealment.

FATE

Question: Do players regain all there Fate at the end of every adventure?

Answer: No, the only ways to regain Fate is by having it awarded to you by the Chronicler or by reaching your next Tier of advancement.

Spells

Question: Can you create an Advanced spell or Combat Maneuver by combining a Base Spell/Maneuver with itself?

Answer: No, either with itself or with a Spell/Maneuver which implicitly improves upon it.

Question: Three types of creatures are immune from Blood Boil. What about creatures of other types, which do not make sense (i.e., undead without blood like skeletons)? Is Blood Boil supposed to work normally on them, or is it left up to Chronicler's discretion when a creature would not have enough blood to boil?

Answer: The Chronicler always has the final say, simply use your best judgment... As clearly stated in the spell the targets must possess blood for the spell to be effective.

Question: Can Brittle Bones can be cast by multiple heroes on the same target so they stack? Can two heroes cast Brittle Bones on a creature, so the next successful weapon attack on that creature does an additional 2d10 damage?

Answer: No, because they are the same type of bonus they violate the stacking rules, now if one hero cast Brittle Bones and the other used the Tier II option of Exploit Weakness (+1 hit, +2 damage) those bonuses would stack.

Question: What happens if a character is pushed into another character, via Force Push or some other pushing effect? Do they take damage? Does the target take damage? Are they knocked prone?

Answer: It's up to the Chronicler, due to it's situational nature, most of the time nothing would happen because the other hero is not an "immovable" object and is able to duck, side step, or simply avoid his flying companion.

A hero always has the option to "standing there ground" which at times might be a good idea, in which case both heros would suffer damage as per the spell.

Feel free to wing situations, for example, a hero wishes to use force push to slam one guard into another... Maybe a Ranged (Thrown) attack roll against the second guard's Avoidance may be called for...

Magic Items

Question: Can Sarishan Sorcerer-Priests use Wands?

Answer: Yes as per the description (FiM v. I pg. 343) Sarishan Sorcerer-Priests are trained in Eldritch magical techniques, as such they can use wands. Also due to their unique nature, they can use magical Holy Symbols attuned to their god as well.

Errata

Arcanis: The Roleplaying Game

Page: 79 (Errata, layout)

The title for Belisarda and the Four Elemental Lords should be moved to the top of page 80

Page: 91 (Clarification)

Stacking Bonus

Change the first sentence, "Bonuses granted though Talents, spells, or magic items do not stack with a bonus from a like source." to "Bonuses granted, such as those from Talents, spells, or magic items, do not stack with a like bonus type from a like source." And add the following to the end of the paragraph: "All bonuses come from one of the following sources: Talent, Skill, Spell, Path, Item, Magic Item, Racial, Combat Maneuver and Untyped. There are three bonus types: Static (a fixed bonus such as a +1 or a +2), Die (such as adding a d6 or a d8) and Die Bump (increasing a die type to the next largest die.)

Page: 124 (Clarification)

Under Reading Background, change the Talents entry to the following:

Talents: Gain each Talent listed to represent the specialized training of your profession. Any time a Background grants a Weapon Training Talent with a ranged weapon you may pick a weapon with the thrown quality. Also, if you already possess Weapon Training in a weapon granted by your background you gain Weapon Mastery (Tier I) instead. Lastly any time a background grants Armor proficiency in an Armor category the character already possesses, they gain the next heaviest category (*example:* If you already possess Armor Proficiency (Light, National) and a background grants you the same, you instead gain Armor Proficiency (Medium, National). Proficiencies granted in specific armors are not affected.

Add the following Talent to page 204

Pull Upon the Webs of Fate [Limited]

Benefit: You may, though the use of the Divine spell casting Talent or the Learn Spell Talent, learn both Steal Fate (at Tier IV) and Touch of Madness (atTier III) as Deity (Larissa) spells of the same Tier. Also you may now take advantage of all Fatespinner only spell Adaptations (such as the Fatespinner adaptation found under Twist of Fate)

Page: 127 (Clarification)

Under Former Royal Marine, Starting Gear: Replace Milandisian Trident with Great Trident.

Page: 133 (Errata)

Under Squire replace Armor Training (any from starting nation) to Advanced Armor Training with all regional armors.

Page: 132 (Errata)

Under Shaman Initiate change "non-affiliated" to Sulfur Marsh.

Page: 134 (Errata)

Veteran of the Wall

Under talents Calloused should read Callous.

Page: 141 (Clerrification)

Under Action Skill Roll, change to the following:

Action Skill Roll: Anytime you attempt to cast a Spell that possesses a CTN greater than your Passive Arcanum Value, you must perform an Action Skill Roll (using the Primary Attribute associated with that Arcanum) against the CTN of the Spell. If you fail, the spell fizzles; advance your Clock by 1 and gain Strain equal to the spell's final Speed cost.

Page: 154 (Errata)

Larceny

Change the speed of Pick Locks to Demanding.

Page: 166 (Errata)

Replace all instances of Interaction skills (found in Bloodthirsty, Branded, Code of Honor, and Contratian) with Social Skills.

Page: 182-183 (Clarification)

Delay Strain

On page 138 change Special to the following: "The Strain generated by this adaptation cannot be delayed again."

Change the last sentence of the example to "You would not be able to use this Talent again until you allow all the accrued Strain to drain away."

Page: 185 (Clarification)

Add the [Specialized] notation to the Arcane Spell Casting Talent.

Page: 187 (Errata)

Under Between Worlds change the requirements to *Arcane Spellcasting: Primal Magic (ta) or if taken as a Devout Talent, must have Beltine as your patron deity*

Page: 188

Bloodline of Fire (Clarification)

Add the Tiered notation after Racial

Bloodline of Life (Errata)

Change the Tier II Benefit to the following (shown in **bold**)

Tier II: The Life Well: You may channel the very essence of life through your body, becoming a bane for the walking dead. Once per Scene (Speed: 5, Duration: Instant, Range: 30'), you may perform a Resolve Attribute Action Attack Roll **with a bonus equal to three times your character tier** against the Fortitude of all undead creatures within range. Creatures you successfully strike suffer d12 (Ch) +2 damage per Hero Tier.

Page: 189

Bloodline of Stone (Clarification)

Add the Tiered notation after Racial

Bloodline of Water (Clarification)

Add the Tiered notation after Racial

Page: 194 (Errata)

Under Exotic Spell, change the Benefit to

Benefit: You may learn one spell with the Exotic Limitation from a Tradition that you have access to and that you have been provided with the opportunity to learn either through a Path or game event (such as finding a tome, or lessons from a master).

Page: 198 (Errata, Coordination CoH)

Judge of Character

Change the bonus granted by this talent to +2 instead of +1

Page: 199 (Clarification)

Leadership

Tier II: Strike the Rod change :

    attempt to rally Shaken or Terrified

    to

    attempt to rally Shaken or Frightened

Page: 203 (Clarification)

Change Prestidigitation's Special to:

Special: If you gain both Prestidigitation and either the Arcane or Divine Casting Talents at the same step in character creation or as combined benefits of a single Path selection, then you learn all Tier 1 Universal spells, not just the Base spells. If, instead, you later acquire either the Arcane Spell Casting or the Divine Spell Casting Talents you must gain the Learn Spell Talent to learn the remaining Universal spells.

Page: 204

Potent Blood (Errata)

Change the Talent notation from [Combat] to [Foundation, Racial].

Rudimentary Prayers (Errata)

Change the 2nd sentence to:

Choose a single **Tier I** spell from one of the following Traditions: Wards, Deity, Anathema /Benediction, or Corpus; lastly you also gain Arcanum (Cants) as a trained skill.

Page: 205 (Errata)

Rudimentary Spell Casting

Change the 3rd sentence to:

You gain that source's Arcanum skill specialization as a trained skill as well as a single **Tier I** spell that must be chosen from the sources' Traditions

Page: 206 (Errata)

Smite Infidel

Under Requirements; change Sword Sage (p) to Sword Saint (p)

Page: 207 (Errata)

Under The Loner, change the spirit's gift to Jack of All Trades.

Page: 211 (Clarification)

Under Two-Weapon Fighting add the following sentence to the beginning of the second paragrah (under Benefits)

Two-weapon fighting becomes a Basic Combat Maneuver.

Unshakable Dogma (Errata)

Under Requirements; change Sword Sage (p) to Sword Saint (p)

Voice of Honey (Errata)

Change this talent's Benefit to the following::

Benefit: Once per Scene (Speed: 12, Duration: Scene, Range: 10' area) you may attempt to captivate one target per Hero Tier. Perform a dynamic Persuasion (Ch) Action Skill Roll against your opponent's Discipline. If successful, your opponent becomes Distracted (see Distracted pg. 318). All Distracted targets remain so as long as there is no reason for alarm (unsheathed weapons, noticing someone sneak by, and so on).

Page: 212 (Errata)

Weapon Mastery

Add the [Specialized] notation to the Weapon Mastery Talent.

And Change Tier I Benefit as to:

Tier I: You gain +1 to hit, this bonus stacks with all bonuses granted by other talents.

Page: 222 (Errata)

Sarish is Known to His Chosen

Replace Primary with Trained.

Redeem What is His (Errata)

Change the second sentence under benefits to the following:

Make a Resolve Attribute Action Roll with a bonus equal to double your blood rank against the Fortitude of all creatures within the power's radius of effect.

Page: 233 (Errata)

Under Infernal Servant change the following sentence to the end of the Benefits entry:

You may take the higher tiers of Loyal Companion in order to further improve upon your Infernal's stats, regardless of the talent's requirements. If you already possess a Loyal Companion that companion is lost and replaced with your Infernal. With the exception of matching maximum stamina, the infernal gains none of the Tier 1 and Tier 2 Loyal Companion benefits.

Page: 233 (Errata)

Table 2-24 change the Max Range of the Heavy Crossbow to 1,270'.

Page: 235 (Errata)

Table 2-27

Regional Weapons and Armor: under the Milandir Armor entry, add "Milandisian Leather Cuirass" after Milandisian Gothic Cuirass.

Page: 238 (Errata)

Under range, change the second paragraph of the Range entry to the following:

Each range increment applies a -1 penalty to the attack roll and a die penalty to all Attribute dice, to a cap of a -5 penalty and d4 attribute die.

Page: 239 (Errata)

Worn weapon quality

Change the 2nd Sentence to

If you are trained in both the Melee (Unarmed) skill and Weapon Training (Unarmed), then you may perform Unarmed Weapon Tricks with this weapon as well as the weapon's own Tricks.

Page: 241 (Errata)

Under Cestus change the Tier IV weapon trick from Mighty Strike to Mighty Swing.

Page: 242 (Errata)

Under Flintlock weapon tricks, replace the Tier III weapon trick with *Crippling Shot.*

Page: 246 (Clarification)

Javelin: Remove the thrown weapon quality.

Page: 247 (Errata)

Under Whip, Change the The Tier I to *Stunning Strike.*

Page: 252 (Errata)

Between Sack and Tinderbox add the following:

Saddle Bag: Made of leather or canvas, saddle bags can carry 10 points of Encumbrance or 20 lbs. All items stored in a saddle bag have their Encumbrance value cut in half.

Page: 255 (Errata)

Under Fervidite change AV to AR

Page: 256 (Errata)

Under Example of an Advanced Maneuver change the Maneuver's speed to Speed (Recover): +1 (5)

Under Category, speed & recovery change the first paragraph as follows:

Speed & Recovery: Use the slowest maneuver's Speed cost and apply the faster maneuver's Speed or Recovery, whichever is higher, as additional Recovery.

add the following sentence to the end of the **Effects** entry:

When creating an advanced martial maneuver that grants multiple attribute dice, only one die may explode. Also you may not combine maneuvers with a Push speed.

Page: 264 (Errata)

Shield Defense – Speed (Recovery) should be: 1 (5) rather than +1 (5). This is a stand-alone Advanced Maneuver.

Page: 267

Trip Foe (Errata)

Add Quarterstaff to the Weapons entry

Spinning Strikes (Clarification)

Change Special to the following:

Special: This maneuver improves upon the Two-Weapon Fighting talent. Although this maneuver's Speed replaces that of Two-Weapon Fighting, it does not negate the penalties to hit incurred by the two-weapon fighting talent.

Page: 271

Moment of Prescience (Errata)

Change Category to **Advanced.**

Also add the following line after Effect and before Weapon entries:

Special: Unlike most other martial techniques, this technique is an Interruptible action.

Strike without Thought (Errata)

Change Category to **Advanced.**

Page: 281 (Errata)

Under Fatespinner; Add Female Only to the Path's Requirements, also under Master; Talents: Replace Walk the Web of Fate with Fate is a Fickle Thing

Page: 284 (Errata)

Under Initiate Itinerant, change Spiritual Awakening (ta) under requirements to Arcane Spellcasting: Primal Magic

Page: 287 (Errata)

Under Aspirant Knight; Requirements should read Requirements: Noble Born (b), Squire (b), Knight Apparent (pa), or Knight Errant (pa)

Page: 290 (Errata)

Order of the Inner Demon, under Master change Arcanum: (Cants) to Arcanum (Sorcery).

Page: 295 (Errata)

Under Shaman, Master; change the Spiritually Aware to Arcane Spellcasting: Primal Magic

Page: 298 (Errata)

Under Ulfilan Ranger; change the Nationality to Almeric

Page: 292 (Clarification)

Pit Fighter

Under Talents, change Weapon Training (choose two gladiator weapons) to Weapon Training, choose two from the following list (Cestus, Dagger, Gladius, Light Spear, Net, and Great Trident)

Page: 323 (Errata)

Change the name of the Horse, Riding/Draft to Horse, Light Warhorse/Riding/Draft.

Page: 310 (Errata)

Under "Use a Combat Maneuver"; 3rd line, replace

Martial with Martial.

Page: 311 (Clarification)

In table 3-2 change the recovery for Shove from (2) to (3) and also change Charge's speed to +3 (+2)

Page: 318 (Additon)

Add the following new condition between Deafened and Exhausted

Distracted: Distracted characters may not perform Perception based Action Skill Rolls (though they retain their Passive Perception Value), and suffer a -2 penalty to all Empathy Action Skill Rolls. They grant others a +1 bonus to all Persuasion Action Skill Rolls used against them for as long as they remain distracted.

Recovery contradicts the correct definition found on page 256. Change this definition to match.

Recovery: Duration in ticks in which the character may not preform another maneuver with a recovery time.

Page: 337 (Errata)

Under Light Conditions change the penalty for total darkness to -6 to both Combat Penalties and Insight Penalties.

Page: 346 (Clarification)

Advanced Spells

Chance the second sentence to the following:

All casters, except for divine casters, may attempt to combine any two Base Spells into a single Advanced spell.

Page: 353 (Errata)

Under Illusion Spells Tier IV, change Banishment to Ward of Privacy.

Page: 367 (Clarification)

Add the following to Brittle Bones

Special: To be a valid Target for this spell, a creature must possess a skeletal structure (which may be either an Exoskeleton or Endoskeleton).

Page: 353 (Errata)

Under Necromancy 4. Change Rattle the Bones to Affliction.

Page: 356 (Errata)

Under Affliction, add Necromancy under Traditions.

Page: 369 (Errata)

Captivating Melody

Under Effect, change the second sentence to the following.

Creatures under the effect of the Captivating Melody are Distracted and grant the Tactical Edge (pg. 305) to all opponents for as long as they are under the effect of this spell.

Page: 386 (Clarification)

Enemy of my Enemy

Change the **Special:** entry to the following

Special: Once a Target is affected by this spell he gains a cumulative +3 bonus to Discipline for the remainder of the Scene against this particular spell or any Advanced spell containing this spell (including spells which possess this spell as a component)

Page: 408 (Clarification)

Mindlink

Change the second sentence under effects to:

This power does not translate languages or allow either the caster or the recipient to read the thoughts of the other; it just allows for telepathic, two-way communication.

Page: 413 (Clarification)

Puppet Master

Change the **Special:** entry to the following

Special: Once a Target is free of this spell's influence, he gains a cumulative +3 bonus to Discipline for the remainder of the Scene against this spell, Enemy of my Enemy, Thrall, or any Advanced spell containing either spell.

Page: 428 (Errata)

Smite Heretic, add the following paragraph between the change the 3rd & 4th paragraphs.

When this spell is used in conjunction with the Smite Infidel Talent this spell simply applies a Die Bump to the bonus base damage granted by the Smite Infidel Talent thus, a Tier I Smite Infidel combined with the Smite Heretic spell grants a d6 (Charisma) damage bonus.

Page: 429 (Errata)

Stabilize

Change the spell's speed to Push 5

Change the spell's effect to the following:

Effect: You may cast this spell in response to a vanquished Ally that fails their action skill roll to avoid death. Once cast, the target hero is stabilized at 1 wound but remains vanquished for the remainder of the scene regardless of any additional healing. Once the scene is over, the target hero is Exhausted until they receive 6 hours of uninterrupted rest.

Page: 430 (Errata)

Stalwart Presence

Under tradition add Anathema/Beneditions (T. III)

Steal Water

Under tradition replace (val'Mordane) with (val'Mehan)

Page: 436 (Errata)

The Sacred Blades

Change the tradition to Elemental (Elorii Only) [Tier IV]

Page: 437 (Clarification)

Thrall

Change the **Special:** entry to the following

Special: Once a Target is free of this spell's influence, he gains a cumulative +3 to Discipline for the remainder of the Scene against this particular spell or any Advanced spell containing this spell (including spells which possess this spell as a component)

Page: 439 (Errata)

Valinor's Wings

Change tradition to Anathema/Benedictions (Human Pantheon only), Heritage (Val) [Tier IV]

Codex of Heroes

Page: 49 (Errata)

Former Almeric Legionnaire

Under talents change all Weapon Proficiency talents to Weapon Training.

Page: 51(Errata)

Former Tribune, add the following

Special (Access): You are considered to possess the Former Legionnaire Background for the purpose of meeting game mechanic requirements.

Page: 101 (Clarification)

Boat, collapsible:

The table above is correct, in the items description

change 10 Bulk to 10 Enc.

Page: 102 (Errata)

Dagger Belt

In both cases Change 2 Bulk to 2 Enc.

Page: 156 (Clarification)

Radiant Falcon

Add the following to the 2nd paragraph (In bold)

Upon your action, the Radiant Falcon can attack any creature within range by flying though them (requiring a Dash move action as well as a a successful attack against the target's Avoidance)

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Page: 13 (Clarification)

Wands

At the end of the first paragraph change the last sentence to the following:

Not all practitioners of magic make use of wands; only those who practice elder, eldritch (including Sarishan Sorcerer-Priests) or primal magic make use of such items.

New Rules
Ss'ressen Frenzy

Originally meant to be presented in the Bestiary Vo.I Ss'ressen Frenzy rules were removed due to space restrictions.

Special breeding and magical manipulation by their Ssanu masters created an animosity and aggressiveness inherent in all Ss'ressen egg clutches towards another. This ensured that the various Ss'ressen clutches, which greatly outnumbered the Ssanu and Naga could never ban together and rebel against their masters.

The very scent of another Ss'ressen egg clutch can drive a Ss'ressen into a combat frenzy, known as Ss'ressen Frenzy. Whenever Ss'ressen of different egg clutches are within 30 feet of each other, the scent of the other clutch may drive them into the this frenzy.

The frenzy can be suppressed (allowing the Ss'ressen to act normally for the remainder of the scene) with a successful Routine (TN: 15) Mettle: Stand Firm action skill roll. If other Ss'ressen from a different egg clutch enters the area other, the Ss'ressen must again perform an Routine (TN: 15) Mettle: Stand Firm action skill rolls to remain in control.

A Ss'ressen may always voluntarily fail their save to enter a Ss'ressen Frenzy. If the action skill roll is failed, the Ss'ressen is driven into the frenzy and must attack the nearest rival Ss'ressen in melee combat until there are no rival Ss'ressen within 30 feet. While in the frenzied state, the Ss'ressen gains the effect of Furious Rage (Core Book pg. 195).

For example: A squad Black Talons comes across a party of Barbed Tails. If either side succeeds in their action skill roll, they do not have to perform another for the remainder of the scene, unless a group of different Ss'ressen (like Venomous Scales) enters the area.

Ssanu or Naga commanders may control rival groups of Ss'ressen. Ssanu and Naga emit a pheromone that eliminates the frenzy response. Any Ss'ressen within 30' of a Ssanu or Naga (or exposed to one in the last hour), automatically resists the effects of Ss'ressen Frenzy. Ssanu and Naga are immune to frenzy.

If the ability to smell is somehow totally blocked, then a Ss'ressen cannot smell the rival clutches and therefore cannot enter frenzy. Vice-versa, if somehow a Ss'ressen is kept from emitting any odor whatsoever (possibly through magic) then he would not set off the Ss'ressen Frenzy instinct of his adversaries.