



# ARCANIS

## THE WORLD OF SHATTERED EMPIRES

### ASK THE STAT MONKEY

OFFICIAL FAQ & ERRATA DOCUMENT  
ARCANIS: THE ROLE PLAYING GAME  
VERSION 4.3 - MARCH 3, 2015

#### HAVE A QUESTION?

Join our message boards at our website [www.paradigmconcepts.com](http://www.paradigmconcepts.com) or you can always email the Stat Monkey at [Rules@shatteredempires.com](mailto:Rules@shatteredempires.com)

## FREQUENTLY ASKED QUESTIONS

NEW QUESTIONS AS OF  
VERSION 4.0 THROUGH  
4.3 ARE IN RED

### THE BASICS

**Question:** How do die bumps effect weapon's with multiple weapon damage die?

**Answer:** All of the weapons base damage dice would benefit from the die bump, A flintlock, normally 2d6, would deal 2d8 damage, and 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:** 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 of the Core Book.

**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:** 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.

**Question:** When creating an Arcane or Divine character does my hero have to meet the minimum requirements for Arcane or Divine spell casting?

**Answer:** No, but you do have to meet the Talent’s requirements take the Talent’s higher tiers.

**Question:** When a path, Background, Archetype, etc. allows me to choose a ranged weapon, may I choose a melee weapon with the thrown quality, such as a dagger?

**Answer:** Yes

**Question:** Do regions in the core book granting proficiency with “Crossbows (all)”, “Flails (all)”, and “Spears (all)” apply to the Hand Crossbow, Crowsbeak, and Double Spear respectively?

**Answer:** Yes, with the exception of the double spear. The double spear is a very old weapon uncommon to any region. Thus finding someone to train you in its use can be a bit daunting (and thus requiring the expenditure of a Talent or using a Background choice to gain proficiency in it) while both the hand cross bow and the Crowsbeak Flail are commonly used in the known lands.

**Question:** How do characters acquire their starting languages?

**Answer:** There are four steps in character creation during which the character acquires languages.

1. Race: A character gains all Automatic Languages listed in their racial entry. If the race lists 'Native Nation' under Automatic Language, choose two national languages during Step 2, instead of one. If your starting nation only lists one native language, you do not gain an additional language from this step.
2. When you choose your Hero's Nation, pick one native language. See Table 2-6 for a list of native languages.
3. After hero creation the character gains an additional number of languages equal to their passive Logic, 1 of which must also be from their nation’s list of languages. If you already know all of your national languages you may choose any language.
4. If the hero starts with ranks in Linguistics they gain an additional language, 2 if they start with 3 ranks or more.

## 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 than one Attribute die, are all Attribute die able to explode?

**Answer:** Anytime you end up rolling multiple attribute dice, if multiple attribute dice explode, you may choose one attribute dice you want to re-roll (see the Errata on Page XX)

# ARCHETYPES

**Question:** Is the Martial Archetype the only Archetype that doesn't need to spend a Talent to learn to use any shield?

**Answer:** No, Martial Archetype characters learn all of their nation's shields during character creation. Expert Archetype may also learn to use shields from their "any one other weapon of choice" selection.

# BACKGROUNDS

**Question:** Does the Former Gladiator Background (from core book) grant Weapon Training in the new gladiator weapons (Katar and Light Trident)?

**Answer:** Yes

**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 Background 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 Background Initiate of the Gods only lists one Talent. Is that a mistake?

**Answer:** It's not a mistake. 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.

# STAT MONKEY WHAT IS A SCENE

When we wrote Arcanis: The Role Playing Game we attempted introduce mechanics to help bridge the gap between cinematic and "crunchy" game play. One such mechanic was to draw the focus away from encounters to scenes. We felt encounters were too "crunchy" as they always represented a direct challenge of some kind, be it social or physical.

Scenes are an event or collection of events which take place in a single location though a continuous stream of time. As such a scene can consist of several "encounters" encompassing several challenges/opportunities for roleplaying. Scenes do not have set duration; a scene can last several minutes to hours, though the chronicler may feel free to split up a large event into smaller scenes.

When "setting the scene" (designed one) the chronicler should focus on a location, event, or specific set of circumstances which resolve a particular plot point.

Plot Points consist of specific goals or conclusions, such as traveling between two points, having a discussion with a supporting character, or defeating a foe a.k.a saving the day. These are goals not the event themselves but their climax.

Entering a castle to stop someone from summoning an infernal could be one scene, if that was the climax of the event. But, if the heroes have to save someone first (let's say, saving a captured ally from the castle's dungeon), the Chronicler may decide to handle that as two separate scenes.

**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.



**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.

## SKILLS

**Question:** In what circumstances can passive skill vaule be used in place of a roll?

**Answer:** Commonly when the creature is unaware of the situation or event. For example you may walk into the living room of your house, a place you do not commonly search; your passive Perception may be called upon to notice something slightly out of place. Or lets say you walk past a few unruly horses, your passive Beast Lore skill may allow you to notice one that the mares is in heat and the male horses are struggling to loosen their bonds.

In essence a passive value is used when you are not actively using your skill: hearing things in passing, noticing a strange smell in the air, and so on.

**Question:** Does the Universal Lore Skill rule mean that you can use your Arcanum(x) skill in place of a Knowledge (Arcanum) roll?

**Answer:** Correct, except that the chronicler may raise or even lower the difficulty rating depending upon what Arcanum skill you possess.

**Question:** How do you gain literacy if you start illiterate?

**Answer:** if you take 1 rank in Linguistics you are fully literate in all the languages you know... keeping it simple.

**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.

**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 performed *as part of any move action*, if the character attempting to use Acrobatics is blocked... (Page 140, Core Book: 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 full 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:** What happens when I attack with a Melee skill I have ranks in, but my best Melee skill -5 is better? Do I still have access to the weapon tricks?

**Answer:** You use the best attack bonus you're entitled to and access any weapon tricks you've earned. As an example, let's say you have 10 ranks in Melee: Balanced, 3 ranks in Melee: Unbalanced and 0 ranks in Melee: Unarmed. If you want to attack with an Unarmed attack you would do so at +5 (10 - 5 = 5). This is your bonus and not ranks, so no access to any weapon tricks. If you wanted to attack with Melee: Unbalanced, defaulting from your best skill is better so you'd attack at +5. You've gained 3 ranks though so you could use Tier I weapon tricks with it.

**Question:** Should I be able to default off my best ranged weapon as well?

**Answer:** No. The three different specializations under ranged are different enough from each other that they must be taken individually.

# TALENTS

**Question:** Does the Pseudomancy Talent give access to Universal Advanced and Sustained spells, or must they be learned through other means?

**Answer:** No, as stated in the Talent you only gain access to Base Universal spells, you must take the Learn Spell Talent to learn any of the Universal Advanced spells. The exception to this is when you gain both Pseudomancy and Arcane/Divine Spell casting at the same step during character generation, in which case you ALSO learn all the Universal Advanced and Sustained spells. Arcane and Divine Archetypes are granted both of those spells during the Archetype step, Expert and Martial Archetypes that are permitted to learn Arcane/Divine Casting through a Background may take both Talents during step 9 of character creation. However, Experts that take Pseudomancy during step 9 must qualify for the Talent normally.

**Question:** What combat skill does a Dark-Kin's Massive Horns use?

**Answer:** All natural attacks use Melee (Unarmed)

**Question:** Can the Arcanum skill be taken without having the appropriate Spell Casting Talent?

**Answer:** Yes

**Question:** If an Archetype, Background, or Path grants me Weapon Training (Any) or Weapon Training (Any National) may I choose an Armor Training: Shields?

**Answer:** Yes, and in the case of national you must choose an appropriate shield of course.

**Question:** Can the Heirloom Talent be taken more than once at creation?

**Answer:** Yes. If you want to spend your precious starting Talents to be able to say "look at me, my stuff is shiny", go for it. But keep in mind Exotic objects such as homes, chariots, or even ships are only available at the Chronicler's discretion, and are not available in the Legends of Arcanis shared campaign.

**Question:** As long as one of your weapons are light (but not necessarily both), do you suffer only the -2 penalty to attacks?

**Answer:** Correct. You suffer a -3 to both attacks if neither of your weapons are light and a -2 to both attacks if at least one of your weapons are light.

**Question:** Can the Arcane Spell Casting/ Divine Spell Casting Talents be taken without having the appropriate Spell Casting skill?

**Answer:** No, under both Arcane Spell Casting and Divine Spell Casting there is a listed Requirement, "the appropriate Arcanum skill as a trained skill." But there is an exception; you can gain access through a Background, Path, or Archetype that gives you Arcane Spell Casting/Divine Spell Casting without needing to meet the requirements.

**Question:** Do shields and Masterful Defense stack?

**Answer:** Yes, shields are wielded not worn as such do not trigger the Talents restriction in respect to worn armor.

**Question:** What is required to learn to use a shield? Do some shields count as light/medium/heavy armor?

**Answer:** You need to acquire the "Armor Proficiency: Shield" or Weapon Training (Shield) Talent to use a shield as armor or as a weapon. As shields count as their own type of armor, they do not qualify for choices as light/medium/heavy armor.

**Question:** Does Armor Training cover the use of a shield as a weapon? Does Weapon training cover its use as armor?

**Answer:** Armor Proficiency: Shields in addition to its benefits grants Weapon Training: Shield.

Weapon Training: Shield in addition to its benefits grants Armor Proficiency: Shields.

**Question:** When I choose Loyal Companion do I automatically gain an animal companion?

**Answer:** No, as the Talent states you form a bond with an animal you already own. With the exception of a wolf you can buy a war dog, falcon, or war horse and make that your loyal companion. If you, over the course of an adventure, come across a wolf, you may attempt to train it to be your Loyal Companion, replacing any current Loyal Companion you may have.

**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 through the Talent's text (for example Loyal Companion) they don't, a fine example of this is the tired Talent *Masterful Defense* in Codex of Heroes, the bonus your hero gains from the Talent increases, it does not stack with the bonuses from lower tiers.

**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 Spell's casting time or suffer Strain.

**Question:** Is Two-Weapon Fighting 1 or 2 actions?

**Answer:** Utilizing two weapon fighting is considered two actions. Choose your target at the time of your first attack. Regardless if you take your second attack or not, 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.

**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 cho-

sen 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 through 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 through 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:** Are you your own ally?

**Answer:** No

## RUNES

**Question:** Can an Elemental Rune be used as a source when casting an Elemental Spell?

**Answer:** Yes, but the rune must be active (activated) and must, of course be of the required element.

If a spell specifically consumes the elemental source the rune is simply deactivated instead.

**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:** My understanding has been that if you have Heavy Armor Proficiency then you are assumed to have virtual weapon training in gauntlets.

**Answer:** No, you need to acquire Weapon Training: Gauntlet to acquire its weapon tricks.

**Question:** When an attack is negated through Grasp the Blade does the attacker still suffer speed and recovery as if they had missed the attack roll?

**Answer:** Correct

**Question:** When I'm subject to Grasp the Blade (my attack is negated) must I immediately pull my weapon free (having my clock pushed by 2) or can I wait till my action to release the weapon.

**Answer:** You do not have to pull your weapon free immediately, you may voluntarily take a push 2 action when your weapon is "grasped", or make a Simple (2 tick) action you can take normally.

**Question:** When I'm subject to Grasp the Blade (my attack is thwarted) and I'm attacking with an unarmed attack what happens?

**Answer:** You are Grabbed (ARPG pg 310), unlike a normal grab you may end the grab with a push 2 action to break free else you must make a grapple to break (or even reverse) the grapple.

**Question:** Does Mighty Throw use Ranged (Thrown) or the Melee skill that granted the trick for the attack?

**Answer:** Although only ranks in Melee determine whether you have access to the Weapon Trick involving throwing your weapon, Mighty throw utilizes the Ranged (Thrown) skill when performing an attack roll.

**Question:** Can Ss'ressen use their tail as "off-hand" for Two-Weapon Fighting Talent (and Spinning Strikes technique)? The basic TWF maneuver clearly indicates yes but the Talent and technique specifically say "off-hand weapon" rather than "second weapon".

**Answer:** Yes you can always perform an unarmed attack as your main or "off-hand" attack.

**Question:** So you can follow up the Unbalancing Attack with a Spell and get the bonus?

**Answer:** Yes and the additional damage dealt shares the same "damage type" as the spell being cast. Thus if you follow up an unbalancing strike with an Elemental Bolt fire, the additional damage dealt is considered fire damage.

**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 broadswords you suffer -3/-3, if you swap out a broadsword for a short sword you suffer -2/-2 instead.

## EQUIPMENT

**Question:** Does a flintlock as starting gear come with any ammunition?

**Answer:** Yes, if you are given a Flintlock from your Background it comes with 10 shot packets.

**Question:** What benefits are there for increased quality clothing and accessories (like holy symbols)

**Answer:** Although runes can be placed on good quality armors, wands and weapons, other items that allow for runes require them to be fine or higher, such as clothing. Higher quality clothing may have effects on social situations and MAY involve a bonus or PENALTY for higher quality clothing.

**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.

**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 equipment quality bonuses when used as a weapon.

## 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 (as well as additional weapons found in Codex of Heros the katar and the light 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:** Can a character make an incidental move without performing another action with it?

**Answer:** No, as it states "Characters may move up to 10' while performing another action."

**Question:** How are per scene abilities used outside of the written scenes in the printed adventures?

**Answer:** The time "in-between scenes" may be a separate scene as adjudicated by your chronicler, just as long as the time between written scenes is at least 5 minutes. See the "A Note on Spells with the 'Scene' Duration" side bar below

**Question:** "How long does a character grant Tactical Edge from being stunned?"

**Answer:** Until the Stun's recovery wears off. Please note, you cannot stun a target that is already under the effect of a Stun.

**Question:** Can Free Strikes be taken while under recovery? The rules clearly say no but the errata defines recovery as "Duration in ticks in which the character may not perform another maneuver with a recovery time" and Free

Strikes have no recovery so should be allowed. More generally, does the recovery restriction on maneuvers apply immediately or not until your next action (when the recovery starts counting down)?

**Answer:** There was a contradiction in the rules for Recovery which has been cleared up later in this document (pg XX). As long as the maneuver (in this case free strikes) you are attempting has zero recovery, you can use that maneuver while under recovery.

**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:** 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 actions, 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.

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.

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

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

## A NOTE ON SPELLS WITH "SCENE" DURATION

With the notable exceptions of Binding Spells and Spells with time based duration (ex. hours), heroes never start a Scene with active Scene duration Spells.

These spells are meant to be cast in the midst of the Scene and often carry a speed/strain cost in relation of their utility.

There are times where the heroes (or villains) have a chance to cast spells before an event begins, in such cases heroes should be limited to a single casting attempt *or* be allowed to autocast one spell using their passive Arcanum value +2 (to simulate being Focused on the Task at Hand).

## FATE

**Question:** Do players regain all their 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.

(Note: In the Legends of Arcanis campaign you lose all Fate at the end of the adventure and start the next adventure with your starting fate score)

## MAGIC

**Question:** Is there a penalty for casting spells into melee?

**Answer:** Yes, casting spells into melee that target specific creatures and not an area incur a -4 penalty to the caster's attack roll, regardless of the targeted defense. Ranged spells are considered ranged attacks and are covered under Cover rules on Page 305 (and clarified in errata below)

**Question:** Ranged attackers have the martial technique "Precise Aim" to aid in firing into melee, how can I reduce penalties for casting spells into melee?

**Answer:** in Codex of Heroes, see Talent "Adaptation: Arcane Accuracy", p.69 or "Blessed Devotions" p.73

**Question:** Bows require two hands to fire, but require a free hand to “reload”. Can I use my free hand to cast a spell?

**Answer:** You would need to “drop” one hand from the bow, cast, and “pick up” your bow again.

We suggest you look at the Quick Hands Talent in Codex of Heroes, or Quick Draw I Talent.

*Reminder:* With the exception of Psionics you are required to have a free hand to cast spells, thus you must spend a free action to “drop your weapon” in order to free a hand and a Speed 2 action to ready your weapon again afterwards. At no point do you drop your weapon to the ground, you simply switch your grip on the weapon.

**Question:** In relation to Misdirect Fire Spell (CoH) does a "Ranged Attack" also count ranged spells?

**Answer:** Yes as long as that spell attacks your Avoidance.

**Question:** Some spells in the core book as well as Fog Cloud in Codex of Heroes (pg 148) are lacking CTNs, what are they?

**Answer:** The Spell's lack of a CTN is intentional. Please refer to A: RPG, if a spell does not possess an entry it does not require it, there is no CTN for Fog Cloud. It is simply cast as is, and because of its lack of CTN you cannot add adaptations which modify the CTN.

**Question:** Can you try multiple times to cast a binding spell?

**Answer:** See the last paragraph of Binding Spells on Page 346. You may only attempt cast 1 Binding Spell per scene; you may wish to cast an additional Binding Spell at the cost of 1 fate point. A failed attempt is still the casting of a spell.

**Question:** Can you try multiple times to cast a spell out of combat?

**Answer:** Sure, but keep in mind that is probably a different scene for the purposes of duration. A Scene is not limited to a combat while some very large battles may be split up in to several scenes. You may cast as many spells as you want during a scene, with the exception of Binding Spells.

**Question:** If someone is falling can they use Slip Sideways to avoid the falling damage?

**Answer:** No, when the character uses the spell Slip

Sideways they fall out of sync with their current timeline, but are still in the timeline. The ground will be there, now and in the future. It's the reason why someone out of sync with the time stream can't move an object or falls through the earth.

**Question:** Can you raise vanquished creatures that have been summoned (ie: Undead, Infernals, Elementals, etc) using healing spells, abilities, or Talents like Leadership's Tier I ability?

**Answer:** No, you cannot. These creatures are animated or summoned from another plane by binding magic which is expended if they are vanquished by either stamina or wound damage. As per Page 346 of the Arcanis Roleplaying Game book, should the spell (via the creatures summoned) be defeated, the spell effect instantly ends for that creature. In the case of summoned creatures, the body of the fallen creature is instantly transported back to their home plane.

**Question:** Why does Sanctify Weapon lack a unique Illiri effect, was this an oversight?

**Answer:** The religious knowledge of the Known Lands is incomplete. All of the hymns, dogma and Cants have been cobbled together from a myriad of sources.

And thus far, the Cant for the Illiirite version of this divine effect has not been rediscovered.

So, no Illiirite version of Sanctify Weapon.

*"Emerald Society and Azure Way members, your mission, if you decide to accept it is..."*

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

**Answer:** No.

**Question:** Three types of creatures are immune to 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 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, 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 its 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 "stand their ground" which at times might be a good idea, in which case both heroes 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.

## CODEx OF HEROES

### TALENTS

**Question:** Does the AR provided by the Adaptation: Fortify Ward Talent stack with the AR of those protected by the ward?

**Answer:** Yes, Fortify Ward grants the ward its own AR and is treated as an independent source.

**Question:** Does Emotionally Empowered replace your primary casting stat in regards qualifying for future Talents?

**Answer:** Yes, for example, If you wish to take Arcane Spell Casting (Psionics) you are required to have a Charisma of 6 instead of an Insight of 6

## CLARIFICATION STACKING BONUSES

*"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 utilizing two Talents which grant a bonus die (for example Smite Infidel and Forwar 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 different benediction), 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).

## PATHS

**Question:** If a character taking Keeper of the Words (Initiate) already has the Elorii bloodline Talent (which is pretty likely), they get nothing? That seems rather mean considering many other paths give an alternate if the character already has a specific Talent.

**Answer:** You gain the next Tier of that Talent, although you cannot access it until your character tier matches your Talent tier.

## EQUIPMENT

**Question:** Is the Speed and Damage correct for the Katar?

**Answer:** Yes, it has access to powerful tricks and the damage reduction was intentional.

## FIGHTING STYLES

**Question:** In order to qualify for Harnischfechten, must your character must wear armor with the Slow Quality.

**Answer:** Yes, as you can see the restriction is spelled out under Chosen weapons as "style relies on the heaviest of armors (those possessing the Slow quality)..."

## FORGED IN MAGIC VOL. 1

**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.

**Question:** What is the point of rune slots on a good quality item? I thought the item quality had to be at least fine qualify for a rune.

**Answer:** As stated on Page 5 of Forged in Magic "Rune slots are dictated by the quality of the item; you may place Fine Runes upon items of Good Quality or better..."

**Question:** How do runes like Lighting work on a weapon where they say "with a command (Speed: +1) begins to XX providing <an effect> and +X damage bonus"? Is every attack speed +1 or just the first one?

**Answer:** The +1 Speed action represents the "Activation" of the rune, once it's activated it stays in effect until the wielder dismisses the effect or activates a different elemental rune, replacing the active effect with the new one. This also applies to similar wand runes, such as the Blessed of Fire Dragon wand rune.

**Question:** Spirit Bane lists Weapon/Shield and Armor/Shield - which one is correct for Shield?

**Answer:** Both, you may choose to have one rune or another on your shield... either Defense or Offence.

**Question:** Do double weapons require runes for each end of the weapon?

**Answer:** No, you only need one set of runes which affects both ends of the weapon.

## FORGED IN MAGIC VOL. 2

**Question:** Is Artisan (Metalwork) the same as Artisan (Blacksmith) or does it replace all metal-based Artisan skills from the core book (it seems to imply this is the case)? If it does not replace them, will Artisan (Armorsmith) or Artisan (Weaponsmith) count as Artisan (Metalwork) for purposes of inscribing runes?

**Answer:** No, being a master craftsman takes a LOT of dedication which is why most of them simply do not adventure, as they don't have the time to improve their combat or even social skills.

## BESTIARY VOL. I

**Question:** When creating large and larger creatures are the modifiers shown cumulative?

**Answer:** No

# ERRATA

NEW ERRATA IN AS OF  
VERSION 4.0 THROUGH 4.3 IN RED

## 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:** 90 (Errata)

**Exploding Dice**

add the following to the end of the entry

Anytime you end up rolling multiple attribute dice, if multiple Attribute Dice explode, you may choose one Attribute die you want to re-roll.

**Page:** 91 (Clarification)

**Stacking Bonus**

Change the first sentence, "Bonuses granted through 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." 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).

## SS'RESSEN FRENZY

Originally meant to be presented in the Core Book and 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 band 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.

**Page:** 92 (Clarification)

Step 2

Choose your Hero's Archetype, change the 2nd paragraph as follows; as shown in bold

From your Archetype you will gain one rank in all Trained skills gained under its heading. It will also provide you with starting weapon and armor proficiency Talents, as well as additional Talent(s) based upon which Archetype you choose, **regardless of requirements with the exception of limited Talents, Talents above Tier I, and racial limitations.** Lastly it will give you access to Additional Advancement Options above and beyond the general Advancement Options available to all characters.

Page 101 (Errata)

On table 2-2

- Replace Tzizhet's weapon with Flail, Horseman's
- Under the section for Ss'ressen Deities, add †† after Jeggal Sag.
- Add the following at the bottom of the table

†† Jeggal Sag cannot be chosen as a patron deity and does not grant divine Talents or spells through Divine Spell Casting. Disciples of Jeggal Sag are in fact Arcane Spell casters of the Shaman tradition. (See the Shaman Initiate Background pg 321) Skill, weapon, and armor are listed for completeness.

**Page:** 109 (Clarification)

Nol Dappan Dwarves

Change Artisan skill from *Armorer* to **Armorsmithing.**

**Page:** 111 (Errata)

Powerful Thrust

Change the Talent's melee requirement from *Melee (Balanced)* to **Melee (Balanced or Pole-arms)**

**Page:** 117 (Errata)

Add the following side bar, Ss'ressen Frenzy

**Page:** 187 (Errata)

Adaptation: Extended Range

change Cost to: CTN +1, Speed: 0 (+1)

**Page:** 120 (Errata)

Elemental sources

add the following, shown in bold

**Both the val'Emman and val'Viridan are considered to be a source of fire for their own spells.**

**The val'Holryn are considered to be an elemental source in accordance to their bloodline powers, if applicable.**

**Page:** 120 (Clarification)

Beast Lore

Add the following to the first paragraph, as shown in bold

Beast Lore is a collection of sub-skills with specializations for different kinds of animals. Upon first acquiring this skill you must choose one of the following: Birds of Prey, Canines, Felines, Horses, or Exotic Animals (**such as Ighos and Wolf Lizards**).

**Page:** 122-123 (Errata)

Abessios

Replace Thievery skill with Larceny

Hinterlands

add Milandisian/Y as an additional language

**Page:** 124 (Clarification)

Under Reading Background Entries, 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.

**Page:** 126 (Errata)

Former Gladiator

Add the following under Talents (shown in Bold)

Talents: **Light Armor Proficiency**, Blood and Sand, Weapon Training (Cestus), Weapon Training (Dagger), Weapon Training (Gladius), Weapon Training (Light Spear), Weapon Training (Net) and Weapon Training (Great Trident).

**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.

**Page:** 132 (Errata)

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

**Page 133 (Clarification)**

Templar

Change Requirements shown in Bold

Religion: Any (**Ss'ressen; there are no Templars of Jeggal Sag**)

**Page:** 134 (Errata)

Veteran of the Wall

Under Talents Calloused should read Callous.

**Page:** 141 (Clarification)

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.

Bloodthirsty

Change flaw as follows (shown in bold)

**Effect:** Your character suffers a -2 penalty to Interaction skills other than Intimidate. Your character must make a Challenging (TN: 20) Mettle: Stand Firm Action Skill Roll **Any time your character vanquishes an enemy**. If this roll is failed, your character will attack the Vanquished (and thus Helpless) enemy to the best of his ability, even if it is in your interest to spare him, **once the character has killed an enemy or is restrained for 6 ticks they overcome their bloodlust.**

**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 Spell Casting: Primal Magic (ta) or if taken as a Devout Talent, must have Beltine as your patron deity*

Armor Proficiency, Shield [Combat]

Change the Talent's benefit as shown in Bold

**Benefit:** You may now utilize shields without penalty. You may also start to acquire shield Weapon Tricks **and qualify for Talents** as if you acquired Weapon Training (pg. 212) with all shields.

**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:** 190 (Errata)

Born in the saddle

Change its type to **[Combat]** from *[Skill]*

**Page:** 192 (Errata)

Counter Spell

Change its type from *[Arcanum, Tiered]* to **[Arcanum, Devout, Tiered]**

**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).

Add the following Talent to page 204

**PULL UPON THE WEBS OF FATE [LIMITED]**

**Benefit:** You may, through the use of the Divine Spell Casting Talent or the Learn Spell Talent, learn both Steal Fate (at Tier IV) and Touch of Madness (at Tier 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:** 195 (Errata)

Furious Rage

Tier I Benefit Change *Cants* to **Arcanum** (second to last line)

Page 196 (Errata)

Heirloom

After the Talents Benefit add the following line

**Special:** This Talent may be taken more than once during hero creation and may be acquired later through paths.

**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:** 200 (Errata)

### Learn Martial Technique

Change Requirements as follows (shown in bold)

**Requirements:** Weapon Training (any) (ta), additional requirements as listed under the individual Technique, **In order to learn a Martial Technique of Tier II or higher, you must already know a Martial Technique one Tier lower or a number of Martial Techniques whose total Tiers equal the Tier of the new Martial Technique.**

### Learn Spell

Change this Talent's Benefit to

**Benefit:** Choose a spell, which must be of a Tier equal to yours or below, from a Tradition you already know within the same Source.

**Page:** 202 (Errata)

### Murderous Precision

Change the Tier I and Tier V abilities as follows.

**Tier I:** Once per Scene, when you have Tactical Advantage, you may with a successful attack instantly vanquish or slay a humanoid despite its armor rating, remaining Wounds, or Stamina as long as it is a minion or common threat. If the humanoid attacked is not a minion or common threat you instead deal your passive (In) in additional damage. You must declare the use of this Talent before you roll; if you miss you expend a use of this Talent for the remainder of the scene.

**Tier V:** You may use your Tier I ability to strike down an Elite target; if this ability is used against an Adversary you instead roll two (In) for damage, taking the highest roll.

**Page:** 203 (Clarification)

### Prestidigitation

Change the 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 (Errata)

### Potent Blood

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

**Page:** 204 (Errata)

### Rudimentary Prayers

Add the following **Special:** and change the benefit as shown in bold

**Benefit:** Divine Spell Casting (ta) is no longer a limited Talent for you. 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.

**Special:** If you gain this Talent through a Background or Path and already possess Divine Spell Casting or Arcane Spell Casting (Sorcerer-Priest of Sarish) you gain Learn Spell instead.

**Page:** 205 (Errata)

### Rudimentary Spell Casting

Add the following Special and change the benefit as shown in bold

**Benefit:** Arcane Spell Casting (ta) is no longer a limited Talent for you. Choose one of the following sources of magic: Elder, Eldritch, or Primal. (See Arcane Spell Casting (ta) for additional restrictions and requirements, pg. 185) 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 (for example Elder grants access to the Elemental, Transmutation, Control, or Creation Traditions).

**Special:** If you gain this Talent through a Background or Path and already possess Arcane Spell Casting (Any with the exception of Psionic) you gain Learn Spell instead. You may not chose this Talent if you possess Arcane or Divine Spell Casting.

**Page:** 206 (Errata)

### Shady

Change the Tier III benefit as shown in bold below in Bold

**Tier III:** Quickest Hands You'll Never See: You perform the Larceny: **Disable Device** skill as a Complex action instead of a Demanding one.

**Page:** 206 (Errata)

### **Smite Infidel**

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

**Page:** 208 (Errata)

### **Spontaneously Awakened**

Add the following Special and change the benefit as shown in bold

**Benefit:** Arcane Spell Casting: (Psionic) is no longer a limited Talent for you. Choose a single **Tier I** spell from one of the following Traditions: Control, Heritage, Kinetics, or Transmutation; you now know how to cast this spell, even if you possess no ranks in Arcanum (Meditation).

**Special:** If you gain this Talent through a Background or Path and already possess Arcane Spell Casting: (Psionic) you gain Learn Spell instead.

**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 paragraph (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 (Clarification & Errata)

### **Weapon Training [Combat]**

At the end of the 1st paragraph under benefit add the following.

If you acquire Weapons Training (Shield) you instead gain, for the particular shield type, *Armor Proficiency, Shields* if you do not have it or *Weapon Mastery* with that type of shield if you do.

Note, Martial Characters do not start with *Weapon Mastery* in all shields unless they pick a Background which grants them Shield Weapon Training.

### **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:** 213 to 229 (Errata)

All Bloodline Talents: In order to learn a Bloodline Talent, you must already know a bloodline Talent one Tier lower. Thus you may not learn a Tier 3 bloodline Talent unless you know a Tier 2 bloodline Talent.

**Page:** 217 (Clarification)

### **Hands of Our Mother**

Change Gain Melee (Unarmed) as Primary skill to gain Melee (Unarmed) as a **trained** skill.

**Page:** 219 (Errata)

### **Path of the Stars**

Add the following to the Talents Requirements:

**Requirements:** val'Inares. This may also be taken as a [Devout] Talent by worshipers of Anshar who possess the Divine Spell Casting Talent Tier I.

**Page:** 222 (Errata)

**Sarish is Known to His Chosen**

Replace Primary with Trained.

**Redeem What is His**

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:** 223 (Errata)

Add the following line to *Infernal Servant*, between the *Benefit* and the *Bloodrank* entries.

**Special:** If this Talent is somehow acquired a second time the character gains *Loyal Companion* instead.

**Page:** 225 (Errata)

**Death is Not an Ending**

Change as follows (shown in Bold)

**Benefit:** Once per scene, you may cast **any non-limited, exotic, or Pantheonistic Graveblight Spell** as if you possessed an Arcanum skill with ranks equal to double your Bloodrank.

If you already possess the ability to cast any specific Graveblight Spell, even a limited, exotic, or Pantheonistic one, you gain a +2 bonus to any Arcanum Action Skill Roll to cast **that spell**.

**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:** 234 (Errata)

On table 2-27, *Dwarven Enclaves* add tthe following under *Tir Bitoqi: Pick (all)*

**Tultipet: Unarmed**

**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:** 244 (Errata)

**Great Trident**

Add the following Quality: *Thrown (20')*

**Page:** 246 (Clarification)

Javelin: Remove the thrown weapon quality.

**Page:** 247 (Errata)

Under Whip, Change the the Tier I weapon trick 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:** 250 (Clarification)

**Ss'ressen Scale Armor**

add the following shown in bold

**Special:** When worn by ss'ressen, this armor grants **+1 equipment bonus** to the ss'ressen's Natural Armor Rating.

**Page:** 251 (Errata)

**Tower Shield**

Add the following after Tier III Shield Slam; shown in bold

Tier III Shield Slam; **allowing the wielder of this shield to attack as if his tower shield was a Large Shield**

**Page:** 254-255 (Errata)

Fervidite

Change AV to AR

Under weapon; change to the following.

**Weapon:** Weapons made of Fervidite must be of at least Fine quality, and the cost for the Fervidite is in addition to the Fine cost. Fervidite weapons deal an additional +2 damage (which replaces the Fine quality damage bonus). When used against constructs or when used to break an object these weapons ignore the first 5 points of AR/Hardness.

**Page:** 256 (Errata)

Under the rules for creating an advanced maneuver add the following line to the Effects: entry (shown in Bold)

Effects: The effects of both maneuvers are combined. Single target maneuver effects are applied to all targets when combined with a multiple target maneuver. **If a multiple target Maneuver is combined with a Two-Weapon Fighting Maneuver, only the first attack applies to all targets.**

Example of an Advanced Maneuver

change the Maneuver's speed to Speed (Recovery): +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:** 261 (Clarification)

Add the following to Edge of the Shield's Effect (Shown in Bold)

**Effect:** None; Target is Stunned until their next action and suffer **Push 4. You lose any benefit from the shield until you recover.**

**Page:** 262 (Clarification)

**Long Strike**

Weapons: add Glaive to the list.

**Mighty Swing**

Weapons, remove *Morning Star* and replace it with **Cestus (all)**.

**Page:** 263 (Clarification)

### **Ranged Disarm**

Remove Bows (all) from Weapons.

**Page:** 264 (Errata)

### **Slashing Disarm**

Add the following to Effect (Shown in Bold)

**Effect:** Weapon; you do not trigger Free Strikes (see Combat pg. 312) **or suffer a penalty to your attack roll** when attempting to disarm a foe.

**Page:** 264 (Errata)

### **Shield Slam**

Add the following to Effect (Shown in Bold)

**Effect:** Weapon; Target is knocked prone and their Clock is Pushed by 3. **Targets larger than the attacker are immune to this maneuver's knockdown effect.** You lose any benefit from the shield until you recover.

**Page:** 267

### **Trip Foe (Errata)**

Add Quarterstaff to the Weapons entry

### **Spinning Strikes (Clarification & Errata)**

Add the following under requirements; shown in bold

**Requirements:** Two-Weapon Fighting, Melee (Balanced), (Polearm), (Unarmed), or (Unbalanced) +3

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.

### **Wall of Steel (Errata)**

Change the Effect as follows; shown in bold

**Effect: Weapon;** add your Passive Quickness Value to your Avoidance until your next action.

**Page:** 269 (Errata & Clarification)

### **Trap and Cut**

Add the following;

**Special:** The Speed cost of this maneuver replaces the standard speed cost incurred by Two-Weapon Fighting.

Also add the following to weapons, show in bold

Weapons: Must be wielding two **distinct** weapons or be fighting unarmed.

**Page:** 270 (Errata)

### **Shattering Shot**

Change Range to 60' (1 Target)

### **Snap Shot**

Change the maneuvers Speed (Recovery) -2(0)

Add the following to the end of the maneuver's Effect,

**Effect:** Weapon -3, Reduce your reload time by 2

**Page:** 271

### **Deadeye Shot**

Change the range to 60' (1 Target)

### **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:** 273 (Errata)

In Table 2-39 Divine Archetype change the first advancement as shown in bold.

Gain two Devout Talents one of which may be the Divine Spell Casting Talent (or Arcane Spell Casting: Sorcerer-Priest of Sarish)

**Page:** 275 (Errata)

**Anointed Priest of Anshar**

add **Path of the Stars** to their Talents.

**Anointed Priest of the Fire Dragon**

add the following line under Talents.

**Special:** If the s's'ressen already possesses Dragon Hide, they gain Blessed Vitality instead.

**Page:** 278 (Errata)

**Beltinian Hospitaller**

Master Tier's Talents options change *Devout* to **Blessed Vitality**

**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:** 282 (Errata)

**Grand Master**

Change the Requirements as shown in bold

**Requirements:** Weapon Mastery: (Chosen **Melee Weapon**) (ta), Melee (any) and Athletics as trained skills

**Page:** 284 (Errata)

Initiate Itinerant,

change *Spiritual Awakening* (ta) under requirements to *Arcane Spellcasting: Primal Magic* (ta)

**Page:** 285 (Errata)

Initiate of the Tal Kanath

Add the following special entry at the end of the Initiate Rank of this path

**Special:** Blade Upon the Wind (ta) is no longer a limited Talent for you.

**Page:** 286 (Errata)

**Kio Duelist**

Master of the High Blade, under Talents replace

*The Sword the Believes* with **The Sword that Believes.**

**Page:** 287 (Errata)

**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:** 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, met, and great trident)

**Page:** 295 (Errata)

**Shaman, Master;**

Change *Spiritually Aware* to **Arcane Spellcasting: Primal Magic**

**Sorcerer-Priests of Sarish**

Under Requirements and Talents add the following (shown in Bold)

**Requirements:** Anointed Priest of Sarish (pa) **or Arcane Spell Casting (Sorcerer – Priest of Sarish) T.II (ta)**

Talents: Metaphysical Understanding, **Learn Spell: Remove Curse (which is learned as part of the Blood tradition),** and Arcane Spell Casting: Sorcerer-Priest of Sarish

**Page:** 298 (Errata)

Under Ulfilan Ranger; change the Nationality to Almeric

**Page: 305 (Clarification)**

Under Cover change the last line of the Standard bullet point as follows (shown in Bold).

This penalty also applies to firing **and casting targeted spells** into melee.

**Page: 313 (Errata)**

**Free Strikes**

Change the text as shown in Bold below.

On occasion, characters take reckless actions, either out of desperation or sheer necessity. As a result, nearby enemies are able to take advantage of this opportunity with a Free Strike. A Free Strike is a Combat Maneuver with 0 recovery; as such it may be performed during the Recovery period of another Combat Maneuver.

**Page: 315 (Clarification)**

**The Damage Roll...**

Change the 5th paragraph to the following (changed section in bold)

Once the character is out of Stamina, that character is Vanquished. The character **then has his stamina set to 0**, is knocked out of the fight, probably unconscious (at the discretion of the Chronicler), and his fate is out of his hands. Treat the character as Helpless, through the character will not die without outside influence.

**Page: 318 (Errata)**

**Recovery**

Change the text as follows

Martial Combat Maneuvers often have a Recovery rating. Recovery is a duration of Ticks in which the character may not make a Combat Maneuver with a recovery time greater than 0. Once the Master Clock matches the character's Clock, each Tick that passes reduces that character's Recovery by 1

**Page: 319 (Errata)**

**Spending Fate**

Remove the last bullet point (do the impossible) and add the following in its place.

- A hero may spend a fate point to automatically succeed in action skill rolls to resist the effects of a flaw.

**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 Marital 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 (Addition)**

Add the following new condition between Deafened and Exhausted

**Distracted:** Distracted characters may not perform Perception based Action Skill Rolls (through 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 perform another maneuver with a recovery time.

**Page: 327 (Errata)**

Incorporeal under benefit: add the following clarification, as follows

**Benefit:** Incorporeal creatures have no physical form to speak of, making them impervious to mundane weapons and attacks. Spells, runed weapons, and magical weapons which do not specifically affect Incorporeal Creatures have some effect; dealing only half damage, whereas runes and spells which specifically target Incorporeal Creatures deal full damage.

Encounter Tier Value Modifications: Incorporeal creatures have their Encounter Tier Value increased by 2

**Page:** 337 (Errata)

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

**Page:** 346 (Errata/Clarification)

### Advanced Spells

Replace the advanced spells section with the following

## Advanced Spells

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

Advanced Spells are simply complex Spells. At any time you may attempt to combine any two Base Spells into a single Advanced spell. To form an Advanced spell, both Base Spells must share the same Source and Duration. You may use Adaptations to alter one or both of the Base Spells, in which case the CTN is added to the Base spell(s) individually before they are combined.

The final spell then takes on the following characteristics:

- **Category:** Change to Advanced.
- **CTN:** Equal to the sum of both CTNs - 12.
- **Speed & Strain:** Use the slowest spell's Speed cost and apply the faster spell's Speed cost as additional Strain. In cases which both spells possess the same Speed, use the spell with the highest Strain as you base speed/strain.
- **Range:** Is equal to the shortest Range and/or smallest Area and Lowest number of Targets. going from Radius > Arc > Cone; Thus an Advanced spell built from two spells having a Range: 15' Cone and Range: 20' (10' radius) would be reduced to 15' Cone, while an Advanced spell built from two spells having a 30' (1 Target) and another with Radius 60' would be reduced to 30' (1 Target).
- **Effects:** The effects of both Spells are combined; if the new spell attacks two different Defenses, then a single roll is used to determine the success of the spell. If the spell targets two different Defenses, the spell has no effect if it fails to surpass either Defense.
- **Combining Damage Effects:** When combining damaging spells, all damage is considered to be from the same source with the spells' damage being affected by AR if either of the base spells are reduced by AR. Regardless of the combined effects, when combining two damaging spells which deal (Primary) damage, you only roll one (Primary) but gain a +2

bonus to your damage roll.

- **Restrictions and Limitations:** If either spell is restricted or limited (for example a spell that cannot effect undead) then the entire advanced spell carries over that restriction.
- **Advanced Spells and Adaptations:** You may add Adaptations of either Base spell or from Adaptation Talents to the final Advanced spell
- **Special:** Advanced spells consisting a vampiric spell (a spell which heals the caster or another portion of the damage dealt) heal the recipient of the spell the highest damage rolled, regardless of the number of targets.
- **Special:** Spells with Scene as a duration (being special or dispellable) may be combined resulting in the advanced spell losing the dispellable qualifier and gaining any (Special) modifications to the spell's duration.

**Page:** 353 (Errata)

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

**Page:** 354 (Clarification)

Commune with the Spirits

Change the spells Effect as follows:

**Effect:** Practitioners of the Primal ways become a bridge between the mortal and spiritual realms.

You can call upon these Sprits to grant you a boon; this boon takes the shape a single spell, from the Corpus, Illusions, or Control Traditions as long as you are of equal or higher Tier to the spell and that it is not limited to a specific Arcanum such as Mind Lock (Elder) or Clairvoyance (Psionic). For the next 24 hours you may cast that spell as a Primal spell utilizing both your Arcanum (Shamanism) skill and (Ch).

**Page:** 353 (Errata)

### Necromancy

4. Change *Rattle the Bones* to **Affliction**.

**Page:** 356 (Errata)

### Under Affliction

add Necromancy under Traditions.

**Page:** 360 (Cerification)

### **Benediction of the Gods**

Change Benediction of Armor as follows (shown in **Bold**)

Benediction on Armor: The spell bestows upon **any worn armor (including clothing)** the blessing of +1 to the **Armor's** Armor Value.

**Page:** 361 (Errata)

Benediction of the Gods

Change Beltine's unique blessing to the following

**Beltine:** Target's melee attacks deal full damage against incorporeal creatures.

**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:** 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 Tactical Edge (pg. 305) to all opponents for as long as they are under the effect of this spell.

**Page:** 376 (Errata)

Crown of Radiance

Under tradition change *Heritage (val'Abebi)* to **Heritage (val'Assante)**

Page 380 (Errata)

Diminish Senses

Apply the following changes

### **Duration: Scene (Special)**

Add the following sentence to the end of the spell's effect:

*After 6 ticks, upon the target's next action they may attempt to break free with a successful Simple Mettle (Re) Skill Action roll against the caster's passive Arcanum value. If they fail they may attempt again in 6 ticks, gaining a cumulative +3 bonus every failed attempt after the first.*

**Page:** 386 (Clarification)

### **Empathic Link**

Add the following to, changes

### **Duration: 24 Hours (D)**

Add the following to the end of the spell's **Effect:**

*You may only maintain one Empathic Link at a time. If you cast a new Empathic Link the new casting overrides the old casting refreshing its duration or changing your target. If this spell is cast on a target already under the effect of an Empathic Link, even if cast from another caster, the new casting overrides the active spell.*

### **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:** 391 (Clarification)

### **Gladius of Light**

Add the following to the spell's Effect (Shown in Bold)

**Effect:** With the completion of this spell you bring forth a Gladius of pure light. At first this blade seems completely harmless as it simply passes through living beings as well as solid objects. Its true power is evident when used against the impure. Against Undead, Spirits, and Infernals (**including Incorporeal creatures of the these types**) this weapon acts as a light, Speed 4 weapon dealing d6 (Primary) damage bypassing all AR. When used against Entropic creatures this weapon deals d8 (Primary) damage.

**Page:** 400 (Errata)

### Inner Spirit

add **Defense: Avoidance**

**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:** 405 (Clarification)

### Manufacture

Change the first paragraph of the spell's effect to read:

You may use this spell to create any single weapon, armor, shield or single piece of gear of Good Quality from Table 2-23, 2-24, 2-25, 2-26, 2-30, 2-31, or 2-32.

**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:** 427 (Errata)

Change the Effect of Skyward to the following

**Effect:** Immediately on casting the Target of this spell shoots straight skyward up to a maximum height of 60' (The exact distance chosen by the recipient of the spell), and upon their next action the target begins descending to the ground.

The Target starts to glide downwards, at pace 30', ending once the target lands on a hard surface. The Target may only take movement based actions (like Charge or Dash) until landing. The target must spend at least half of his movement moving downwards.

**Page:** 428 (Errata)

Smite Heretic,

**Change Range to Melee or 90' (1 Target)**

add the following paragraph between 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:** 60

### Corrupt

Change the effect of this flaw to the following

**Effect:** Whenever you are offered a bribe you will always accept it (but may negotiate the amount) and do what is asked unless it would directly result in your own arrest or injury/ death.

For example, if bribed to open the gates of Grand Coryan to an invading army, you will do so and expect to be able to escape or be protected.

A hero may attempt to resist the bribe by performing a Challenging Resolve Action Roll (TN:20). A bonus or penalty to this roll may be applied depending upon the size of the bribe. The base price of a bribe is 1 GP / Hero Tier. Commonly, there is a -1 penalty to this action roll for every

50 sp above the base bribe, and a +1 bonus to this action roll for every 50 sp below the base bribe, as smaller bribes may be perceived as an insult.

**Page:** 69 (Errata)

### Adaptation: Arcane Accuracy

under requirements change Ranged (Marksman) to Ranged (Any)

**Page:** 46 (errata)

### Ghost Scale Ss'ressen

add the following to the race's Other Qualities

- Under no circumstances can Ghost Scale take the divine Archetype, acquire Divine Spell Casting, or Devout Talents in any way.

**Page:** 53 (errata)

### Undisciplined Psion

Change the Special (Restriction) entry to the following:

**Special (Restriction):** You cannot choose this Background if you possess the Arcane or Divine Archetypes nor if you possess any spellcasting Talents (except val bloodline powers). Further, you may not possess any of these Talents when character creation is done.

**Page:** 70 (errata)

### Adaptation: Rapid Ward

Change [Arcane] to [Arcane, Devout]

**Page:** 80 (Errata)

### Huge

Add the following to the end of the Talent's benefit,

Unfortunately your large size makes a little easier to hit, reducing your Avoidance by 1.

**Page:** 95 (Errata)

### The Rage Within

Change the Tier I benefit to the following

Tier I: You gain Concentrated Rage Martial Technique and may assume The Rage Within Fighting Style Stance while enraged.

**Page:** 97 (Errata)

### **Steel Dragon**

Change the Tier IV benefit to the following

Tier IV: Once per scene, while in this stance, when you successfully knock someone prone with your steel whip you may follow up with your offhand against your tripped target as a basic attack, adding that weapon's speed cost to your overall attack.

**Page:** 98 (Errata)

### **New Weapons table 2-3**

Replace the skill shown for Tail Bracer with M (Un) for Unarmed Attack

Change the type of the Double Spear to 2h-P, Flail, Crow's Beak, Footman's to 2h-B, Mancatcher Staff 2h-P, and the Treslauder Axe to 2h-P describing the number of hands needed.

**Page:** 99 (Errata)

### **Double Spear**

Replace the Tier IV weapon trick with Slashing Disarm

### **Mancatcher Staff**

Add Reach under the weapon's Qualities.

**Page:** 100 (Errata)

### **Tail Bracer**

Add both Ash Spire (Ss'ressen) and Old Coryan (Ss'ressen) under Regions as well as adding Versatile (Piercing) under Qualities.

**Page:** 101

### **Trident, Light** (Errata)

Under Qualities add: Thrown (30')

### **Boat, collapsible:** (Clarification)

The table above is correct, in the item's description change 10 Bulk to 10 Enc.

**Page:** 102 (Errata)

### **Dagger Belt,**

In both cases Change 2 Bulk to 2 Enc.

**Page:** 108

### **Neck Snapper**

Add the following to the end of the weapon's entry

Weapons: Mancatcher Staff, Unarmed (Tier V)

**Page:** 109 (Clarification)

### **Arcane Strike**

Change the Effect as follows:

**Effect:** Weapon; choose any Bace spell that requires an attack roll; you cast this spell as part of this attack.

The range of this spell is changed to melee and it only affects the target of this maneuver. If the maneuver affects several targets the spell must be able to affect the same or greater number of targets or adapted to affect the same or greater number of targets. Damaging spells cast this way don't bypass AR and do not inflict (Primary) damage; only the melee attack's Attribute die is added to the weapon and spell damage. Add all of the damage together to compare vs. AR; with any elemental specific AR applying, if applicable, only against the additional spell damage. This attack (including the speed of the weapon and this maneuver) has a speed equal to the higher speed cost between the weapon and spell, a Recovery cost equal to the lower speed between the two, and strain equal to the spell.

**Page:** 110 (Errata)

### **Rapid Shot**

Change requirements from *Melee (Archery)* to **Ranged (Archery)**

Change its range to **120' (1 target)**

**Page:** 114 (Clarification)

### **Adherent of the Blazing Flame**

Fury lists "Adherent of the Sacred Flame" as a requirement this should be Adherent of the Blazing Flame

**Page:** 119 (Errata)

### **The Cantenari, Initiate**

Callused under Talents, this should be Callous

**Page:** 127 (Errata)

### **Order of the Blade; Initiate**

Remove Vow of Poverty from requirements

**Page:** 129 (Errata)

### **Order of the Perfect Union; Master**

For Human/Dwarf grants under Talents replace Mind over Body with Blessed Vitality

**Page:** 131 (Errata)

### **Scholar**

Requirments: Replace *Scholar (Sage)* with

### **Scholar (Archivist)**

**Page:** 138 (Errata)

### **Battle and Control Spell Listings**

Remove Impose Doubt

**Page:** 144 (Errata)

### **Channeling**

Reduce the spell's range to 10' Radius

Increase the spell's speed by 1,

Change the *d8* damage and healing die to **(Primary)**

**Page:** 154 (Errata)

### **Misdirect Fire**

Change the spell's effect as follows, changes shown in bold.

**Effect:** You may cast this spell in response to any ranged attack upon you which targets Avoidance (which must be declared before your opponent performs their attack roll). You gain a +4 bonus to your Avoidance. If the attack misses, you may instead redirect the attack upon any target within the spell's secondary Range with a successful attack against that target's Avoidance, using Arcanum (Primary) as your Action Skill Roll.

**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 through them (requiring a Dash move action as well as a successful attack against the target's Avoidance)

**Page:** 186 (Errata)

### **The Massive Damage Rule,**

Add the following to the end of the paragraph; When playing with the massive damage rules all Heroes, Elites, and Adversaries gain 1 additional wound.

## FORGED IN MAGIC VOL.1

**Page:** 10 (Errata)

Perseverance

Add **Exceptional:** between Armor: and While.

**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. Lastly when casting a spell with a wand you are not required to have a free hand.

## FORGED IN MAGIC VOL.2

**Page:** 20 (Clarification)

Rune Staffs

Replace the 3rd paragraph with the following.

This bond allows a caster to use the Rune Staff as a wand, allowing him to cast through the staff as if he had a free hand. Also while the Rune Staff is being used as a weapon (requiring both hands) the staff's runes provide their weapon benefits.

# ORDER OF THE PHOENIX

**Page:** 10 (Errata)

Aspirant Knight

add the following

**Nationality:** Almeric (Moratavian Region only), Milandir. Note: Anyone who joins the order becomes a subject of the crown of Milandir.

Change Trained Skills to Ride and Etiquette

Knight of the Order of the Phoenix

change requirements to the following

**Requirements:** Aspirant Knight (pa) or Knight Apparent (pa) or Knight Errant (pa) and Learn Martial Technique (Shield Feint)

Under Talents and Special change Rite of the Phoenix to Solemn Rite of the Phoenix

Grandmaster of the Order of the Phoenix

change requirements should read

**Requirements:** Knight of the Order of the Phoenix (pa), Leadership (t), val'Holryn (t)

Mastiff's Capabilities

Requirements change *Rite of the Phoenix* to **Solemn Rite of the Phoenix**

**Page:** 12 (Errata)

Shield Feint

change the requirements as follows

**Requirements:** Melee (Balanced) +6, Knight Errant, Knight Apparent, and Knight Aspirant which have already sworn an oath to Order of the Phoenix. If this martial technique is learned the hero MUST become a member of the order upon taking his next path.

**Effect:** Weapon, you gain a +3 to hit and lose any benefit of your shield until you are out of recovery.