

OFFICIAL



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F.A.Q. FREQUENTLY ASKED QUESTIONS

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Armor Questions

Q1. How does Armor Piercing work with stacked armors? My character has a natural PV and is wearing body armor. How does the Armor Type (Soft vs Hard) come into play?

A1. For ease of game play, PV from stacked armor is added together to determine a total PV for Armor Piercing. If any of the armor is considered Hard, then the total should also be considered Hard Armor. Check with your game master, he may wish to calculate each layer separately.

Q2. My character is stacking several suits of armor together. Each one has an armor penalty, and my character has Armor Training. Do I apply my Armor Training reduction to the penalty for each suit of armor?

A2. No. Any penalty reduction from Armor Training is applied to the total penalty.

Thaumaturgy Questions

Q1. What is a Spell Effect? Is it different from a Spell?

A1. A Spell Effect is a magical effect that a wizard can create. From a game mechanic standpoint there is very little difference, at the base minimum skill required for an effect, between the two. However, a Spell is a single codified version of a Spell Effect, written by a wizard, that incorporates specific chants, gestures, and any required focal items. Spell Effects are much broader in scope. Any number of specific Spells can be written from a single Spell Effect, especially once Spell Perks are included.

Q2. What the heck are Spell Perks?

A2. All spell effects have a minimum skill to cast them. This is the barest of minimums in understanding to be able to create the spell effect. When a mage grows in skill and understanding, they are able to better utilize the spell effect. After the character has a Skill Rating in the appropriate Discipline that exceeds the minimum required for the Spell Effect by 20, the character earns one Spell Perk. These Spell Perks are not permanently spent, they are allocated as needed. Spell Perks are not spent from a single pool like Drama. They are an extension of how well the mage knows a specific Spell Effect.

When casting the spell effect, Spell Perks may be allocated as desired. Spell Perks do not have to be used if the mage wishes to conserve their Drain. Different Spell Perks may be allocated each time that a wizard casts the same Spell Effect. Every time a spell is cast there may be a different need based upon the situation at hand. Sometimes more range is necessary, others need more sheer effect. The amount of Drain applied to a wizard at any point does not decrease the number of available Spell Perks.

Q3. Why did you use the Spell Perk system?

A3. Most game systems use a static system for spell casting. These static systems have a lot of spells that wizards have to spell time and resources to memorize, even though some of them have similar effects with a higher level requirement. Rather than have Storm of Death I, Storm of Death II, and Storm of Death III we decided to have a single spell effect that players can modify to fit their needs.

The other end of the spectrum of magic systems are the open-ended ones. These systems have only the barest of rules and guidelines to their use, and players can sometimes become quite overwhelmed by the sheer amount of possibilities. Other players get quite silly with gargantuan spells of legend being cast on a semi-regular basis simply because they know where the system will bend to allow it. Our system of spell perks is a balance between these two extremes. A solid foundation of a static spell effect merged with the flexibility and versatility of an open system.

CORE RULES ERRATA

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The chart for Tantric Magic should read as the following instead.

Drain	Description
10	Average Adult
+ 5	Donor HEA above 70
+ 5	Donor BEA above 70
+ 5	Donor WIL above 70
+ 5	Relative Innocent
+ 10	Virgin