



ARCANIS

THE WORLD OF SHATTERED EMPIRES

ASK THE STAT MONKEY

OFFICIAL FAQ & ERRATA DOCUMENT

ARCANIS: THE ROLE PLAYING GAME

JULY 1, 2011

HAVE A QUESTION?

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

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

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

Answer:

- Any Leather: Armored Jacket, Leather Armor, Studded Leather, Boiled Leather, Lorica Musculata, Milandisian Leather Cuirass, Sicarite Studded Leather and Sicarite Reinforced Leather
- Any Cuirass: Milandisian Leather Cuirass and Milandisian Gothic Cuirass
- Any Lorica: Lorica Musculata, Lorica Hamata, Lorica Squamata, Lorica Segmentata, Royal Coryani Lorica Musculata and Cataphractos Segmentata.

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

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

FAQ

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

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

ATTRIBUTE DIE

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

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

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

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

BACKGROUNDS

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

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

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

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

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

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

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

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

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

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

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

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

SKILLS

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

Answer: Correct Acrobatics in preformed *as part of any move action*, if the character attempting to use acrobatics is blocked... (Page 140 of the PDF.. Bypass an Opponent) If you fail, you cannot bypass the opponent, and may not move any further. Thus you are stopped in your tracks and must still pay the 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.

TALENTS

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

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

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

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

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

2) Skills: You lose ALL RANKS in any skill you may have gained only 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: What happens if I lose a Talent (due to spells such as Steal Capacity or Talents such as Fractured Soul) and it's a requirement for other Talents I possess?

Answer: If you lose a Talent, you also lose access to all

Talents it is a prerequisite for until you regain the use of the lost Talent.

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

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

RUNES

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

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

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

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

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

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



WEAPON TRICKS & MARTIAL MANEUVERS

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

Answer: Add both Passive Values to each defense.

EQUIPMENT

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

Answer: No.

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

Answer: Yes

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

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

PATHS

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.

CLARIFICATION STACKING BONUSES

Quoted from Arcanis the Role Playing Game

"Bonuses granted through Talents, spells, or magic items do not stack with a bonus 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."

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 Fowrd Stance) to an Action Skill Roll would not stack, because they are like modifiers.

Allies (as in all Allies, not each Ally) are considered their own source. 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 benadiction), but if the ally casts some other spell which grants you a +X to hit, those effects would stack. (your spell and your ally's)



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: 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: 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 backpack) should be a Complex Skill Action, and an action like closing a door in 2' deep water should require a Demanding Skill Action.

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

Question: 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.

FATE

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

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

SPELLS

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

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

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

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



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

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

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

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

ERRATA PDF ONLY (0.5)

Page: 111

Under Berokene Elorii Racial Traits, replace Bloodline of Life Talent with Bloodline of Water Talent in the fourth bullet point.

Page: 126

Under Former Gladiator, Talents: Replace Weapon Training (Milandisian Trident) with Weapon Training (Great Trident).

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

Page: 127

Under Former Royal Marine, Talents: Replace Weapon Training (Milandisian Trident) with Weapon Training (Great Trident).

Page: 131

Under Nomad: Starting Gear, add with 10 arrows.

Page: 204

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

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: 230

Under Armor, Bu: 5th line down, add Prowess, Might, and Quickness before Action Skill Rolls.

Page: 231

In the Gear Quality side bar, 3rd paragraph down replace all instances of 10Gc with 10Sc.

Page: 256

Under Requirements, first paragraph remove the line: "For example, all Tier I weapon tricks require a combat skill of +6 or greater."

Page: 258

Table 2-36, Under Sweeping Strike replace the requirements with Might 6, Melee (any) +3.

Page: 264

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

Page: 278

Under Beltinian Hospitaler, add *or* between Anointed Priest of Beltine (pa) and Holy Champion of Beltine (pa).

Page: 287

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



Page: 293

Sarishan Binder – Initiate Requirements should read: “Sorcerer-Priest of Sarish (ta).”

Special (Additional Tradition) should read: “you gain access to the Diabolism Tradition. Like the Blood Tradition, you must choose Diabolism as one of your Traditions every Tier.”

Page: 311

Table 3-2 under the Two-Weapon Fighting, change the speed to +2/+2 (2)*.

Page: 336

Under Armor, Fortitude and Bulk, 2nd Paragraph add Prowess, Might, and Quickness before Action Skill Rolls.

Page: 344

Replace both instances of Telekinesis (table 4-1 and the Traditions line, 2nd column) with Kinetics.

Page: 357

Under Alter Memory, add CTN: 26.

Page: 141

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: 166

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

Page: 185

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

Page: 187

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

Page: 203

Change Prestidigitation’s Special to:

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

Page: 204

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

Page: 207

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

ERRATA PDF(0.5) & PRINT

Page: 79

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

Page: 127

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

Page: 133

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



Page: 212

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

Page: 222

Sarish is Known to His Chosen; Replace Primary with Trained.

Page: 233

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

Page: 246

Javelin: Remove the thrown weapon quality.

Page: 247

The Tier I Weapon Trick for the Whip is Stunning Strike, not Long Strike.

Page: 264

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

Page: 281

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

Page: 284

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

Page: 287

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

Page: 295

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

Page: 298

Under Ulfilan Ranger; change the Nationality to Almeric

Page: 310

Under "Use a Combat Maneuver"; 3rd line, replace Marital with Martial.

Page: 323

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

Page: 353

Under Necromancy 4. Change Rattle the Bones to Affliction.

Page: 356

Under Affliction, add Necromancy under Traditions

Page: 428

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

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

