

ELDRITCH Role-Playing System FAQ

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This FAQ details corrections from the first printing of the Eldritch Role Playing system, and answers common questions. The PDF version of the game is updated to reflect these issues.

Notes from 1st Printing (2008)

CHAPTER 1: Character Creation

Q (pg6): What do I do with any unspent character points?

A: Character points can be saved from level to level.

Errata (pg7): The elf racial package should cost 12 points (not 14 as stated).

Errata (pg11): Page 11 mentions that “the player chooses the Intimidate ability at D6, costing 4CPs”. Intimidate does not appear in the Skill Successions on page 18 – 19. The page 11 text mentions Scouting (General Knowledge), while Skill Successions use the term ‘Scouting’.

Errata (pg12): For the Thug occupation, the table should show the specialization as “Intimidation” (not Coercion).

Errata (pg14): Under the example calculation for passive defence points, Gegdin’s resilience should be: $2 \times \text{Resistance} (2 \times 6) + \text{Willpower} (4) + \text{Arcanum Dice Chain} (4 + 4) = 24$.

Errata (pg14): Step 4, paragraph 2: It mentions that Gegdin has a “mandatory ability in Feats of Strength”. He doesn’t.

Errata (pg16): the levels of challenge and ranks are shown in Table 2.2, not 2.3. Also, refer to p. 17 to Table 2.3-Margin of Success.

Errata (pg18): On p 18, in the Skill Successions list, there are entries for Artistry > Acting, Dance, Music; and also Perform > Singing, Storytelling. However, in the Ability Descriptions that begin on p 19, there is no description of Perform, and the description of Artistry includes Singing, Acting, Storytelling, and Playing one Musical Instrument.

Correct to the following:

Artistry > Writing, Painting, Sculpting

Perform > Acting, Dance, Musical Instrument, Singing, Storytelling

CHAPTER 2: Action System

Errata (pg18): Coercion > Coercion should be listed as “Coercion > Intimidation”.

Errata (pg18): Knowledge > Engineering is listed three times, each with different Masteries. Engineering should be only listed once with all the Masteries listed under the single specialization.

Q (pg21): What does ‘Combat Reflexes’ apply to?

A: In addition to adding to the Evade Active Defence pool, “combat reflexes” is a colourful description of a specialization that can add to combat based opposed rolls. For example, the GM may allow the use of Reflexes > Combat Reflexes instead of Scrutiny to detect ambush.

Q (pg21): How does the Reflexes > Combat Reflexes > Quick shot & Quick draw masteries work?

A: While the text on page 27 talks about drawing weapons, these masteries would probably work better as an advantage. For now make Quick Draw a 1 pt. advantage that allows for max-split in the first action of the round with weapons that were not readied. Or the GM may allow the MV (Max-Value) of the mastery to add to the character’s initiative in the first round of combat, whether a weapon is readied or not.

Rules Update: MRV (max-rank-value) is shortened to MV (max-value). Otherwise, the abbreviation refers to the same thing; the MV of D6 is 6. The MV of 2D8 is 16, etc.

CHAPTER 3: Combat

Errata (pg25): The second paragraph starts with the sentence “Each creature may take one complex action during each battle phase.” It should read: “Each creature may take one action during its respective battle phase (as determined by Reflexes Die-Rank)”. *That means one action per round*, unless some special advantage dictates otherwise. The action can involve more than one movement. For example, one action can include splitting an attack into multiple strikes (see “max split” rules for weapons), if the creature has the right weapon and the dice pool to pull it off.

Q (pg25): Random initiative: Can only players and full-fledged NPCs use this option? In any case, if you have Reflexes d4 is there really any reason you wouldn’t want to use this option, since you have a good chance of going earlier than you normally would?

A: Correct, only full-fledged creatures (whether you call them NPCs or monsters matters not) or player characters can use this option. Random initiative does not allow adding in weapon speed, or other factors. If you roll an 11, you act in the D10 phase. Roll an 8, and you’ll act in the D8 phase. Also, you’ll act last in that phase, so it’s not perfect.

Errata(pg26): Under Simultaneous Attacks: Ylundgar should not act so many times in the round. Just ignore the sentence about phase D12, and assume Ylundgar acts in “base phase” D10, equivalent to a Reflexes of D10. If we said that that Ylundgar was a monster capable of “Extra Attacks”—as per the monster creation rules on page 66—then the example would make sense. Extra Attacks (which different from splitting a single Ability Branch) occur one phase after the creature’s regular attacks in a round. The example implies that Ylundgar had a base Reflexes of D12.

Q (pg33): Weaponry DP. Pages 13 and 23 mention “includes Parry, Entangle, and Keep At Bay”. The discussion on page 33 makes it clear that the Weaponry ADP (active defense pool) is an abstraction of things like parrying with a sword, entanglement with a flail, and keeping foes “at bay” with a spear. However, the fact they are capitalised made me wonder whether these were actually specialisations of Melee.

A: These are not specializations, but in an early draft of the rules “weaponry” was called “parry”. We decided to broaden the meaning and scope of the defence pool, and renamed it Weaponry, so that it covers *all* manner of defence using melee weapons. Martial artists also gain access to this DP, and can use it to defend with their hands and body.

Q (pg33): Should the Evade DP use the MV of the base Agility and Reflexes abilities or use the whole ability trees?

A: Evade DP = Max-Value of Reflexes Ability Tree (+ MV of various Unarmed Combat specializations). Add the MV of (GM approved) relevant specializations/masteries.

Q (pg34): Deflect DP is stated as being the MRVs of the base Melee ability, Shield branch and Magic Protection. I am not clear what MV gets added for “Shield”, particularly when the character has one or more Shield masteries (Small, Medium, or Large). Since the base Melee ability is already included in the Deflect ADP, I am assuming that “Shield” shouldn’t add to this again?

A: The Deflect DP is MV of *basic* Melee (1st tier if Melee), plus the MV of the Shield specialization (a 2nd tier of Melee), plus the MV of any (all) Shield masteries (3rd tier of Melee). Then, you modify the Deflect DP based on the type of shield used.

Rules Update: ADC refers to “ability dice chain”.

This is a complicated way of referring to a single ability branch, such as Melee > bludgeons > warhammer. Going forward, it’s just called an ability branch.

CHAPTER 4: Magic System

Q (pg37): Do you need none, one or both hands free to cast spells?

A: I’d say one hand free to cast spells (GMs fiat), but it

could depend on the spell itself and how it was created.

Errata (pg38): When casting/paying SP cost, the text states: “An arcanist may choose to reduce the effectiveness of a spell by eliminating dice from his ability check, which in turn lowers the spell point cost. Of course, for spells requiring a difficulty check, this also lowers the chances for success.”

This should read “...by eliminating die-ranks from his ability check...” For example, an arcanist could lower the Ability Branch from D10+D6 to D4+D4. However, the caster would always be rolling at least Arcanum + the relevant Power Source specialization. So arcanists can reduce by die-rank (D6 to D4), but cannot drop below two dice rolled.

Q (pg40): When creating new spells, can they come from any power source? Could a player create, for example, an ‘Invisibility’ spell using the Mystic power source, just as easy as another player could create his own ‘Invisibility’ spell using the Supernatural, or Primordial or Psychogenic power sources? In other words, are certain Spells/Effects (Augment, Curse, Fortify, Harm, etc) limited to certain power sources/Schools?

A: When creating new spells, they can be from any power source known to the creator. The Effects are not limited to certain Power Sources. However, actual spells, written into magical tomes, must be associated with a specific power source and school.

Q (pg40): The maximum distance for most attack spells is x2 Power Source (MV) in feet. This seems short (for example, a character with Arcanum (d6) > Mystical (d8) > Wizard (d6) can only attack with his ‘Eldritch Bolt’ spell out to a range of 16-feet.

A: Maximum Ranges for Effects are revised to:

Area Spells: $5 \times \text{Max-Value}$ of the relevant Power Source Specialization in diameter (add Mastery if applicable). The point of origination up to $10 \times \text{Max-Value}$ of Power Source, in line of sight.

Single subject spells: no greater than 5’ diameter, with the maximum distance equal to $\text{Max-Value} \times 5 \text{ Power Source}$ in feet, always in line-of sight.

Q (pg45): I’m a bit confused on how the Augment effect works. Let’s say my caster rolls a ‘10’ for an Augment effect to the Basic Melee skill of an ally. Does the ally get +10 to his Melee Ability Rolls for the duration of the effect?

A: Correct. Remember that the Arcanist would need to maintain the spell, paying the spell cost each round.

Q (pg47): Can a character’s ADPs be used to defend against the Potential Harm (PH) of a Harm effect spell? Does armour help against the PH of a Harm spell?

A: Only “Dodge” can be used against some spells. When dodging area-effects, the character must run to some point outside the radius (in any direction). Movement in ERP is usually abstract, so the GM must determine whether this is possible. A good rule of thumb is to compare the spell’s radius with the character’s Speed or Move Rank \times 2. If the speed or move score is equal to the radius, the character can dodge to reduce damage. If not, he cannot move fast enough to dodge.

Rules Update: Saving Throws (Optional): Whenever the rules allow a harmful effect to bypass a target’s Defense Pool(s), a “Saving Throw” is allowed. This is an opposed roll triggered only by specific circumstances, like some magic effects or unusual types of damage. A Saving Throw is either forced or invoked. If forced, the situation or attacker “forces” the target to make a Saving Throw. Failing this save often means direct harm to Toughness, or succumbing to some unfortunate condition. If invoked, the defender opts to make a Saving Throw, usually because the needed Defense Pool’s score is at zero. *Note: the sidebar in the revised PDF lists the optional saving throw examples (see below) where numbered starting with “5”, when they should have been numbered “1 to 5”. We apologize for any paroxysms this may cause.*

Common Saving Throws: Arcanists may attempt to bypass their target’s Resilience, thereby “forcing” the defender to make a Saving Throw. Or, lacking any Resilience points, a defender may “invoke” a Saving Throw to better defend himself.

Curse or Obscure spells (spells or spell-like effects that targets aspecific Ability): Roll Willpower or Endurance to save (the nature of the spell determines which of these is used)), then the difference is applied to the targeted Ability, as long as the spell is maintained.

Harm spells: Roll Reflexes, Endurance, or Willpower to save (the nature of the spell determines which of these is used). If the spell roll exceeds the Ability roll, then the difference is applied to Toughness.

Influence spells: Roll Willpower to save. If the spell roll exceeds the Ability roll, then the appropriate Influence effect is applied, as long as the spell is maintained.

Poison: Roll poison damage vs. Resistance $>$ Poison. The difference in rolls is applied to Toughness (or to a specific Ability, depending on the nature of the poison).

Environmental conditions: Roll environmental damage vs. Endurance. Difference in rolls is applied to Toughness.

Traps and Disaster Avoidance: Roll Reflexes or Speed vs Challenge Rank of the trap or danger.

Falling damage: Roll Endurance vs. the amount of damage. Difference in rolls is applied to Toughness.

CHAPTER 5: Character Development, Equipment and Monster Creation

Errata (pg61): The 1-handed version of the Longsword was accidentally omitted from the final layout.

Those stats are:

Long Sword (1 handed)

1 handed, +3 Harm, +15 to Weaponry DP for Mastery, and +2 to initiative.

Q (pg62): Apart from the Evade restrictions, does armour hamper skills? For example, could the rogue use his Stealth abilities just as effectively in heavy armour?

A: According to the rules, ‘no’, but I can see how such restrictions would be justified by the GM.

Q (pg62): Can you still keep gaining the armor damage reduction from a shield (med or large) even after your Deflect DP has been depleted?

A: Yes, for big shields with some passive damage reduction, but not bucklers, and other small shields, which allow use only of the Deflect Defense pool.

Q (pg64): Why don’t Fodder, Standard, & Exceptional foes have active defences (Weaponry, Evade, Dodge, and Deflect)?

A: All active defences are combined with general toughness to form the single HP score for creatures. Thus, the GM is free to narrate the loss of this HP pool in any way he sees fit. Also, the single HP pool greatly helps with bookkeeping, and speeds up combat with multiple foes. Resilience remains a separate Defence, because that score mitigates different types of Potential-Harm. You’ll find that creatures using the full, and separate Active Defense pools are “tanks”, and are as difficult to defeat as the Player Characters. The rules refer to these types as “full-fledged”, but there’s no rule which states any creature must use all of the active defenses.

Errata (pg65): In the example calculation of the Challenge Score (CS) for the full-fledged character, the Reflex MV (4) was added to the CS as a mistake. Only the max MV of the highest branch of each potential harm category should have been added to the total.

Rules Update: Challenge In Combat. Levels measures overall character experience, but does not equal battle power. That fact alone makes combat “balance” by level rather tough to calculate. However, heroes in this game are very tough, so the GM should not pull any punches. Players must choose their fights wisely, or learn when to run. Remember, Victory Points are granted for survival, not just killing and looting.

Q (pg67): The Resilience scores of monsters (other than full-fledged) are based on the primary threat rank (100% of MV if the creature’s primary attack is Arcane, or 1/2 that if primary attack is melee, unarmed, or ranged). Do I divide the HP score after applying multipliers based on size or nature?

A: No. Use the HP score *before* it is augmented to calculate the Resilience score. Once resilience is calculated in this manner, you may apply resilience multipliers (e.g. creatures resistant to magic, or a demon or fay, etc).

For example: a large hobgoblin has 3D4 in close combat (everything else at D4), and x4 due to size, it’s HP would be 48 and it’s RS 6. If the GM made the hobgoblin a Shaman with a primary attack of Arcane, RS would be 12. Or, if the GM decided hobgoblins as a race were resistant to magic and other forces he could simply multiply the score by x2 (either 6 x2 or 12 x2).

Q&A from the Updated PDF revised 5/13/09

Errata (page 14): This should read “Gegdin does not possess skill in the Specialization of Pugilism, and has only average rank in the unrestricted abilities of Reflexes (D4)”. His score in Evade would therefore be 4.

Errata (page 32, 33): The Defense Pools (DP) listed on these two pages are at odds with the DP calculations in the official character sheet. Weaponry DP is calculated the same in both references. Evade uses Reflexes, plus the MV of (GM approved) relevant specializations/masteries, pugilism being one example (from the Unarmed ability). Dodge uses Speed plus the MV of (GM approved) relevant specializations/masteries. Resilience uses Resistance x2 + Willpower (basic) MV + (optionally) the total MV of Arcanum ability. See the rules update for further clarification.

Rules update: The calculations for Defense Pools would be best expressed in a spectrum of choices reflecting play style and even sub-genres. If you wish to have a deadlier game, a “dark fantasy” or gritty atmosphere, the GM can reduce the number of abilities fueling the Defense Pools. For example, Resilience could be dropped to just Resistance + Willpower with no multiplier. The same goes for Toughness. Altering the passive defenses can have dramatic effect on the overall power of full fledged creatures. Future supplements will feature such alterations to the “default” calculations, currently geared toward the truly heroic.

Errata (page 17): The list of common saving throws started at #5, but that should actually be #1. These are guidelines to ability vs. ability opposing rolls, and can be expanded on a case-by-case basis.