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 (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 x Resistance (2x6) + Willpower (4) + Arcanum Dice Chain (4 + 4) = 24.

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 MRV of the mastery to add to the character's initiative in the first round of combat, whether a weapon is readied or not.

CHAPTER 3: Combat

Errata (pg25): The second paragraph starts with the sentence "Each creature may take one 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)". Sometimes creatures have multiple attacks, and some characters have "extra attack" advantage, so I didn't want to write "one action during each battle round", because that's not always true.

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. I agree with the observation about D4 phase. Some players preferred random initiative, so both systems were merged and it never hurt anything. However, rolling randomly ensures the character acts last in the resultant battle phase.

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 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.

Q (pg33): Should the Evade DP use the MRV of the base Agility and Reflexes abilities or use the whole ability trees?
A: The MRV of the base ability and all specialisations and masteries. So, for example, if a character had several specialisations & masteries:
Agility (d10) > Acrobatics (d6) > Evasion (d4)
                       > Balance (d8)   > Combat (d4)
Reflexes (d6) > Catching (d6)
          > Dodging (d4)

His total Evade DP would be 48 (Agility 10 + Acrobatics 6 + Evasion 4 + Balance 8 + Combat 4 + Reflexes 6 + Catching 6 + Dodging 4).

Q (pg34): Deflect DP is stated as being the MRVs of the base Melee ability, Shield branch and Magic Protect. I am not clear what MRV 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 this again?

A: The Deflect DP is MRV of basic Melee, plus the MRV of the Shield specialization, plus the MRV of any (all) Shield masteries. Then, you modify the Deflect DP based on the type of shield used.

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* underline die-ranks from his ability check…" For example, an arcanist could lower the ADC 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 (MRV) 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: I'd also allow adding the MRV of x2 Mastery for single creature Harm spells, just as I do with Area-Effect. So, an arcanist with a D8 Arcanum, D6 Primordial, and D4 Elementalist school mastery could cast a lightning bolt from his hands up to a length of 28' (8 specialization + 6 mastery = 14 x 2 = 28). Alternately, you could allow arcanists to switch between feet and yards (indoor, outdoor), or just increase the base multiplier to x5.

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 × 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.

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 Armour damage reduction from a shield (med or large) even after your Deflect DP has been depleted?
A: Damage reduction from shields is also passive for some types, so 'yes' (but not bucklers, and other small shields).

Q (pg64): Why don't Fodder, Standard, & Exceptional foes have active defences?
A: All active defences are combined with general toughness to form the single HP score for creatures less than full-fledged. However, 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 these less-than-heroic creatures.

Resilience remains a separate Defence, because that score mitigates different types of Potential-Harm.

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

Q (pg67): The Resilience scores of monsters (other than full-fledged) are based on the primary threat rank (100% of MRV 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 underlined 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).

APPENDIX 1: Example Spells

Errata (pg78): The Summon Demon spell should have a difficulty of 3d12 (not 1D6, as shown). The Spell Difficulty should be equal to the summoned creature's primary attack form (in the Demon's case, it is his Arcane attack form). Please note, a character also needs D12 summoner Mastery rank to summon a legendary type creature.