Hits & Misses

This document is a compilation of all clarifications to the v7.0 rule set that the FRC has received since its release.

Change Log:

Date:	Action:	Rep. Party
8/28/16	Reformatted and added changelog	D. Spence
8/30/16	Added Flag rule change	D. Spence
	Added Dropsy clarification	D. Spence
	Added Killing Attack Damage (Knight) clarification	D. Spence
9/15/16	Added the dual wielding change	D. Spence
3/3/17	Added the Immediate Counter clarification	D. Spence
3/25/17	Removed the Dual Wielding change	D. Spence
8/23/17	Added the Stun clarification	D. Spence
	Added the orange flag rule	D. Spence

General Rules

Applying CAP

Question: How does applying CAP to a character work in connection with the requirement that a character be played at each level?

Answer: When applying CAP to a character, the maximum one can spend is enough CAP to increase the experience point to an amount that would raise the level of the character to the top of the next level. For example, Mary wishes to apply CAP to her character Torvak the Fighter which is currently 3rd level with 10,000 experience. She may apply up to 14,999 CAP to make Torvak 4th level but no more. After Torvak plays in a game at 4th level, the process may be repeated.

Called Effects

Question: How does calling an effect factor into the five-second-rule and is it considered part of the invocation? While calling an effect, does one still have to take damage and other effects?

Answer: Once the invocation is complete, the effect is called. Once the call is completed, the five second rule begins. There is no protection for the caller during this time. This mirrors the rule already clearly outlined in the rulebook that arrow aiming time can begin after the arrow effect is called.

However, a note on etiquette: Since the calling of effects is nominally instantaneous, it is considered courteous to not attack someone trying to communicate out-of-game mechanics with others.

Flag Length: The minimum length for a flag that is worn is changed from 18 inches in length to a minimum of 11 inches in length. The 2-inch width has not changed.

Orange Flag: An Orange Flag on an item indicates that it is a familiar and subject to the current familiar rules in the Blue Book.

Weaponry

None

Armor and Other Protections

Elemental attacks and protections

Question: If a melee attack is elemental or magically based and the target has more magical protection than the attack, does the melee 1-point rule still apply? Example: if the melee attack is for 10 Fire damage (i.e. Using 3rd level Druid Elemental Damage spell) and the target has 12 points of Fire protection, do they take damage?

Answer: Yes, they still take 1 point of damage due a melee attack. The 1-point rule for melee attacks (pg 42 of 7.0 rules) applies except the use of Concentration, Evade, or Dodge Blow bypasses the damage of the attack. Also, Spell Absorption can absorb all of the damage in an Electrify, but Protection from Elemental Damage, Lightning will not stop the final one point of the Electrify.

Poisons and Diseases

None

Character Change and Death

Fate Point

Question: Can a character Fate Point a death that occurred in the past?

Answer: No, the Fate Point Option may only be applied during the game where the character death occurred.

Lock System

None

Using Character Spells, Abilities and Skills

Autoactivate

Question: How exactly does Autoactivate work and what are the limitations on its triggers? Can it be used to set up immediate counters?

Answer: Autoactivate items trigger instantly and automatically when a defined condition is met (for example, when the user's life points drop to unconsciousness). Trigger conditions for autoactivate are subject to the following limitations:

1) The trigger may not give or be based on information that the player doesn't have.
2) It may not detect or react to the intentions of people other than the owner.
3) If the trigger condition occurs, the autoactivate will trigger, regardless of the desires of the bonded owner

The trigger may not act as an immediate counter unless the SAS is already defined as an immediate counter. For this purpose, this means that an autoactivate cannot cause an effect that would occur between the calling of an effect and its result occurring. For example, an autoactivated Elemental Protection cannot take effect between the calling of an Elemental Strike on the character and the point at which the character takes the damage from the Strike. Such an item would provide protection against the next strike, but not the one that triggered it. If the trigger is one that is consciously or deliberately activated by the holder, 5 seconds must pass before another SAS or magic item can be activated. Similarly, the deliberate trigger may not be activated within 5 seconds of having used another SAS or item. Otherwise, the triggering of the autoactivate is exempt from the 5-second rule as a triggered effect.

Autoactivate has no MILL level and can be used by characters of any level, however, if the character does not meet the MILL requirements for autocast, the autoactivated effect will require the full normal casting time to take effect.

Casting and Spell Absorption/Negation

Question: When a caster is in the middle of casting and is targeted by a spell they chose to Absorb or Negate, is that considered a passive protection (allowing them to continue the cast) or an immediate counter (requiring them to interrupt their casting)?

Answer: Use of Spell Absorption or Spell Negation involves a choice, so it is an immediate counter, not a passive protection. If they don't chose to use the Absorption or Negation and the attacking spell does not cause damage (i.e. armor or concentration blocks it), they can continue their casting.

Conceal

Question: Does Conceal have any interaction with noise?

Answer: A concealed person cannot make any voluntary sounds above a whisper or the concealment will terminate. Involuntary sounds, such as stepping on twigs, will be concealed by this ability If the character is already concealed and approaches or is approached by someone within 10 feet who is affected by the concealment, then the concealed person must remain silent as well as motionless or the concealment will terminate (involuntary noise will not terminate the concealment).

Glyph Learning

Question: How are glyphs learned? What exactly is required?

Answer: An unknown glyph can be learned (and thus added to a character's record) in one of three ways:

1. The use of Scry Glyph (through spell or item) on the glyph while the glyph is active.
2. Through instruction from another PC who has already learned the glyph. This requires the teaching PC to accurately draw the glyph for the character and the teacher must accurately pass on the glyph's name, properties, level, and level to dispel. If any of these are inaccurate, the glyph is not learned. This should be verified by the GM.
3. Through self-study. The character must have available a resource that contains a picture of the glyph, its name, a pronunciation guide for that glyph, the glyph's properties, level, and level to dispel. If any of these are inaccurate, the glyph is not learned. This should be verified by the GM.

Immediate Counters

Question: Do immediate counters like Evade or Dodge blow have to obey the 5 second rule?

Answer: Yes and no. The rule book, on page 54, says, *"Also, some SAS are referred to as "immediate counters" and have no invocation time (such as **Dodge Blow** (Fighter 7, Thief 7), **Evade** (Movement Monk 7), and **Inspire** (Loremaster)); the Five-Second Rule does not restrict these SAS, so they may be called at any time."* It follows that sentence with: *"After using a pre-cast SAS or an immediate counter, the character must still wait 5 seconds before invoking another SAS or magic item."*

It is the FRCs ruling that an *immediate counter* may be called within 5 seconds of calling another effect, such as *Fireball*; however, you must wait 5 seconds after using the *immediate counter* before invoking another SAS, including another *immediate counter*. Essentially, you cannot use two *immediate counters* back to back within 5 seconds.

Stacking Rules

Magic items that are in the form of a weapon.

Question: Does a Magic item that happens to be a weapon also do Magic damage? I have a Staff that casts a Crash Time, as it is the Staff that's Magic wouldn't it also do Magic damage in combat?

Answer: After polling the FRC as a H&M it was pointed out that only items specifically stating that they do magical damage can do so. This should also be reflected in the price as an additional 400 gp for a +0 Magic weapon.

Cleric Class

Repulse Good/Neutral/Evil

Question: Can Repulse be placed on an item, and can areas of Repulse overlap?

Answer: Yes, to both. Repulse can be placed on an item and multiple Repulse areas can overlap.

Transferring Spell Points from a dead target.

Question: Animate Dead states that they cannot cast spells or use SAS, but do they still have the points? Specifically, can the Cleric Animate Dead and then Spell Transfer points out of them?

Answer: The FRC has considered this and NO, there are no Spell, Courage, Ranger or other innate points or abilities available from a dead creature, animated or not. They cannot cast spells, recharge items or perform any other function requiring higher functions. If they have Spell Point Crystals or other treasure items, these items may be liberated as usual and are not bonded to the dead creature.

The spell, courage, ranger, life points, bonding of items, etc. will return as described under Life Spark and Raise Dead.

Druid Class

Entering a Dust Storm's area of effect after it is cast.

Question: Can a character enter the area of effect of a Dust Storm after it is cast.

Answer: Creatures in the Dust Storm cannot move from the spot where they were located when the Dust Storm was cast and affected the creature until either the effect is dispelled or the duration expires. A character outside of the effect at casting time may not enter the area until either the effect is dispelled or the duration expires.

Movement when affected by a Dust Storm

Question: The current wording does not address whether or not a target can move once affected by a Dust Storm, please clarify.

Answer: All those inside the area of effect (5' radius circle) must remain in the spot they occupied when affected by the Dust Storm. They can pivot and turn, but must stay in the same spot for the duration of the spell.

Summon Storm CORRECTION

It was brought to the FRC's notice that the text describing Summon Storm has an inconsistency: Duration is listed as 5 minutes or 1 Combat, but then the text states "During the 1-minute duration of this storm,...". After review and discussion, Summon Storm duration is 5 minutes or 1 combat. The "1-minute" in the text is in error and should read "During the duration of this storm, ...".

Fighter Class

None

Knight Class

Damage on Killing Attack vs. Supernatural Creature

Question: Does the damage on Killing Attack vs. Supernatural Creature affect the points to unconsciousness or points to death? What if I have additional Hit Points from Aspect of the Beast etc.?

Answer: The text says that damage is ½ of the creature's total hit points when "…*fully healed*". That means the creature takes damage equal to ½ their total hit points to death. For example, a creature that had hit points of 8/38/46 would take 23 points of damage independent of armor and current hit point total. Furthermore, if that creature had the Druid ability of Aspect of the Bear up he would take 28 points of damage since his fully healed total would be 56. This clarification is for all Killing Attacks such as (Magic User 10th, Killing Monk 8th) and Killing Arrow (Ranger 10th).

Meditation time for Killing Attack vs. Supernatural Creature

Question: Does Killing Attack vs. Supernatural Creature require the standard 15 second meditation time to activate this attack?

Answer: No this ability requires no meditation time to use. This is an omission in the rulebook.

Magic User Class

Dropsy

Question: Does a person have to unstrap a shield and drop it when hit by Dropsy?

Answer: A person must open both hands and drop arms and fingers downward when dropsied. If a shield falls off the arm, then it falls off but if it strapped on in such a way that it does not fall when the arm is pointed downwards and the hand is opened, the player does not need to unstrap the shield and remove it.

Monk Class

Immunity to Knockdowns

Question: Does Immunity to Knockdown protect from the Rangers Stun Arrow or the Magic User spell Stun?

Answer: No, these spells are not a normal knockdown, they 'stun' the target. In the case of these two abilities the Monk, or anyone else with Immunity to Knockdowns in effect will still take the 10 second knockdown.

Ranger Class

None

Thief Class

Backstab

Backstab is to be clarified in the following ways: a) "behind" means that the attacker's center of mass must be on the "back" side of the plane created by the target's shoulders. b) the only requirements for an allowable backstab are that the target is not actively attempting to avoid, parry, or otherwise defend herself against the backstabber. There is no actual "awareness" component at all. It is understood as part of this that avoidance, parrying, and dodging does not require the target to be looking at the backstabber. I.e. If the target runs away but is obviously trying not to get backstabbed... that is active avoidance. A target who has a sword out to block the backstabber and who looks away is still obviously attempting active parrying.

Needle Trap

Question: Can a PC set multiple Needle Traps on the same area? Can Needle Traps be set on the hilt of a weapon?

Answer: The area covered by a needle trap is a circle approximately 8" in diameter. As such, it CAN be set on a part of a weapon. The Thief should make sure that the GM is aware of what has been done and the Thief still has to attach a yellow flag if he is going to be more than 30 feet away. Multiple needle traps can be set to affect the same area, but no two needle traps may be placed in the exact same spot and must be separated by at least an inch.

Loremaster

None