

Ingenium Errata and Rules Clarifications

First Revision - October 8 2011

Defense in the Combat Example

In the combat example, there is a reference to a d10 roll added to Defense. This is incorrect; Defense is a static number and has no roll added to it.

Ranged Weapons

The Point Blank penalty applies to being closer than 10' from a target when you're using a missile-based ranged weapon.

Thrown Weapons

Thrown weapons are treated as ranged weapons with a range of 15' + the character's Physical Strength score. Damage also is increased by Physical Strength. Ranged Talents apply to thrown weapons.

NPC Combat Actions

NPCs also have three Actions they may use during combat.

NPC Opposed Rolls

For non-combat opposed rolls, use the NPC's Challenge Level as their dice bonus. So, a CL3 human bandit's Physical Strength roll against a PC's Physical Strength roll in a grappling contest would be 1d10 + 3.

NPC Attack Rolls

For NPCs' attack rolls, use their Challenge Level as a guide for their dice bonus. To make an NPC tougher (a Hero version), add 5 to its CL for this purpose. To make it weaker (a Minion version), subtract 5.

Unattainable Attribute Requirements for Advanced Talent Pools

Attribute requirements for Advanced Talent Pools that are greater than 10 are reduced to 10.

Advancing Attributes Beyond 10

Once an Attribute reaches 10, if the player would otherwise gain a new point in that Attribute,

she must instead gain one rank in a new or existing Talent related to that Attribute.

Shield Talent

The rules state that in order to use shields, you must have the Shield Use Talent, which does not exist in the Core Rulebook. It is presented here:

Shield Use: This Talent allows the character to use shields effectively. Without it, the character can still use shields, but the Defense Bonus and Soak Bonus for that shield are reduced by half.

Spell Usage

Characters may only cast spells equal or lower in level to their Character Level or, if an NPC, Challenge Level. This is modified by the type of energy Tapped by the mage during casting.

The Number of Elements

There are references to there being only five elements. This is incorrect. Each of the elemental focuses is a separate element.

Non-Elemental Spells and Arcane Destruction

The list of non-elemental spells is notably absent from the Spells chapter of the Core Rulebook, making one of the Mystic Talents effectively useless. A school of non-elemental spells is planned for free web release in mid June to fix this.

Starting Spells

The rulebook states that starting characters get 4 known spells "if applicable." Only starting characters who have the Mystic Talent Pool get these four spells.

Starting Wealth

The starting values for gold for each profession proved to be too low, in practice, to effectively equip characters at first level. All starting characters now receive 50 gold instead of their profession's listed starting gold. In addition, starting characters may take one armor or weapon choice for free as long as they meet the requirements to use it.

Starting Hit Points

At first level, all characters receive the maximum possible hit points for their profession. Add the character's Endurance score to this total.

Missing Fighting Styles

Two fighting styles were omitted from the list on page 50. Fighting with a single one-handed weapon grants a bonus of +1 to Initiative, reflecting the idea that such a style is faster than other armed styles. Fighting unarmed grants +2 Initiative for the same reason. Natural weapons such as a Shadre's claws do not count as a weapon for this purpose.

The Hardy Catfolk Soldier Effect

Some players may have noticed that certain builds result in vastly different Hit Point totals at creation. Hardy Catfolk Soldiers, for example, begin the game with 37 Hit Points (3+4+20+10). Compared to, say, an Esoteric Wingfolk Wizard (7 HP), this is quite a difference. GMs may optionally mitigate this by having all PCs start the game with 10 HP plus racial bonuses and Talent bonuses, and ignoring profession Hit Dice.

Stone Skin Technique

The bonus from Stone Skin Technique is reduced to +5 per rank instead of +10.

Armor and Speed

Any Speed penalties incurred by armor affect initiative rolls rather than actual movement distance.

Rank Limit

There is a hard limit of 5 ranks in any Talent, unless the Talent specifies otherwise.

Magical Abilities

Addendum to the Magic chapter. Magical Abilities are actions inherent to a person, entity, creature, or object that do not require a Tap check, only a Magic Use check.