

Fantasy Alive Rule Changes and Playtest for Version 13.1

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Rule Changes

Changing Existing Spell: Greater Cure

Rule Team Thoughts

Greater Cure and Remove Curse are both the same level, but Greater Cure also removes Curse effects.

Decision

Remove the Remove Curse capability from Greater Cure.

Old Rule

This mighty restorative spell cures the target of all Curse, Disease, Toxin, Blindness, Mute, Paralyze, Affliction, and Weakness effects. This spell also cures the target of Euphoric Addiction.

New Rule

This mighty restorative spell cures the target of all Disease, Toxin, Blindness, Mute, Paralyze, Affliction, and Weakness effects. This spell also cures the target of Euphoric Addiction.

Action to Players

None

Changing Existing Skills: Knockout & Waylay

Rule Team Thoughts

Having the call for Knockout and Waylay include the “sleep” call leads to confusion in combat as it isn't clear that the effect cannot be resisted via Iron Will.

Decision

Change the call to clarify things.

Old Rule

Knockout [Weapon Type]: A powerful shot which renders the victim unconscious. Similar to Waylay, this skill requires the character to strike the victim on the upper portion of the back torso with a safe striking surface of their weapon. The call is “<Damage Type> Physical Sleep.” and the victim takes a Sleep effect. This skill can be defended against normally (e.g. Parry, Dodge, Magic Vestment, etc.), by having a natural threshold and also by wearing a helmet, neck-hugging gorget or a coif that covers the back of the neck. This effect cannot be resisted by Iron Will and cannot be performed with any weapon that requires two hands (including bastard weapons) or does not have a pommel. This skill may be used once per encounter for each time the skill is purchased.

Waylay [Weapon Type]: With this skill the character can knock a person out with a single blow. This skill requires the character to strike the victim on the upper portion of the back torso with a safe striking surface of their weapon. The call is “Surprise <Damage Type> Physical Sleep.” and the victim takes a Sleep effect. This skill can be defended against as any other surprise attack (e.g., Master Dodge, Magic Vestment, etc.), by having the Natural Threshold ability, and also by wearing a helmet, neck-hugging gorget or a coif that covers the back of the neck. This effect cannot be resisted by Iron Will and cannot be performed with any weapon that requires two hands (including bastard weapons) or does not have a pommel. This skill may be used once per encounter for each time the skill is purchased.

New Rule

Knockout [Weapon Type]: A powerful shot which renders the victim unconscious. Similar to Waylay, this skill requires the character to strike the victim on the upper portion of the back torso with a safe striking surface of their weapon. The call is “<Damage Type> **Knockout.**” and the victim takes a Sleep effect. This skill can be defended against normally (e.g. Parry, Dodge, Magic Vestment, etc.), by having a natural threshold and also by wearing a helmet, neck-hugging gorget or a coif that covers the back of the neck. This effect cannot be resisted by Iron Will and cannot be performed with any weapon that requires two hands (including bastard weapons). This skill may be used once per encounter for each time the skill is purchased.

Waylay [Weapon Type]: With this skill the character can knock a person out with a single blow. This skill requires the character to strike the victim on the upper portion of the back torso with a safe striking surface of their weapon. The call is “Surprise <Damage Type> **Waylay.**” and the victim takes a Sleep effect. This skill can be defended against as any other surprise attack (e.g., Master Dodge, Magic Vestment, etc.), by having the Natural Threshold ability, and also by wearing a helmet, neck-hugging gorget or a coif that covers the back of the neck. This effect cannot be resisted by Iron Will and cannot be performed with any weapon that requires two hands (including bastard weapons). This skill may be used once per encounter for each time the skill is purchased.

Action to Players

None

Clarifying Existing Rule: Time Required to Research New Mixtures & Formula

Rule Team Thoughts

The chart referred to in version 13 about the time required to research new mixtures or formulas was not included in Version 13.

Decision

Add the time required into the paragraph.

Old Rule

Then the player must spend downtime equal to the amount listed in the above chart.

New Rule

Then the player must spend downtime hours equal to the level times 40.

Action to Players

None

Clarifying Existing Rule: Bastard Weapon Proficiencies

Rule Team Thoughts

Version 13 of the rules does not specifically include weapon proficiency skills for Bastard Weapons.

Decision

Bastard Weapon proficiencies are included in the Two Handed Weapon skill for Swords and Blunt, or in the Axe skill for Bastard Axe.

Old Rule

Two Handed Blunt: This skill allows the character to wield any 2-handed blunt weapon, such as a mace, club, maul or bludgeon. Blunt weapons do no damage if used to stab.

Two Handed Sword: This skill is required in order to use a 2-handed sword of any type.

New Rule

Two Handed Blunt: This skill allows the character to wield any 2-handed or bastard blunt weapon, such as a mace, club, maul or bludgeon. Blunt weapons do no damage if used to stab.

Two Handed Sword: This skill is required in order to use a 2-handed or bastard sword of any type.

Action to Players

None

Change to Existing System: Learning Skills Can Require a Teacher

Rule Team Thoughts

There are numerous logistical problems with requiring players to have a teacher for as many skills as currently require them. It would ease the work on logistics to have a different system in place.

Decision

We are going to change the system for learning skills to encourage players to find a teacher in character, but not require it. The skills Clerical Investment 9 & Divination 9 will still require a teacher.

Old System

Training: With the exception of the initial skills purchased upon character creation, learning new skills within the Fantasy Alive system requires training. While day-to-day adventuring and gaining experience points comprises most of the training performed by characters, a short period of concentrated study is required when learning a new skill or advancing a current skill to a new level. Only when learning a skill that requires no tutor or learning a skill for a second time (e.g. purchasing Parry for the second time) is training not required. To train, characters must simply spend a number of hours refining the skill, alone or with a tutor. This time is equal to five hours per skill point required to purchase the new skill.

Tutors: Many skills have a number listed in the “Tutor” section of the chart below. Without an appropriate tutor for these skills, the length of training AND the skill point cost of the skill is multiplied by the amount listed.

Mastering difficult skills without a mentor can quickly become a lengthy and expensive task. Tutors may only teach skills in the specific skill type/deity they have. For example, a warrior with the skill Weapon Mastery <1h- Swords> can only teach another how to use swords; that warrior could not train someone in Weapon Mastery <Axes>. Some skills will have an “N” or “R” listed instead of a number. An “R” indicates that the skill is so complex that an instructor is required. An “N” indicated that the skill is so basic that a tutor is not required.

During initial character creation, skills can be bought without the required tutors and without penalty.

New System

While day-to-day adventuring and gaining experience points comprises most of the training performed by characters, a short period of concentrated study is required when learning a new skill or advancing a current skill to a new level. A player may select a new skill for their character to learn by logging this selection when they log for an event. To do this, the character must have the appropriate number of skill points available, and spend a number of hours in between games equal to the number of skill points for the skill times 5. For example, learning the 1 Handed Blunt skill will require the player to spend 3 skill points and train for 15 hours.

There are three ways that a player can reduce the number of hours required to spend to learn a skill.

1. There are Tutor Books in-game, and using one of these reduces the time to learn by 50%.
2. Your character can also learn a new skill from another character who has that skill by having a roleplay scene at a game. Learning from a character in-game reduces the time to learn by 50% and gives 1 bonus XP to the teacher.
3. You may be able to arrange a NPC Tutor. There will be a fee involved, and once paid it will reduce the time to learn by 50%.

When learning a skill for a second time (e.g. purchasing Parry for the second time) training is not required. To train a second skill, characters must simply spend a number of hours refining the skill. This time to learn a skill for a second time is the same as if it was learned from a teacher.

The 9th level of Clerical Investment and Divination are important skills that can have a large impact on the game world, and as such require an NPC or PC tutor to learn.

NOTES:

- **In the new system, the Teaching skill will be removed.**
- **The Tutor column of the skills and abilities charts will be removed.**
- **The Apprentice system will be removed from the game as an option for PCs. Apprentices will still be available as NPCs for PCs to obtain via OC.**

Action to Players

Any character with the Teaching skill will have the skill removed from their sheet and the SP spent refunded.

Removing Apprentice System for PCs.

Rule Team Thoughts

In the new skill purchase system, apprentices no longer make sense for PCs to be PCs to other PCs.

Decision

Remove the Apprentice option for PCs. Apprentices are still available to PCs via purchase with OC.

Action to Players

None

Changing Existing Rule: Removing the Teaching Skill

Rule Team Thoughts

In the new system for learning skills, the Teaching skill is no longer useful enough to be relevant.

Decision

The Teaching skill will be removed, and players will have the SP refunded to them.

Action to Players

More Skill Points to spend! Yay!

Changing Existing Rule: Clerical Investment

Rule Team Thoughts

CI9 is now the only level that requires a teacher.

Old Rule

Clerical Investment [Deity]: This is the base skill for all clerics, priests, shamans, wise-ones and templars. Each time this skill is purchased the character gains access to the next tier of spells granted by their patron deity up to a maximum of 9. A character may not be invested with more than 1 deity at any time and switching religions means losing all spells and abilities gained from the previous investment. Upon gaining level 6 in Clerical Investment, the cleric is in high enough favour with their deity to be granted a spell that they may now cast at will. At level 9 a second cast-at-will spell is granted. The spells granted by each deity can be found in their descriptions in the Deities section. There are further options for growth for characters that reach Clerical Investment 9. Once reaching this level and wishing to develop further, the player should contact the Head of Plot and the Owner to discuss.

New Rule

Clerical Investment [Deity]: This is the base skill for all cleric, priests, shamans, wise-ones and templars. Each time this skill is purchased the character gains access to the next tier of spells granted by their patron deity up to a maximum of 9. A character may not be invested with more than 1 deity at any time and switching religions means losing all spells and abilities gained from the previous investment. Upon gaining level 6 in Clerical Investment, the cleric is in high enough favour with their deity to be granted a spell that they may now cast at will. At level 9 a second cast-at-will spell is granted. The spells granted by each deity can be found in their descriptions in the Deities section. **Learning Clerical investment 9 is a major undertaking and can only be done with an NPC or PC teacher. To learn Clerical Investment 9 from an NPC, a player must inform Plot that they wish to do so, and an opportunity will be arranged as soon as possible.** There are further options for growth for characters that reach Clerical Investment 9. Once reaching this level and wishing to develop further, the player should contact the Head of Plot and the Owner to discuss.

Action to Players

None

Clarifying Existing Rule: Learning Divination 9

Rule Team Thoughts

Divination 9 is now the only level that requires a teacher.

Old Rule

Divination: The base skill for fortune-tellers, seers and soothsayers. Divination is the ability to read items such as cards, palms, and the stars or to communicate with otherworldly creatures in order to discover or divine information. For each level purchased a new tier of Divination spells or rituals are acquired. Once the ritual is complete, damaging or removing the items used to enact the ritual has no impact on the effect. There are further options for growth for characters that reach Divination 9. Once reaching this level and wishing to develop further, the player should contact the Head of Plot and the Owner to discuss.

New Rule

Divination: The base skill for fortune-tellers, seers and soothsayers. Divination is the ability to read items such as cards, palms, and the stars or to communicate with otherworldly creatures in order to discover or divine information. For each level purchased a new tier of Divination spells or rituals are acquired. Once the ritual is complete, damaging or removing the items used to enact the ritual has no impact on the effect. **Learning Divination 9 is a major undertaking and can only be done with an NPC or PC teacher. To learn Divination 9 from an NPC, a player must inform Plot that they wish to do so, and an opportunity will be arranged as soon as possible.** There are further options for growth for characters that reach Divination 9. Once reaching this level and wishing to develop further, the player should contact the Head of Plot and the Owner to discuss.

Action to Players

None

Combat Trade Skills Playtest

This playtest is designed to give some trade skills an in-combat option associated with their Trade Skills. Specifically, this playtest addresses Alchemy, Herbalism, and Mechanic. Details are below:

Alchemy Combat Attacks

Alchemists are masters of physical chemistry and they have learned the trick of quickly manufacturing some short duration items for attacking others during combat. Alchemical Combat Attacks are physical attacks and can be blocked, parried, or dodged. Certain monsters may be immune or susceptible to Alchemical Damage. These attacks are done by throwing a packet and calling the damage listed below.

Level 2 Alchemy

Alchemists can throw 3 Alchemical Combat Attacks per encounter. Each attack is packet delivered does 4 Alchemical damage.

Level 6 Alchemy

Alchemists can make more attacks now. Alchemists can throw 6 Alchemical Combat Attacks (not cumulative with level 2 Alchemy) per encounter. Each attack does 4 Alchemical damage.

Level 10 Alchemy

Alchemists can make more attacks now. Alchemists can throw 9 Alchemical Combat Attacks (not cumulative with level 2 or level 6 Alchemy) per encounter. Each attack does 4 Alchemical damage.

Herbalism Combat Attacks

Herbalists are masters of biology and they have learned the trick of quickly manufacturing some short duration items for attacking others during combat. Herbalism Combat Attacks are poison attacks that cannot be parried. They can be dodged, and resisted with Resist Poison, and certain monsters may be immune or susceptible to Poison. These attacks are done by throwing a packet and calling the damage listed below.

Level 2 Herbalism

Herbalists can throw 3 Herbal Combat Attacks per encounter. Each attack does 4 Poison damage.

Level 6 Herbalism

Herbalists can make more attacks now. Herbalists can throw 6 Herbal Combat Attacks (not cumulative with level 2 Herbalism) per encounter. Each attack does 4 Poison damage.

Level 10 Herbalism

Herbalists can make more attacks now. Herbalists can throw 9 Herbal Combat Attacks (not cumulative with level 2 or level 6 Herbalism) per encounter. Each attack does 4 Poison damage.

Mechanic Combat Attacks

Mechanics are masters of tinkering and they have learned the trick of quickly manufacturing some short duration items for attacking others during combat. Mechanic Combat Attacks are physical attacks that can be blocked, parried and dodged. These attacks are done by throwing a packet and calling the damage listed below.

Level 2 Mechanic

Mechanics can throw 3 Mechanic Combat Attacks per encounter. Each attack does 4 Steel damage.

Level 6 Mechanic

Mechanics can make more attacks now. Mechanics can throw 6 Mechanic Combat Attacks (not cumulative with level 2 Mechanic) per encounter. Each attack does 4 Steel damage.

Level 10 Mechanic

Mechanics can make more attacks now. Mechanics can throw 9 Mechanic Combat Attacks (not cumulative with level 2 or level 6 Mechanic) per encounter. Each attack does 4 Steel damage.