

Hits & Misses

Rulebook Version 6.8

9/98:

Stasis Spell: "Does a player with the Clerical spell Stasis cast on them, need to lie down and take no further action?"

Answer: This was clarified that the Stasis is a "Freeze Poison/Disease/Curse and all other ongoing effects spell" that it does not heal or "undo" any damage, but it does halt all ongoing effects, and that the player is free to walk, run, cast or do any other action that the player could do, had the spell, or the reason for the spell, not occurred.

1/99:

Bonding: Q: "Does bonding "occur" after 6 hrs or is it the "unbonding" that occurs at 6 hrs and then the item has 'free agent' status?"

A: Several clarifications here. To unbond an item, the item must be carried by someone other than the bonded owner, for 1 full game, which may be 2 or more game days but not less than 6 hours in game time. This dissolves the old bond. If the original owner uses the item during this unbonding period the bonding is re-established and the unbonding period must be restarted. An unbonded magic item will bond to the first character to use it. One shot magic items, Scrolls, Potions, etc. are unbonded by definition / function.

To clarify the requirement of one game with a 6 hour game time minimum to unbond, the following examples may be useful.

1. Bob gives Joe a +1 Sword at the start of a Room Game on Friday. Joe carries the item for the full game time of 3 hours. Saturday Bob and Joe go on course at 9:00 A.M. At noon the Swords bond to Bob is dissolved and Joe may use the Sword. Both criteria, 1 game and 6 hours have been met.
2. Bob and Joe go on course at 9:00 A.M. for an 8 hour game, and Bob gives Joe his +1 magic sword. At the END OF THE GAME the Bond with Bob is dissolved. Again, both criteria have been met, 1 game and 6 hours.
3. During treasure division, (considered to be an in game action), Bob gives Joe a +1 Sword he used in that days game. At the end of 6 hours game time in the next game, the Sword is unbonded and Joe may use the Sword. Again 1 game and 6 hours.

Changing Classes: Q: on Changing Classes, can, through God action, game design or whim of the player, can a player change classes?

A: Although this capability was once available to Knights that resigned their Knighthood, (they could change to a Fighter class, see 6th ed revised), it was removed in 6.5 and was not reinstated in 6.8. There is no mechanism in the current rules for changing classes.

Clone rule: Q: Are local variants of the "Clone rule", (Fate Point, Luck Point, etc.), where the fallen PC is the same character, just 'not dead' allowable?

A: Although not encouraged, they are allowable Chapter Variants, and as such should be noted on the game flier.

Spell Negation: Q: Spell Negation and Absorption can now be used against Dropsy, Stun, and Pain Strike. How does this work?

A: We're really talking about two different things. Dropsy and Stun have a fixed Spell Point cost and can be negated or absorbed at the level they appear in the rulebook (Dropsy at 3rd, Stun at 6th). Pain Strike is a little trickier. Since Pain Strike has a variable Spell Point cost, it has to be negated or absorbed at a level equal to the number of Spell Points spent on the spell.

Example, if a Cleric calls out, "Pain Strike, minus 4, blue", he spent 8 Spell Points on the spell. Thus, blue would have to have an 8th level Spell Negation or Spell Absorption to counteract the Pain Strike.

Healing Limbs: Q: In a combat, can Autocast Healing be used as an Immediate Counter to losing an arm, or does the player need to drop whatever weapon or shield they have in their hands and then try to retrieve it after calling the healing effect?

A: Only certain skills, abilities, and spells can be used as Immediate Counters and they are identified as such in their descriptions. Any healing takes place after the damage is done. Thus, the blow that reduces your limb to zero (forcing you to drop your weapon) or knocks you unconscious or dead cannot be avoided with Autocast Healing.

Archery Targets: Q: Why was the Marginal target size reduced from 22" by 27" to 40 cm (15 3/4")? This is a huge reduction of size, why was this done?

A: This is actually a correction. The archery testing procedure described in the 6th edition 1987, page 19, last line, said, "For each arrow striking the target (not just the paper on which the target is printed), {next page}, including the bulls-eye, the player will be given a 10% chance for marginal hit." Part of the problem was, there were no, "target or bulls-eye" sizes noted in the book, (they were 15" and 3" at the time).

In the 6th edition revised 1989, on page 35, a target size with a 15" outer circle and the 3" "crit" circle size was shown with an overall size of 22" by 27", and apparently a change in the wording in the last paragraph was made to read, "Any arrow that hits the rectangle of the target is a marginal hit." But no explanation was even given why the 15" circle was shown or what it was to be used for.

This error was carried forward to the 6.5 edition before it was caught and corrected for the 6.8 edition. The "new" target was a compromise, the FRC found a "standard" target, the Suanders # 1541, with a 40 cm outer circle and a 8 cm inner white circle. This target, although slightly larger than the old standard for both marginal and criticals, was decided on because of its availability, it also has a very clean sighting capability, (white spot in a dark blue circle). We hope this clears up any confusion.

Nikki Hansen noted in her shoptalk post that: "(Disclaimer: I couldn't hit the broad side of a barn from inside. The first time I tried testing, everyone present laughed. I never tested again, for fear I'd shoot a bystander. <20% hit, 0% crit, 30 second reload> I'm no archer. The closest thing I have to a character that uses a bow is a thief of mine who's used her sling twice in her career. Once at first, once at fifth.)"

My personal opinion is: If anyone is that bad of an archer, and can hit 2 marginals, the target is too big. Archery testing is for archers, not people that fling objects at the target and hope for a good score.

5/99 Dropsy: "When I started in IFGS a few years ago, Dropsy was played as simply opening your hands and dropping anything you had in your hands. However, if you opened your hands and your shield stayed in place due to a strap on it, you didn't drop the shield. Lately, I have been told that when a Dropsy is cast, I have to stop in the middle of a fight and unstrap my shield and let it fall. Their argument is the rules say that characters cannot attach weapons to their body. My argument is that shields are not weapons, and that they commonly have straps for the upper arm. Am I really expected to stop fighting while others are still swinging at me in order to unstrap my shield?"

Answer: In a word, NO. But as usual, some further explanation is needed: see rules 6.8, page 28, left column, "the shield must be held in the hand or attached to the character's hand or arm". This specifically allows for a 'strapped on' type of shield that is not affected by Dropsy, whereas a shield that is only 'hand held' would be. You may make your shield either way, player's choice.

There are several reasons for this and the FRC decided on a compromise. In the 3.1 experimental rules, there was a Fighter ability called Shield Shatter. It was an interesting ability, and it fit the fighter class very well. There was only one problem. Anytime a Fighter called "Shield Shatter", there had to be a local 'time stop,' to allow the target to unstrap and get clear of the shield, or they had to try to defend themselves and unstrap their shield at the same time (sound familiar). This was either disruptive to the game flow or unfair to the target; neither was acceptable. As a result, in 6.5 and the current 6.8 version of the rules you will not find Shield Shatter. Weapon Shatter is still there because a weapon you can simply drop. This is also the

reason 'Lanyards and Laneries' rules 6.8, page 16, left column, are not allowed, as this would negate the usefulness of Dropsy and Disarm.

So if you have a 'Hand Held Shield', where if you open your hand your shield falls away, the YES, you will be affected by the Dropsy. But, you also have the ability to throw the shield to the ground and you're clear without exposing yourself to undue risk. Also note, as a benefit to this type of shield, in the new "Pursuit Rules" having a "Throw Away Shield" is a boon - you may improve your Pursuit level by 1 point by throwing your shield down, but you must be able to release and shed your shield as a throw away to do this.

Therefore, if your shield is strapped to your upper arm or wrist, your shield will not be affected by the Dropsy, but you may not take advantage of the improved level of "Pursuit," either.

7/99:

Class is an Immutable: Q: "Is class a base, and therefore an immutable?" The text at the end of chapter 10 alludes to class being a base, but it isn't explicit, as far as we can tell.

A: After careful consideration the FRC has decided that it is the premise of the rules that a character's class is a Base and is an Immutable. As such, characters cannot change their class and cannot lose their class. As always a game designer can do many things outside of the rules within their game. It is not the intention of the FRC to limit this prerogative. This prerogative includes changing classes of existing characters within their game. But since class is a base, changes to class could not leave game.

No Dodging a Sweep: Q: The fighter ability "Dodge", does or does not effect sweep. (I think it does not effect the area effect attack.) We had an issue with it this weekend.

A: Fighters cannot use Dodge Blow to avoid a Sweep

Animal Pact: As stated, animal pact covers the animal type corresponding to one of the Aspects of the Beasts. As with other sections of the rules this is open to GM interpretation. The GM may decide that Panther applies to all cats or he may decide that a creature is not affected because it is magical in nature. You should discuss this with your GM before the game starts or, if you have a chance, when the situation occurs. Additionally, Game Writers may provide special instructions for encounters in their game copy.

Clerics Turning Undead: Q: On page 47, Turn Undead: What happens if two clerics turn the same undead? Highest Level? First? Most recent?

A: Turn undead - As with all spells, a creature cannot be under the same effect more than once. Also, as with all spells, the highest level of effect takes precedence. So the undead would ignore subsequent Turnings while under the effect of Turn Undead, unless they were a higher level than the effect it is currently under. In other words: first spell cast, but can be overruled by higher level effect.

Night Spell Casting: Q: On page 35, Casting a Spell at Night: Do any of the requirements of missile fire at night apply here too? For example: If I miss a target, is my spell wasted or do I just shine until I find someone?

A: After re-reading this section on page 35 of the 6.8 rules, we realize we could have said more. Casting at night works as follows: The caster casts his spell, he then announces the effect of the spell and flashes his light at the target (or targets in the case of an area of effect spell). If there is no target present, the spell has still been cast and the points are lost. As stated in this section of the rules, the caster should not use a continuous beam to search out targets. Also it is important, for safety reasons, that the wielder of the flashlight do their best to avoid shining the light in anyone else's eyes.

Purifying Water: Q: Page 61, Spring Water: Will it purify diseased water?

A: Spring Water will purify diseased water as long as it is a natural disease.

Mist Bridge Knock Downs: Q: Page 64, Mist Bridge: Does Knocked-Down PC automatically fall off the 2' wide bridge? What about sudden loss of a limb from target arrow? Or just being hit by an arrow or other effect?

A: Someone on a Mist Bridge does not automatically fall off if they are subject to a Knock Down.

Animate Dead Not Infinite: Q: Page 55, Animate Dead: "...one half the original Life Points..." Is that ROUND-UP? If so, can a body be animated an infinite number of times, even though the life points will eventually be 1.

A: For Animate-dead, the target creature has one-half their original Life Points, ROUND DOWN. This way, a creature can eventually become beyond the reach of Animate Dead

Invoke: Q: Page 56, Invoke: It refers to LI in regard to spells. What about other abilities and effects?

A: Invoke only affects those things listed in the description of the spell on page 56. It does not affect skills and abilities.

Camp Fire: Q: Page 61, Camp Fire: Is it considered magical fire damage? Or just magical damage?

A: Campfire does magical damage.

10/00:

1) The monks abilities of **Sweep and Throw**. These do not have the same line in the description that says "requires no meditation time." Does this mean that those abilities require the full 10 and 15 second cast? How the FRC rules on this will affect its pricing so please let us know. I understand everyone plays it as no meditation time, but can we get an official ruling?

A. Throw currently reads: *Throw* does not require any meditation times. (Page 95)
Sweep does require a full 15 second meditation. (Page 97)

2) **Autocast ability on magic items**. Everyone plays the autocast ability on a magic item as basically a mentally activated ability, much like the monks' ability to meditate under a kill dagger or the knights' ability to use Knights Strength as an immediate counter to Uvas. According to the rule book you must have two functioning limbs to Autocast. What the SSC is thinking is in addition to Autocast and Autoactivate including a "Mental Activate". Does the FRC have a standing on the Autocast as regards to magic items? If the FRC rules that the Autocast as regards to the magic items functions the same as in regards to spells as laid out in the rules; then we would need to look into incorporating Mentally Activated as a pricing factor. Your thoughts on this would be appreciated.

A. In regards to the spell Autocast. Per 6.8 rule book, A PC MUST have his arms free and functional. If a magic item gives a PC the spell Autocast, the PC must have both arms free and functional to use this autocast. i.e. the player casts the Autocast and as a standing spell, it falls under the standard rulebook guideline. However, a magic item which autocasts an S,A,S, does not require that both arms are free or functional. i.e. a healing item that is, "Autocast, 10 pts healing, any increment", will allow a player to bring a limb back into use even though the limb is at 0 LP, non-functional, and they could not cast or autocast on their own.

In regards to magic items that are Auto linked or Auto activated or Mental Activated, these items will perform as Savvied.

Note to Game Writers – Please be very careful when you write the savvy for unusual items. Be sure to include full and complete definitions of exactly what an item will do.

Q. Is reflection of Spells, either individual or area effect, within the current rules.

A. No. In the current rules system there is no way to Reflect any spell. There are ways to Negate, Absorb and Evade, "single target spells" only. "Area Effect" spells, cannot be Negated,

Absorbed or Evaded per our current rule system. Therefore area effect spells CAN NOT be reflected by any means. Items could be created that Negate, Absorb or give a player the ability to Evade single targeted spells, but again, not area effect spells. NOTE: The FRC has researched the current Blue Book and found no references or guides to pricing a Spell Reflection item.

Q. Arrow Reload Times: If I am playing my warrior that has tested at 5 seconds reload, I know from testing that at least 3, probably 4, seconds of that was used to lower the bow, draw the next arrow, nock it and raise the bow. As I "snap shoot" I don't aim for more than 1 or 2 seconds tops, so my question is: do I have to wait 6 seconds between firing an arrow and beginning my next aiming period?

A. Under the current Archery rules page 21...

"Regardless of the length of a character's aiming time, a minimum of 6 seconds must pass between the firing of all arrows by a character. By example, if a character's aiming time was 4 seconds, he would be allowed to fire an arrow, use 2 seconds to move to a new location, aim at a target for 4 seconds, and fire another arrow."

Q. Aiming Times: If I am arrow ready, bow poised, aiming at the area I know my target is going to pop up from, how long do I have to "aim" before I can call the shot? The full 5 seconds seems unreasonable.

A. Under the current Archery rules, page 21...

During the aiming time, the character must remain stationary and have his target in sight for the duration. The target must remain in your sight for your full aiming time. 'There is no opportunity fire' in the current IFGS rules.

Q. Under the current rules a **Great Axe** also falls under the rules and sizes for 'pole arms'. Since 'pole arms' are an unrestricted weapons class and Great Axes are restricted to the Fighter class this appears silly. No one makes Great Axes anymore they make pole arms that look just like them ... anyone can use them. At that point why not remove the restrictions on Great Swords as well.

A. This is a hold over from earlier rule sets. The length definitions in version 6.8 do define the Great Axe as being inside the definition of a Pole Arm which means that a non-Fighter, Knight or Ranger can use a weapon that looks like a Great Axe. The only difference is that only a FTR, KNT or RNG can use the Great Axe. The FRC know that this sounds silly but, if a magical weapon were to come out of a game that is specifically defined as a Longsword or a Great Axe then it's use is limited to the FTR, KNT or RNG. The FRC agrees that the current definitions of the Great Axe and Pole arm can lead to confusion. Common practice has all but eliminated the great axe as it is too unwieldy, too clumsy and no where near as useful as the sword. The FRC will attempt to look into length definitions in the next rule set.

Q. Is it supposed to be possible to 'hang' **several Electrify spells** at once? Basically cast 4 of them, carry 4 red flags and be able to set them off one at a time during a combat? Since it is possible to have multiple spells of the same type on you at one time, and just "one at a time take effect" (e.g. 2 Elemental protection spells against fire, one for 3 points, one for 6 points, the 6 pointer is in effect.)

A. NO, it is not possible to have multiple spells of the same type up at the same time. See Rules 6.8 page 45 Strictures of Stacking, # 11... A character may never be affected by the same spell, ability or skill more than once at any given time. For example, a character cannot have both a positive Enhance and a negative Enhance up simultaneously.. You may also refer to Page 38 the Level Influential.

Q. Can a PC use the FTR's **Bind weapon** skill and then attack with his or her off hand?

A. Neither party may attack during the duration of the Bind Weapon ability. This includes attacking with their off hand weapon, drawing an additional weapon and attacking, dropping the weapon they used to call 'Bind Weapon 'X' lvl and then attacking with an off hand weapon. The person whose weapon was bound can drop their weapon and run away but could not pick up another weapon and re-engage until the Bind Weapon had expired.

FRC Note: This is one of the greatest role-playing abilities that the FTR has. When you have 'bound' the weapon of your opponent use that time to soliloquize about 'what a dirty dog' they are and how they are the 'offspring of a wombat and a pink troll'. Imagine Errol Flynn and Basil Rathbone in Robin Hood or other great swashbuckler films.