

FREQUENTLY ASKED QUESTIONS

The following are some frequently asked questions about GENESYS and its supplements. FAQs are organized by book.

This is version 1.0. As this document is updated, the most recent updates appear in red.

GENESYS CORE RULEBOOK

Question: *Does the disengage maneuver allow my character to disengage from all enemies they are engaged with, or just one?*

Answer: The disengage maneuver allows your character to disengage from all enemies they are engaged with, although there may be exceptions to this depending on the circumstances of the encounter (your GM may decide that your enemies have completely surrounded your character, leaving them with no room to break free, or the location may be narrow enough that it is physically impossible to break away).

Question: *When targeting a minion group with an attack that can effect multiple characters, such as a weapon with Blast, would the effect hit the group once, or would it hit each minion individually?*

Answer: Minions are still individual characters, albeit ones that operate as a group for ease of use. In situations where the effects target multiple characters (such as weapon with the Blast quality), each minion in the group would suffer the effects (such as the damage dealt by the Blast quality). If the effects inflict damage or strain, each minion reduces the damage or strain by soak if appropriate, and then the remainder is applied against the group's combined wound threshold. (This makes the Blast quality terribly good against minion groups!)

If the effect is some sort of condition such as being staggered or disoriented, then while it may have only been applied to a single minion, it will affect the group as a whole (since the minions work as a single unit, they must follow the limitations applied to any members of the group).

REALMS OF TERRINOTH

Question: *When using the Finesse and Precision talents that allow your character to use your Agility or Cunning when making combat checks, would I add those stats to the damage dealt by my character's melee weapons instead of adding Brawn?*

Answer: No, you would still add Brawn to the damage dealt. In the end, how hard your character hits still depends at least partially on your character's physical strength.

Question: *If a character is engaged with an opponent with the Grapple talent, normally they must spend two maneuvers to disengage from that opponent. But what if the character has the Tumble talent?*

Answer: The character must spend two maneuvers to disengage. In this case, while both talents create an exception for the normal rules of disengaging with a target, Tumble makes an option available to the character, while Grapple dictates what that character *must* do.

Question: *This question concerns the Improved upgrade of the Signature Weapon heroic ability. If the weapon already had a craftsmanship applied to it, does the new craftsmanship "stack" with the previous craftsmanship?*

Answer: Afraid not. An item can only have one type of craftsmanship. If you choose to "reveal" the weapon's Ancient craftsmanship, the effects of Ancient craftsmanship replace the effects of any existing craftsmanship applied to the weapon.

In addition, since Ancient craftsmanship reduces your weapon's hard points by one, if your character's weapon didn't have one open hard point they would be forced to discard an attachment from their weapon when the number of hard points decreased.

Question: *Can my character drink a stamina elixir during a social encounter to heal strain?*

Answer: They certainly can. How other characters may react to your character guzzling an obviously magical potion is another question entirely, and one left up to your GM.

Question: *Can I have a mage or another magic user take the Bard talent and gain access to the Verse magic skill?*

Answer: Of course! There is no inherent limitation on the number of magic skills a character can access.

ERRATA

With each printing, we strive to update and correct any issues that have become apparent. This document collects all corrections that have been made since the first printing of each book. More recent printings of

each book may have had some of these changes made in their text.

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GENESYS CORE RULEBOOK

The following are corrections made to the GENESYS core rulebook, organized by part and chapter.

PART I: THE RULES

CHAPTER 4: TALENTS

Page 76: The Dual Wielder talent's first sentence should be changed to "Once per round, your character may..."

Page 77: The Side Step talent's activation should be "Active (Maneuver)."

Page 79: The Grenadier talent should not be ranked.

PART II: SETTINGS

CHAPTER 2: STEAMPUNK

Page 154: The Hand Cannon has no listed Rarity. It should have a Rarity of 5.

CHAPTER 6: SPACE OPERA

Page 182: The starting experience of the Animalistic Alien should be changed to "80."

PART III: GAME MASTER'S TOOLKIT

CHAPTER 1: CUSTOMIZING RULES

Page 199: In Table III.1-2 **Weapon Cost Calculations**, add the following line to the end of the table:

Melee or Brawl weapons	reduce cost to 50% of total
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CHAPTER 2: ALTERNATE RULES

Page 221: Table III.2-14: Vehicle Speeds in Structured Encounters should be replaced with the following table:

TABLE III.2—14: VEHICLE SPEEDS IN STRUCTURED ENCOUNTERS

SPEED	FORCED MOVE	OTHER EFFECTS
0	0 range bands	–
1	1 range band	–
2	2 range bands	–
3–4	3 range bands	Upgrade the difficulty of all Piloting checks once. Add +20 to the result of any Critical Hit suffered as a result of a collision (see Collisions , on page 222).
5	4 range bands	Upgrade the difficulty of combat checks targeting the vehicle once. Upgrade the difficulty of all Piloting checks twice. Add +40 to the result of any Critical Hit suffered as a result of a collision (see Collisions , on page 222).

Page 227: In the Reposition maneuver, the first sentence should be revised to read "The pilot may move the vehicle up to one range band."

Page 229: In Table III.2-17: **Additional Vehicle Actions**, the Boost Defense Action contains the following sentence: "On a successful check, the vehicle suffers 1 system strain and increases the defense of one defense zone by one until the beginning of the character's next turn." Change this to "On a successful check, the vehicle suffers 1 system strain and increases its defense by one until the beginning of the character's next turn."


REALMS OF TERRINOTH

The following are corrections made to **REALMS OF TERRINOTH**, organized by chapter.

CHAPTER II: CALL TO ADVENTURE

Page 73: Under the starting gear for the scout, the first bullet should read “A bow *or* a light spear.”

Page 80: In Table 2-2: Heroic Ability Origins, the last entry should read “Roll twice more, ignoring duplicates of this result, and apply both origins.”

Page 84: The Dungeoneer talent’s description should read: “...cancels a number of uncanceled  no greater than your character’s ranks in Dungeoneer.”

Page 85: The following talents should be added to **Table 2-4: Genesys Talents for the Runebound Setting**.

TALENT	TIER	ACTIVATION	RANKED	SOURCE
Second Wind	1	Active (Incidental)	Yes	GENESYS Core Rulebook page 74
Side Step	2	Active (Maneuver)	Yes	GENESYS Core Rulebook page 77
Swift	1	Passive	No	GENESYS Core Rulebook page 75
Toughened	1	Passive	Yes	GENESYS Core Rulebook page 75
Unremarkable	1	Passive	No	GENESYS Core Rulebook page 75

Page 88: The Impaling Strike talent’s description should read: “...When your character inflicts a Critical Injury with a melee weapon, they may use this talent to immobilize the target until the end of the target’s next turn (in addition to the other effects of the Critical Injury).”

Page 91: The Conduit talent’s activation should be “Active (Incidental).”






Page 99: The price of a Bone implement should be “Cost x 1.5” (the original amount plus half of the original amount), instead of “Cost x ½”.

Page 99: The price of a Hazel implement should be “Cost x 1.5” (the original amount plus half of the original amount), instead of “Cost x ½”.

Page 99: The price of a Yew implement should be “Cost x 1.5” (the original amount plus half of the original amount), instead of “Cost x ½”.

Page 108: In Table 2-14: Armor Attachments, the Spikes attachment should require 1 hard point, not 2.

CHAPTER III: LANDS OF MAGIC

page 226: The Gnome Minstrel’s Encouraging Song talent should have the following description: “While using a musical instrument, make an **Average** [] **Verse check**. If the check is successful, one target within medium range per  adds  to their next skill check. Each  allows one affected target to heal 1 strain.”