



BASIC ROLEPLAYING

CORRECTIONS

These corrections and emendations have been made in the **BASIC ROLEPLAYING** hardcover edition and are summarized here.

SKILLS (p. 46-84): p. 58 - First Aid.

"FAILURE" condition should read: Attempted treatments have no effect. The patient's condition does not change, and no further First Aid attempts may be made.

"SYSTEM NOTES" first sentence should read: Each application of First Aid applies to a single wound: once a First Aid attempt has been made on a given injury, whether successful or not, additional First Aid attempts on that injury have no effect.

POWERS (p. 85-168): p. 94 - Magic Spells - "Blast"

Sentence 3 should read: Under most circumstances, armor (non-magical) will absorb the damage, and the Blast spell can be dodged. *To clarify, normal armor and the Countermagic spell work against Blast; Protection and Resistance do not.*

COMBAT (p. 187-210): p. 191 et al - Clarification of Parrying Procedure

This section is to clarify how the BRP parrying procedure works in a different manner from the parrying procedure in 2nd and 3rd editions of the RuneQuest game. The new BRP parrying procedure is derived from the Stormbringer 5th edition rules.

A successful parry, whether with weapon or shield, deflects ALL damage from the incoming weapon; you don't roll damage and compare to the parrying weapon's HP, with the excess "getting through". A Parry is an all-or-nothing affair.

Shield AP/HP are only used when dealing with damage done directly to the shield itself, as in an attack to try and destroy a shield or parrying weapon (p206); or when resisting Damage vs Shield AP on the resistance table when parrying a Crushing blow (p196), or when 2 or 4 HP of damage are done to the "parrying weapon or shield" on the Attack and Defense Matrix (p193).

p. 193 - Attack and Defense Matrix

Definition of the term "FULL DAMAGE". The term "full damage" crops up several times in the Attack & Defense Matrix. Precisely,

it refers to "the damage which that type of attack would normally do". It is not the same as "maximum damage": a Greatsword "full damage" would be 2D8 on a normal success, 2D8 bleeding damage on a special success, and 16 damage ignoring armor on a critical success. Damage bonus in all cases is rolled and added afterwards.

Asterisked Section at bottom of page should read: If the parrying weapon or shield is destroyed during the parry attempt, roll the attacking weapon's normal damage and subtract the points of damage used in destroying the parrying weapon or shield. The remainder is damage which penetrates the parry attempt to damage the defender (armor still protects). If the attacking weapon is destroyed during a successful attack, damage is still inflicted on the defender but the weapon is broken at that moment.

SPOT RULE: Extended Range (p. 223)

This Spot Rule is deprecated. Instead, use the Missile Weapon Range Modifiers on p257, as follows: "At the weapon's basic range, the skill chance is unmodified. At medium range (double the basic range), the chance becomes Difficult, and at long range (four times basic range) it becomes ¼ the normal skill chance."

The Point Blank Range Spot Rule on p229 still applies: where range is less than DEX/3 in meters, attacks are Easy.

SPOT RULE: Volley Fire (p. 235)

Clarification: The volley fire rules apply specifically to thrown/self-propelled weapons. These are almost always utilized at the rate of 1 attack per combat round, with the RoF used for volley fire. The Difficult modifier applies here.

p. 381 - Attack and Defense Matrix

Asterisked Section at bottom of page should read: If the parrying weapon or shield is destroyed during the parry attempt, roll the attacking weapon's normal damage and subtract the points of damage used in destroying the parrying weapon or shield. The remainder is damage which penetrates the parry attempt to damage the defender (armor still protects). If the attacking weapon is destroyed during a successful attack, damage is still inflicted on the defender but the weapon is broken at that moment.

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