

EABA

▼ **FREQUENTLY ASKED QUESTIONS, v1.0** - This document answers some of the more frequently asked questions about **EABA v1.0**, its rules or interpretations. Most of what follows is just common sense or rephrasing of the existing rules.

What the heck does EABA stand for? - We aren't telling just yet. For now, assume it is an easy to search for term on the Internet (use EABA and rpg).

Why only one sample character? - It's not like there wasn't room. We didn't want to give you a lot of preconceived notions as to what an adventurer should look like. It is not whether you design an adventurer that fits into a standard mold, it is about whether your adventurer fits into the campaign that is being run. And that is a purely *local* decision. Your idea of a "fighter", "mage" or "bounty hunter" or whatever might be different than ours.

Martial arts (page 2.8) - This does not convey the ability to do half-lethal or lethal strikes. However, if you do enough damage in a hit, the excess is not non-lethal. See page 4.6, right column, bottom. And since martial arts lets you do more damage than normal, you have a greatly increased chance of getting this effect when using martial arts.

Language skill (page 2.9) - The notes here apply to *learned* languages, not *native* ones. A native speaker with +0d skill will always be more fluent than someone who learned it at +0d level later in life. It effectively takes a non-native speaker 1d more than a native speaker to be equally fluent. To be natively bilingual, take Unusual Background (page 2.18) and you will get both languages at +0d level for free.

Blessing/Curse (page 2.11) - The "rarity" column is just for gamemaster reference and has no game effect.

Forte (page 2.13) - Being ambidextrous is a Forte on Agility for one skill. It simply counters the -1d penalty you take for using your off-hand. Being *truly* ambidextrous is quite uncommon, and would be more akin to a small Blessing (page 2.11), and thus is only allowed with gamemaster permission. A good adventurer description and maybe an Unusual Background (page 2.18) might be factors the gamemaster should take into account when deciding on an unusual Forte or similar effect.

Weaknesses (page 2.18) - We did not want to encourage the "Stephen Hawking" hero, so Weaknesses are generally limited to -1d in effect. To have an adventurer with severe physical or mental limits, with gamemaster permission the same Weakness can be taken multiple times (with points for each time), up to a maximum level that would cancel out the *full* dice in that Attribute.

EXAMPLE: An adventurer with a 2d+2 Health roll could take a -2d Weakness to represent loss of both legs (base running speed of 0).

Similarly, various forms of insanity, sensory loss or conditions like an addiction (Weakness on Will) could be handled this way. Note that an addiction could also be a Curse (page 2.11), where you take penalties or damage when you don't get regularly exposed to the item in question

Wealth (page 2.18) - Limited poverty is something you *can* escape from, but at this time choose not to, so it is worth less points. The example in the rules typifies this. The adventurer *could* avoid her financial stigma by leaving the Belt, but that is her "home" and defines who she is. So, rather than packing up and going to where her past is not an issue, she stays and works (at reduced income) to clear her name.

The gamemaster *may* apply supply and demand modifiers on wages and starting goods. If there are a lot of swords for hire, then they aren't worth as much. This would be a simple addition or subtraction to the amount rolled or the effective skill level for determining income.

Combat sequencing (page 4.2) - You only need to make one sequencing roll per turn. If you are doing multiple things, you decide the order you are doing them in before rolling, but the one roll determines if the first of them happens before other people act.

If you wait for someone to act before you act, then it means that their action will go off, it is just that you are quick enough that you get your action off before theirs resolves. If you are the faster gunslinger, you can wait for him to draw and fire before you do, but you *both* draw and fire. Now if something happens after you both pull your triggers, and the order is important, the faster person gets to decide how it resolves.

In the advanced sequencing rules (page 4.3) there is a modifier for “responding to an opponent’s uncompleted action”. This is the advanced version of waiting for them to act and is used instead. Instead of just being faster, you take a penalty on your sequencing roll. If you *still* win, you can wait for an opponent’s action, and *still go first*. You wait for him to draw and shoot, and respond by drawing and shooting *first*.

Movement (page 4.3) - If you move before taking another action you are effectively moving *while* taking that action for purposes of combat modifiers. If you run as a major action, you still get your normal minor action. Remember that in any turn which an adventurer is running, running is a major action on that turn.

Coming to a stop from movement is not an action, but the adventurer is still counted as moving at least a meter for purposes of being targeted and using skills that would be affected by their own movement. And while coming to a stop is not an action, you can’t come to a stop and then start moving again on the *same* turn.

Dodging (page 4.4) - A few clarifications.

1) You only ever need to dodge once in a turn, the effects last through *all* your actions and until the end of the turn. You *cannot* “un-dodge”. Once you are dodging, the effects are there and so are the penalties on your actions. Similarly, you can’t change who or what you are dodging in the middle of a turn.

2) Remember that you can dodge for +2 for *each* full die of Agility you sacrifice for the turn. If you have an Agility roll of 2d+2, you can dodge for either +2 or +4 at the cost of -1d or -2d on Agility rolls (and skill rolls based on Agility).

3) In effect, your dodge and *first* defensive melee roll in a turn count as the *same* minor action. You don’t get penalized for dodging early in a turn and then having to make your first melee defense roll later.

4) Decreased effectiveness of a dodge (subsequent minor actions) only happens *when you have to roll for it*. A dodge vs. a ranged weapon gives you the same bonus for the first shot as for the tenth. And if your *first* melee dodge was after the tenth shot, it would still be at full effect (see item 3 above). Similarly, if you choose not to make a defensive melee roll, your passive dodge bonus stays at full effect against all opponents, though without your melee skill added in they are very likely to hit you anyway.

Melee combat (page 4.4) - When we say that an adventurer threatened with a gun who only has melee or natural weapons is considered to be in melee combat, we’re just saying you should use the combat rules appropriate to what you are armed with. It also means that the person with the gun gets the ranged weapon sequencing bonus and you don’t. They’re using ranged combat, you’re not.

Movement in combat (page 4.5) - Movement does not normally *directly* affect a melee attacker. However, since any movement over a walk (the *adventurer’s* walk rate, not the generic table entry on page 4.5) is a major action, moving fast and attacking (two major actions) *will* be a penalty on the attack. Stepping up to someone (minor action) and taking a swing does not generate any penalties.

Damage (page 4.6) - For half-lethal damage, the “d” and the “+x” are completely separate, and the result added together. So, 1d+2 half-lethal splits into 0d and 1d, and the +2 splits into +1 and +1, for a result of 0d+1 lethal and 1d+1 non-lethal.

If you take lethal and non-lethal hits in the same turn, you always mark the lethal hits first.

If you take over your Health in non-lethal hits, the excess becomes half-lethal hits (page 4.6). These hits are simply split evenly between lethal and non-lethal, with fractions being non-lethal.

Stunning (page 4.7) - Yes, if you don’t recover from being stunned the first time, you have to keep rolling on subsequent turns.

Bleeding (page 4.8) - If you take multiple wounds that would cause bleeding, just make one roll. The penalties on the Health roll from damage taken reflect the possibility of multiple bleeding injuries. Similarly, if you get patched up, *all* the bleeding is stopped. A medic will take *your* injury penalty on their skill roll to reflect how badly you are bleeding. It is usually easier for someone else to patch you up because they can get at spots that would be inconvenient for you to bind up. Whether or not the gamemaster assigns extra penalties to a player bandaging themselves depends on the nature of the injuries. For instance, if one of your arms was crippled, bandaging yourself would be significantly harder.

Shock (page 4.8) - Once you make a shock recovery roll, your condition has stabilized and you are safe from immediate death. Unless you take more damage that puts you over an injury threshold and you go into shock again (like from a bleeding injury).

Hit locations (page 4.8) - If you use hit locations for damage effect, you still use the overall damage track for effects on the adventurer. If necessary, just make a note to the side about special effects or amount taken to a particular spot (like a crippling arm injury).

Armor (page 4.9) - Dice and bonuses only apply to their counterparts. A 2d+1 attack hitting 1d+2 points of armor lets 1d+0 through. 2d damage minus 1d armor is 1d. A +1 damage minus +2 armor is 0, leaving a total of 1d+0.

Layered armor (page 4.9) - The idea is that ten 1d+0 flak vests does not make a 10d+0 armor. Like for half-lethal damage, you separate the "d" and the "+x", and then recombine them at the end. Take the 3d+2 mentioned in the rules. Half of the +2 is +1. Half of 3d is 1d (use full dice only). The leftover 1d becomes a +2. Which gives a result of 1d (half of 3d, rounding down), +2 (half the leftover die), +1 (half of the original +2), equals 1d+3, which becomes 2d+0.

Parries (page 5.3) - There is no real reason to parry in situations where both combatants are unarmed.

Breaking things (page 5.5) - A weapon attacking a *weapon* can take damage. The -1d on any damage from the parrying notes on page 5.3 applies. It is difficult to try and deliberately break an opponent's melee weapon.

Shields (page 5.3) - If you use a shield's bonus and successfully block, the block is taken on the shield, which may take damage from the attack.

Sizing up opponents (page 5.3) - If you fail, you do lose *all* bonuses accumulated to that point.

Grabbing (page 5.5) - The grabber hits automatically because, well, you're grabbed. However, the victim's struggles make the grabber take a penalty to their Agility for just about everything else.

Bashing (page 5.5) - The bash is an attack based on size and movement. Strength does not really play into it except in the indirect way of the +1d damage bonus for weapons suitable for use in that sort of attack. If you have nasty spikes on a shield and do a shield bash, then maybe the gamemaster should give you a small damage bonus, like maybe a +1.

Autofire (page 5.6) - Autofire is treated like any other major action. You *can* autofire more than once in a turn if the gamemaster allows more than one major action. Remember that being able to do more than one major action is an *optional* rule.

Shotguns (page 5.6) - The example mentions splitting a 4d+2 attack into three 1d+0 attacks in one spot, and three 1d+1 attacks in another. The three 1d+1 attacks is correct. It's a typo.

Armor types (page 5.8) - Under armor types on page 5.8, it says that armor subtracts lethal dice *first* before armor is applied, but in the armor section on page 4.9 it says that the damage is split into lethal and non-lethal *after* the armor is applied. The rule on page 5.8 is used only if the armor is inappropriate to the attack.

Power use (page 6.3) - Some people missed the idea of how powers are bought. When you buy the skill for a *specific* power or spell, that is the power. If you have +1d in Sorcery (costs 10S), you have knowledge of how to cast spells in general. If you have an additional +0d in "healing" (costs 5S), this doesn't mean you have +0 in "healing spells", it means you have +0d in the *specific* spell called "healing". The skill points represent the time it took you to learn that spell at a certain level of proficiency.

What a power is (page 6.4) - Powers are seen, heard, felt, smelt, and tasted. A blind or deaf person would still sense a spell being used on them. Fireballs (aside from smarting quite a bit) would leave odors. A spell on food would leave a taste, etc.

Blunt trauma (page 6.6) - Use of this modifier is a judgement call. If the gamemaster doesn't know how it should be applied, then they shouldn't use it. A "magic fist" against chain mail might have the blunt trauma modifier. The chain mail is inappropriate to stop that kind of attack.

Melee spells (page 6.10) - These have an "automatic" targeting because it is darned difficult to miss a ranged attack at a range where you could actually touch something. You can treat them as normal ranged attacks for their chance to hit if you want.

Range (page 6.11) - The example near the top of page 6.11 in the left hand column has a power losing 1d of effect per range band. It's -1 point of damage per range band for a cost modifier of +5. The example lists it taken 3 times (-3 or -1d per range band), which is +15. The example is correct.

Special effects (page 6.12) - With the special effect of invisibility, to just make only certain facets of your spell invisible, just use a smaller modifier, or apply a generic limit to offset part of the special effect.

Special effect (invisible power): +10 cost
Limit (can be heard): -5 cost

Single large target (page 6.15) - If you have a power that can affect two large objects, the power costs more than if it only affects one. Remember that this modifier can only be taken if there is already an area effect. The modifier name may throw you off slightly. The idea is to affect specific targets in an area rather than the area itself. You could have a power that affects an area, but only affects small objects. This would affect *all* small objects in the area. If it also had "single large target" and multiple targets, you could pick and choose from any small targets in the area and affect only the ones you wanted.

Conveys movement (page 6.16) - The table has a header that says "difficulty". It should read "cost". It's a typo.

Adds/subtracts Attribute (page 6.17) - This is not calculated the same as layered armor or half-lethal damage. You round fractions up. Used against a 3d+1 target, half of 3d becomes 2d, half of +1 becomes another +1, for a bonus or penalty of 2d+1.

When using this modifier, you roll your effect to raise or lower the targeted Attribute, and the limit just caps the effect. If I roll 3d+0 to raise your 2d+0 strength, I just get less than the full effect of my dice. If I have a Strength of 8 (2d+2 Strength roll), a Fate of 9 (3d+0 roll) and the "Strength of Heroes" spell, if I am successful using the spell on myself, I roll my 3d+0 for Fate, and the result adds to my Strength, up to the limit. In this case, it would only be a bonus of 1d+1 to Strength (half the overall Attribute). If the spell were "biceps of the gods" (only *part* of my Strength), then I could get a 2d+2 effect, and if I cast "mule kick of power" on a Strength 15 horse (5d+0 Strength roll), then I could conceivably have up to 5d+0 bonus, though my Fate will only let me reach 3d+0.

Subvert Attribute (page 6.17) - Add/subtract adds or subtracts. Subvert *substitutes*.

Damages user's Attributes (page 6.27) - You roll the total hits and then subtract that from the level of the Attribute or take that number of hits.

Power frameworks (page 6.31) - If you want to have "extemporaneous magic", where spells can be made up and cast on the fly, then set up the basic framework and then apply some extra generic bonus for "extemporaneous magic". You could then apply any modifiers you wanted to the spell, so long as the total spell creation cost is equal or less than the framework total. That is, if the framework total *after* the "extemporaneous magic" modifier is put in is say +30, then you could make up spells on the fly that had a cost of 30 or less. The more you pay for the "extemporaneous" modifier, the more powerful the spells you can cast. Giving this sort of power is potentially unbalancing and should be monitored carefully.

Enchantment labs (page 6.34) - Doubling the lab size should be an extra -10 to power cost, not a -5. The example on page 6.42 is correct.

Gadgets (page 6.44) - The text says that the minimum time modifier that construction takes is (50 minus the cost of that item or subassembly). You base construction time on the cost modifiers in the item. If I have a gadget that costs 80 points, it will always take at least 50 minus 80, equals -30. The time associated with a -30 cost modifier, which is on page 6.43, is "2 days". The idea was to prevent gadgets from being made instantly.

Curare (page 7.10) - It says if the victim's *Agility roll*, not their *Agility*. If they take -2d in injury penalties and only have an *Agility* roll of 2d+0, then their *Agility roll* has been dropped to 0d+0.

Vehicles (page 7.16) - For touchy engines, the maintenance time is reduced by a factor of 10 each time you take this modifier. The mention of a factor of 2 is a typo. The example is correct.

Damage penalties to vehicles do affect their acceleration like it does their top speed. You have to look at the table for their current Strength to see what their revised numbers are. For instance, a helicopter whose acceleration dropped below 10 would start slowly accelerating downwards.

If you are using the advanced rule for vehicle hit locations (page 7.20), you do not keep track of locations separately.

On page 7.17, it says that air vehicles cannot take off until they reach a speed of 3 rows up from their top speed, unless their acceleration ability is more than 10 meters per turn. If their acceleration is 11+, they are a VTOL! If only 10, they can hover.