

DARK AEONS: THE ATLANTEAN CHRONICLES

ERRATA

06.21.09, 04.02.10, 04.13.10, 06.07.10

DARK AEONS 1ST EDITION

The following are changes that have been made to the Dark Aeons: The Atlantean Chronicles Core Rules. These changes only effect contributor copies and the Dark Aeons signed copy that was awarded at Origins 2009, all future copies of the Dark Aeons core rules have been corrected for these rules changes.

Page 134

Psychic Talent: Psychokinesis

The Fourth Paragraph should read as follows; “If the Contest is successful, the Psychic is able to use Psychokinesis. Whatever their target is, it takes a point of damage due to the effects of this Talent, against people, for every 2 points over their target number that a Psychic succeeds; the Psychic does an additional point of wound damage to their target. A Psychic is able to lift an object/person of 100 pounds; for every 2 points that the Psychic beats their target difficulty by, the Psychic is able to lift up an additional 100 pounds. Obviously, when Psychokinetics become enraged or deranged, they can have horrifying effects on their environment around them and the people that inhabit that environment.”

Page 226

Disadvantage: Curiosity (correction)

The last sentence in the Disadvantage: Curiosity should read “Basically unless the Actor succeeds in a Psyche Check to resist the temptation, the Persona will attempt to get to the root of the curious situation.”

Page 244

Saturation Fire: This is a means for a Persona to use a firearm to fire a grouping of shots at a specific target in the hopes of bracketing the target. Each additional shot fired decreases the effective difficulty by -2 per shot fired past the first shot. Damage for Saturation Fire is full Wound Damage for the first shot; and an additional half Wound Damage (per ammunition caliber, rounded down) per additional hit. These rules can also be used in situations where the targets are not visible to the shooter due to fog, smoke, etc. When using this rule; draw from the Hit Location Chart to determine where the shots hit the target.

Page 245

Rate of Fire Modifiers: A bow, crossbow, or even hand guns to rifles may have a Rate of Fire, or ROF that allows for one to multiple shots. But for every single shot that is not Saturation Fire, fired beyond the first adds a +2 Difficulty Modifier to the target.

Accurate Hits (Optional Rule): When using this rule, whenever a Persona attacks an opponent they do additional damage based on

how much they beat their Target Difficulty by. Whenever a Persona attacks their opponent, for every 2 points that they beat their Target Difficulty by, the Persona will add an additional point of damage (Stun or Wound) to the damage total. Directors should note that using this rule does increase the chances of killing an opponent in one successful hit; which in turn makes violent confrontations very bloody, but it also does decrease the amount of time that battles take up during the course of an Episode.

DARK AEONS REVISED EDITION

Shortly after the initial release of the Dark Aeons: The Atlantean Chronicles Role-Playing Game; Revised Edition, it was brought to our attention some errors that cropped up in the text. This was partly due to the cloning to text and text boxes. In the following errata, are corrections that we have made for those that have already purchased a copy of Dark Aeons revised as of 04.02.2010. All future copies of the Dark Aeons core rules have had these corrections already made to them.

Page 134

Occupational Skill Set: Technician (correction) - The heading for the Technician Skill Set accidentally had the Soldier/Mercenary Skill Set in its place. The text below the Technician Skill Set is correct however, only the header needed to be corrected.

Page 139

Charm Derived Attribute (correction): The term “Non-Actor Personas” within the body text should read “Director Controlled Personas”. The table header under the Charm Derived Attribute should read; Reaction Bonus, instead of Resistance Bonus. Within the table itself, Resistance Bonus should be replaced with Reaction Bonus. Past that all of the bonuses within the table are correct.

Page 215

Disadvantage: Paranoia (correction): The header for Paranoia within the book reads Obsessive-Compulsive Disorder (OCD); simply replace OCD with Paranoia and the typo is corrected. The body text below the header is correct.

Page 279

Religious Rituals Header (correction): The last Header on this page reads “Illusion Spells & Rituals”, this should read “Religious Rituals”.

Page 339

Soldier/Mercenary, Skill (correction): In the stats for the Soldier/Mercenary, it lists the skill “Athletics”, replace this skill with “Climb”; all of the other statistics are correct.

Page 220

Armor Piercing (AP) (correction)

On Page 220 under the heading of Armor Piercing it states that Armor Piercing ammunition has the ability to ignore Body Armor and the Toughness of a Persona. This contradicts with the description of Armor Piercing Ammunition that is listed on Page 244 in Chapter 7.

The correct description for Armor Piercing ammunition is the one on Page 244: *This type of ammunition is meant to penetrate armored targets. For pistols using this type of ammunition; all pistols, rifles and submachine guns receive a -1 penalty to Wound Damage on each bullet fired, all remaining Wound Damage is transferred directly to the target.*

All future printings will have the corrected information in both Chapter 6 and Chapter 7. Because of the wonders of Print of Demand, the correction has already been made to all future copies of Dark Aeons: The Atlantean Chronicles.

Page 241

Ceramic Body Armor (missing text)

All of the Ceramic Body Armors that are listed on Page 241 of the Dark Aeons Core Book will allow the wearer to negate the Armor Piercing ability of Armor Piercing ammunition. All Wound Damage that is done to this type of Body Armor allows the Persona wearing the Ceramic Body Armor use the Protection Value (PV) of the armor to subtract from the Wound Damage that is done by all ammunitions, all excess Wound Damage that is done by Armor Piercing ammunitions does still ignore the Toughness of the Persona within the Ceramic Body Armor.

Page 244

Armor Piercing (AP) Rounds (correction)

Due to the correction on Page 220, remove the text: "Ammunition with the AP special ability ignores Body Armor and Toughness ; all Wound Damage goes directly to the Persona" from the description and use the above text listed in the correction for Page 220.

Directors Guide

Study Point Debt (Missing Text)

Study Point Debt occurs when the Actor of a Mundane Persona decides that they wish to cease being simply a Mundane Persona and want to add one of the other Persona Templates to their Persona. In basics, the Actor of the former Mundane Persona enters Study Point Debt when they purchase or somehow gain a new Persona Template. In going into Study Point debt, the Actor of the former Mundane Persona is repaying those 20 extra Study points that they were given for choosing to play a Mundane and not one of the other Persona Templates that you have to pay for, and once paid off the 20 extra Study Points for being a Mundane, the Persona may continue to advance just like any other Persona in the Dark Aeons game. If the Actor of the former Mundane Persona has already saved up enough Study Points to pay for the new Persona Template and the 20 extra Study Points for being a Mundane, then all they have to do is pay the required Study Points and at that point they continue on in the Dark Aeons game as normal.

Lilans, Revenants, & Thralls: Damage from Faith, Fire, Garlic, Silver, & Sunlight (UV)

All Stun and Wound Damage that come from Faith, Fire, Garlic, Silver, & Sunlight ignore the Persona's Toughness Ranks.

Nephilim: Damage from Silver

All Wound Damage that come from Silver ignore the Persona's Toughness Ranks.

All future printings will have the corrected information in regards to Lilans, Nephilim, Revenants, and Thralls in their respective Persona Templates. Because of the wonders of Print of Demand, the correction has already been made to all future copies of Dark Aeons: The Atlantean Chronicles.

DARK AEONS

FREQUENTLY ASKED QUESTIONS (F.A.Q.)

#1) Question: *In regards to raising an Advantage through spending Study Points, how many points do I have to spend to raise one of the multi-tiered Advantages such as Wealth? Is it only the number of Study Points that it would cost in Persona Creation to go to the next Rank in the Advantage, or is it the full cost of the Advantage at the new Rank as if purchasing the Advantage for the first time?*

#1) Answer: The cost of raising one of the multi-tiered Advantages, such as the Wealth Advantage is simply the cost of the Advantage to go from one Rank to the next Rank. Here is an example, if I have spent 12 Study Points in Persona Creation to buy Wealth at 3 Ranks; it would only cost me 4 more Study Points in actual play to raise the Wealth Advantage to the next Rank. Now of course the Actor would need to have a good explanation and justification to give to their Director to explain why their Advantage was able to rise, but past that it only costs the Study Point cost of the Advantage to raise it from one Rank to the next.

#1.5) Question: *What if the Advantage has multiple Study Point costs based on the Rank that is taken, and I want to spend Study Points to raise the Advantage from the current Rank to the next over the course of Episodic play?*

#1.5) Answer: In this case, the Actor would pay out the cost of the next Rank listed. Here is an example; if it costs 4 Study Points to have the Bachelors Degree in the Higher Education Advantage, then to raise the Advantage to the Masters Degree, then it would cost the Actor an additional 6 Study Points to raise the Higher Education Advantage from one Rank up to the next Rank.

#2) Question: *When spending Life Force to use the Regeneration Power that multiple Persona Templates have; is it considered an Action?*

#2) Answer: The Regeneration Power, when used to heal Wound Damage, does not require that the Persona using the Regeneration Power spend an Action to use it.

#3) Question: *Is it possible for a Persona to gain access to the Black Market in order to purchase hard to find or illegal items and weapons?*

#3) Answer: Generally speaking, the reason why there is a Black Market Connections advantage is to address the issue of Personas gaining access to hard to find or illegal items and weapons. However, it is always up to the Director of the Dark Aeons game to determine if the situation would warrant allowing the Persona to gain access to Black Market items without the possession of the Black Market Connections advantage. We do recommend that Directors think long and hard about the ramifications of giving their Cast access to Black Market items before proceeding.

#4) Question: *What happens if you stake a Lilan, Revenant, or Thrall?*

#4) Answer: When we wrote the Dark Aeons rules dealing with all of the variant vampire types that exist in the Dark Aeons Universe, one of our goals was to blow away many of the traditional but questionable legends about vampires. So within the Dark Aeons Universe, if you stake a Lilan, Revenant, or Thrall; you are simply doing Wound Damage.

#5) Question: *Is Three Fold Law an optional element within the Dark Aeons game? How is Three Fold Law supposed to work? It seems like alot of it is up to the Director in regards to the Postive and Negative. I mean everyone has a different interpretation of what good and evil is, so the real question is how do Personas gain Positive and Negative Tallies towards Three Fold Law and why?*

#5) Answer: Put bluntly, Three Fold Law is NOT an optional element within the Dark Aeons game system. Within the Dark Aeons game system, the only balancing factor to stop Actors / Personas from running wild are the benefits and consequences that are directly tied to Three Fold Law and their actions. Basically what it comes down to is intent when it comes to Three Fold Law. If a Persona is casting Spells and Rituals for purely selfish reasons (self-gain - negative); such as murdering your rival because he or she is in the way of you gaining additional power; then the casting of the Spell that you used to murder your rival would give you a Negative Tally towards Three Fold Law. But if you kill someone with a Spell while attempting to save the life of an innocent or a friend from murder or torture, then the act of casting the spell would gain you a Positive Tally towards Three Fold Law, because the act of saving the innocent or friend is considered a selfless act (positive). In basics, if your use of Sorcery is causing death, carnage or negative consequences for others that is purely for self-gain, the Director should be giving you 1 or more Negative Tallies towards Three Fold Law.

Example: *If you were to use the Spell: Touch of Morpheus to put someone to sleep so that you, or another member of your Cast could steal a much needed Artifact or item from the sleeping Persona, then the Director should be giving you a Negative Tally towards Three Fold Law because it was done for self gain, it doesnt matter that the action was done for a common good or future good act, the act of using the Spell against the above mentioned party is considered a negative act.*

#6) Question: *Can a Revenant pass on the "Curse of the Revenant" to a Persona that is similar in type (i.e. a Lilan or Dhampir or Thrall) given that these Persona Templates are only quasi-undead or would the similarities of the conditions prevent the change?*

#6) Answer: It is possible for a Dhampir or Thrall to be turned into a Revenant; when this occurs the Persona takes on the Revenant Persona Template and this replaces the Dhampir or Thrall Persona Template that they formerly possessed. Personas that already possess the Lilan Persona Template can not be transformed into a Revenant or Thrall.

#7) Question: *Will the Psychic Talent: Mesmerism work on a deaf Persona or a Persona who simply is unable to hear? Or would the Persona using Mesmerism have to also use an ability like Telepathy in order to use their powers of Mesmerism on their intended target?*

#7) Answer: In the case of Personas that are deaf or are unable to hear the words of the Psychic Persona that is using the Psychic Talent: Mesmerism, the intended target will become Mesmerized by the eyes of the Psychic Persona that is attempting to Mesmerism them, but because the Psychic Persona is unable to relay their commands to the target, the target Persona will simply stand there in front of the Psychic Persona as if in a trance

that is similar to sleep walking, unable to perform any action. Once the Psychic Persona turns their attention away from the Mesmerized Persona, then that Persona will awaken within the following Round as if awakening from day dreaming. In order for a Psychic Persona to affect a Persona that is deaf with their Mesmerism, that Psychic Persona would need to also possess the Psychic Talent of Telepathy so that they could send their Mesmerism commands directly into the mind of the Mesmerized Persona.

#8) Question: *Are Lilans and Thralls required to eat to sustain themselves on top of the Life Force that they draw from their consorts and victims, or can they forgo eating and simply sustain themselves on the draining of Life Force alone?*

#8) Answer: Technically Lilans and Thralls only need to drain the Life Force (through the blood of their consorts/victims) from other creatures in order to sustain themselves. However, many Lilans and Thralls enjoy the sensations that are directly tied to the act of eating food and drinking wines or other beverages and continue to do so after being “brought across”. In the case of female Lilans that are pregnant, their bodies do require the consumption of food and drink in order to nourish the life that is growing within their womb. Once the pregnancy is over, the female Lilan can always go back to sustaining herself off of the Life Force of other creatures.

#9) Question: *Can a Persona use the Ambidexterity Advantage to dual-wield Firearms?*

#9) Answer: Firearms are not specifically mentioned in the description of the Ambidexterity Advantage (Page 175 in the Dark Aeons Core Book), however it is possible to use this advantage to dual-wield Firearms, but only in the form of pistols.

#10) Question: *What happens when a Mundane Persona decides that they want to take on another Persona Template?*

#10) Answer: When a Mundane Persona decides that they want to add a Persona Template that they would have to pay for, such as adding Sorcerer or Faithful; the Actor will pay the required Study Point cost for the Persona Template that they are purchasing and then they will enter a Study Point debt of 20 Study Points that they need to pay off in order to pay for the 20 additional Study Points that they received in the beginning for choosing to play a Mundane Persona and not purchasing one of the other Persona Templates. Once this 20 Study Point debt is paid off, the Persona will advance as normal again.

#11) Question: *What happens when a Mundane Persona is transformed into a Lilan, Revenant, or Thrall; given that these Persona Templates are of a nature that they could be forced upon a Persona against their will?*

#11) Answer: The Actor playing the transformed Persona will not be charged Study Points for the addition of the new Persona Template (be it Lilan, Revenant or Thrall), but the Actor will enter a Study Point debt of 20 Study Points that they need to pay off in order to pay for the 20 additional Study Points that they received in the beginning for choosing to play a Mundane Persona and not purchasing one of the other Persona Templates. Once this 20 Study Point debt is paid off, the Persona will advance as normal again.

#12) Question: *What is this Study Point debt that has been mentioned in the last 2 questions? Why does the Actor of a Mundane Persona have to pay back the 20 Study Points that they received in Persona Creation if they gain a Persona Template other than Mundane later in the game? How is that fair to the Actor of the former Mundane Persona?*

#12) Answer: The reason that the Actor of former Mundane Persona has to pay back the 20 Study Points that he or she received in Persona Creation is when the Actor of the Mundane Persona choose to take the Mundane Persona Template they were given 20 extra Study Points that all of the Actors that chose to purchase their Persona Templates did not gain, the Actor of the Mundane Persona chose not to purchase any other of the Persona Templates that automatically have Strengths, Weaknesses and other Advantages tied into the cost of those respective Persona Templates. Those 20 extra Study Points that the Mundane Persona was give were meant to help balance them out compared to the other Persona Templates. In going into Study Point debt, the Actor of the former Mundane Persona is repaying those 20 extra Study points that they were given and once paid off, the Persona may continue to advance just like any other Persona in the Dark Aeons game. The former Mundane Persona does not lose any Attributes, Skills, or Advantages that they already possess, what happens is all of the Study Points that the Persona earns at the end of the game sessions from the point of becoming the new Persona Template are subtracted from the Study point debt until that Study Point debt is paid off. What it all comes down to is an issue of fairness and balance, to allow the Actor of the former Mundane Persona to keep those 20 extra Study Points would be unfair to the other Actors in the game and it would allow for a backdoor way of cheating to gain extra Study Points in the Dark Aeons game. Think of it this way, “Why should you still be able to reap all of the extra Study Point benefits of being a Mundane after you have ceased to be a Mundane?”

#13) Question: *What happens to a Persona that is one of the Faithful, and they are transformed into a Lilan, Revenant, or Thrall; because their Rituals all revolve around the power of faith, how can they remain one of the Faithful and be a creature that is repelled by the power of faith? Are they still repelled by the power of faith?*

#13) Answer: The Faithful are those Personas that have dedicated their lives towards the promotion of their faith in the lives of those around them and their communities. If one of the Faithful were to be transformed into a Lilan, Revenant, or Thrall, their ability to cast their Religious Rituals would be unaffected by the change. It should be noted though that other members of the Faithful would have the ability to use their Religious Rituals to drive away or injure the Faithful Persona that is now a Lilan, Revenant, or Thrall. The Faithful Persona that has been transformed into a Lilan, Revenant, or Thrall still has the ability to draw upon their faith and Life Force to continue casting their Religious Rituals.

#14) Question: *Would a Faithful Persona that has been transformed into a Lilan, Revenant, or Thrall be repelled by their own blessings or other Religious Rituals that they have Cast?*

#14) Answer: Because it is their faith and Life Force that is fueling their Religious Rituals, the Lilan, Revenant, or Thrall Faithful Persona would be unaffected by the negative effects of their own Religious Rituals; but all other Lilans, Revenants, and Thralls would be affected as normal. What it comes down to is an issue of faith, the Faithful are considered much stronger in their faith than the laymen and laywomen that are members of their flock, and because of this they tend to have an easier time coming to terms with the transformation. In their eyes, it is their god or goddesses’ will that this transformation has occurred and they much now continue on the faithful path in order to show that they can endure this new trial that has been set before them.

#15) Question: *Does the Atlantean Lightning Gun’s (Page 401 in the Dark Aeons Core Book) Wound Damage count as fire damage?*

#15) Answer: Because of the nature of lightning and its effects on the environment that it hits (during lightning storms lightning has the ability to start forest fires), the damage from the Atlantean Lightning Gun is considered fire inflicted Wound Damage when dealing with Persona types such as Lilans, Revenants, Thralls or other creatures and entities that are susceptible to fire damage.

#16) Question: *Does an explosion caused by an explosive device (i.e.: an RPG, Dynamite, C-4, etc) cause fire inflicted Wound Damage?*

#16) Answer: In the case of explosive devices, half of the Wound Damage that is caused by the explosive device is considered fire inflicted Wound Damage. All Wound Damage is rounded down in the case of numbers that do not divide evenly.

#17) Question: *What are the limits of the Mesmerism Psychic Talent? Is it possible to use Mesmerism to command a Persona to commit an act that would end their own life; such as commanding a Persona to pull out their hand gun, put it to the side of their head and pull the trigger?*

#17) Answer: The Psychic Talent of Mesmerism can allow a Persona to command another Persona to perform just about any action that the commanded Persona can reasonably understand. It is possible to command another Persona to perform an action that would end their own life, but that would require that the commanded Persona make a Psyche Check against a Target Difficulty of: Very Difficult, in order to actually pull the trigger of the gun that they have pointed against their head. If the commanded Persona fails to make their Psyche Check, then they simply do not pull the trigger and fire the gun into their head. If the commanded Persona succeeds on the Psyche Check, then they pull the trigger and take all of the Wound Damage that is associated with the hand gun that they were using to shoot themselves in the head; in most cases the commanded Persona will either be dead, or at death's door.

#18) Question: *Are Personas that take the Latent Psychic Talent Advantage/Persona Template considered Mundanes and as such, do they gain the 20 extra Study Points that Mundanes normally get?*

#18) Answer: If an Actor chooses to purchase the Latent Psychic Talent Advantage/Persona Template, then their Persona is not considered a Mundane and does not get the 20 extra Study Points that Mundanes normally get. The Latent Psychic Talent Advantage/Persona Template is purchased when an Actor wants their Persona to become a Psychic over the course of a Dark Aeons game, or it can be taken by a Psychic Persona in Persona Creation if the Actor of the Psychic Persona wants their Persona to have the ability to develop additional Psychic Talents during the course of a Dark Aeons game, but only starting out with the single Psychic Talent that they purchased in Persona Creation. It should be noted that it is up to the Director to decide what Latent Psychic Talents best fit their Dark Aeons games, not the Actor.