

## ***Crypt Crawl FAQ, 11/01/2009. version 0.1***

The Crypt Crawl FAQ is where we will be doing our initial explanations based on the questions our Beta players bring to us. Some of these FAQ's will be integrated into the rules as we go along. Others will stay as FAQ's to help explain what we mean in the rules.

Updated FAQ's will be posted from time to time.

### **FAQ: Herbalism**

How many Herbal Items can a character Process between adventures? An Herbalist may process a number of items between adventures equal to the number of Process Item cards they are carrying at the end of the adventure. This includes drained and undrained cards.

*Example: Herby the Herbalist carries two Process Item cards with him on the adventure. He manages to Recognize three Ingredients during the adventure. He may Process two of them successfully between game sessions. Herby, of course, complains that he got three Ingredients and now he has to keep carting around the third Ingredient. Herby, if you want to Process more, carry more Process cards.*

Handling Diseases. Disease victims may well be carriers. Herbalists have precautions they use, represented by the Handle Diseases card that keeps them from being exposed while treating victims. When handling actually Disease causing items the handler would roll 2d6 and with a Terrible Two they have a problem. Herbalists use their skills (card) to avoid this.

Handling Poisons. Each time a character handles a poison they roll a 2d6 contest. The GM uses a difficulty number of her choosing. Herbalists use their skill (card) to avoid this roll.

Processing Items. Items are normally processed to useable forms. However, if a player has a special idea, they can discuss it with their GM and write it down on their character sheet. The most commonly adapted Herbal Items are the poisons. Processing into contact poisons, powder for throwing and liquid for drinks are well known.

Herbal Treasures. The GM will determine if a found Herbal Item is an Ingredient or an item. Ingredients found as Treasure are usually found in a Recognized state by Herbalists.

### **FAQ: Facing Diseases in Crypt Crawl.**

Disease in Crypt Crawl are medical conditions with symptoms that cause pain, dysfunction, distress or death to the afflicted being. Each disease has one, or more, symptoms. The GM will have access to them, or create them.

Diseases are defended against with the characters Fortitude (their roll is 2d6+bonuses, if any). The disease will have a Virulence number to add to its roll. If the character fails the roll they get the disease. Some potions let you have another contest and the Chalice Vat heals diseases.

Infecting others with your disease. Some diseases are listed as infectious. They will also give the range. This is a tricky concept, but each disease encounter is considered an incident. Once you have resisted the same disease as in the incident, you are immune to this version of the disease.

*Example: Johnny gets wailing disease and spends an Action each round crying.*

*Hermi, his partner, wins her disease contest and is unaffected. She can help Johnny walk and get back to the Chalice, without having to roll against this disease again.*

*Example 2: Johnny still has that wailing disease and Hermi is OK. Being the adventurous types they continue on. Three rooms down they again encounter the wailing disease. Well, Johnny already has it, so only Hermi is at risk. Since this is a new incident, Hermi must roll again.*

### **FAQ: Poison Damage:**

Poisons are a special kind of attack. The following are the steps in doing Poison Damage:

1. Determine if the poison got to the victim. (Did he breath it? swallow it? get cut by a blade with venom on it? etc.) This is a place where GM's will need to make a determination based on the specific situation. No general rule can cover it.

2. The defense against poison is the target's Fortitude. Characters, and virtually everyone else, have a Fortitude of zero. The target will roll 2d6, the GM rolls for the poison--2d6 +poison Strength. The difference between the rolls will be poison damage. Record it on your sheet as poison damage. (Yes, a dip in the Chalice Vat heals poison damage too.)

3. Poison Damage is accessed separately from physical damage during the Cool Down portion of combat.

4. Poisons have a duration. If the duration is "two" the poison will do the nasty Fortitude attack two rounds in a row. If the duration is five, it attacks for five straight rounds. Every round of poison duration, the GM and player again roll, during the Cool Down phase, to see what damage (if any) the poison does.

5. Paralysis Poisons are dealt with in the Warm-Up portion of combat. They must overcome the characters Fortitude to work. When a Paralysis Poison succeeds the character loses one Action this round. The character may be infected with more than one Paralysis Poison. Paralysis poisons have a Strength and Duration and work the same as other poisons.

### **FAQ: What is Fortitude?**

Fortitude is the resistance against many of natures insults to the health of living creatures. It is a combination of stubbornness, luck and cussedness. Everyone starts with "0".

### **FAQ: Combat Questions:**

1. Once I have used an Action to "Activate" my armor, what Defense Rolls do I get to use it on?

For the rest of the round your Defense Roll will be 2d6+Active Armor against every physical attack thrown at you. Note that the better you armor is, the more actions it will take to completely activate it.

2. If I have Active Armor can I still Parry?

Yes, if you have the Action to do it with. For this single attack you would have a Defense Roll of: 2d6 +Active Armor, +Parry Value.

3. I see three terms related to defending here. Defense Roll, Active Armor and Parry Value. What is the difference?

The Defense Roll is the 2d6 roll you automatically get to subtract from all physical

attacks. Active Armor and Parry Values are optional additions to the Defense Roll that cost Actions to use. The Active Armor number is added to every Defense Roll this round, if the Actions were spent for it. The Parry Value is used against a single specific physical attack, if the Actions are spent for it.

4. I am wearing my Armor, why do I have to "Activate it" to use it?

Armor is bulky and heavy. It tires you out and gets in your way. It also has seams and weaknesses that a smart opponent can recognize and pierce. In Crypt Crawl, all of these disadvantages of armor are modeled by having characters pay Actions to activate armor. If armor is not activated, a character is not paying attention to how the armor alters movement, balance and blocking; this inattention means they lose the armor's protection.

The more you are wearing, the more attention it requires. Therefore Activating heavy Armor costs more Actions. Armor activates in 5's. 1-5 armor defense costs one Action, 6-10 armor defense costs two Actions, 11-15 armor defense costs three Actions etc.

5. I have heavy armor with a defense of 12. Do I always have to use three actions to activate it, or can I choose to use fewer and take a lower defense number? This is allowed. In this case, you get the maximum defense for the number of actions you use to activate armor (1 action gives 5 points of defense, 2 actions give 10 points of defense).

#### **FAQ: What is meant by "Difficulties" in contest rolls?**

When you see the term difficulty it is indicating that the GM will be adding or subtracting bonuses in the contest against the player. The GM can use these words to help you assess your chances to succeed. If she says it will be extremely difficult to climb the cliff you know the GM is adding 9 or more to her contest roll. The list is here:

- Easy Difficulty is -2. (-1 to -3 range) Your success chance is good.
- Normal Difficulty is 0. (-1 to +1 range.) Your odds are normal.
- Seriously Difficult is +3. (+2 to +4 range.) Your odds are declining, consider using a card to help.
- Severely Difficult is +6. (+5 to +7 range.) Not so good. You should use a card to augment your roll.
- Extremely Difficult is +9. (+8 and up range.) Definitely not good. You will want to play a card, but there is always a chance you could hit a Streak.