



# FAQ - FREQUENTLY ASKED QUESTIONS

---

VERSION 1.0 - NOVEMBER 2020





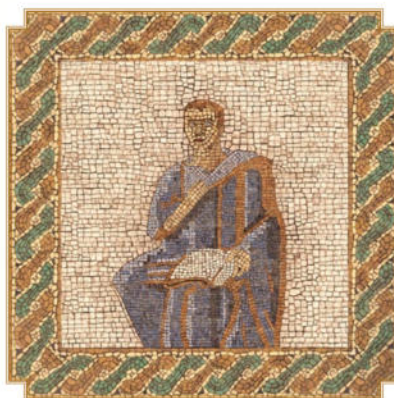


## FREQUENTLY ASKED QUESTIONS

VERSION 1.0 - NOVEMBER 2020

**Written by** Emanuele Dominique Cappella

**Edited and answered by** Michele Garbuggio



© 2019 Quality Games S.r.l. - Italy  
LEX ARCANA® is a trademark by Quality Games S.r.l. in U.S.A. and other Countries

**ALL RIGHTS RESERVED**

Lex Arcana © 1994 Lex Arcana © 1994 Leo Colovini, Dario De Toffoli, Marco Maggi e Francesco Nepitello



## I: PREMISE

**T**his document is based on the questions asked by the members of the Facebook group “Lex Arcana RPG – Cohors Auxiliaria Arcana” and the answers given by the team that wrote the rulebook for the game. Its aim is to dispel any doubt players, especially Demiurges, may have in interpreting and applying the mechanics of the game.

It is, however, important to remind the readers that in numerous roleplaying games, Lex Arcana included, sometimes the rules should be temporarily left to the side for the sake of fun at the table and common sense. A Demiurge, in accord with the rest of the group, then, is free to resolve any doubt in a different way than what is reported here, if their story and situation warrant it.

The questions in this document are organized following the index of the Core Rulebook.

## PART II: THE CUSTODES

### THE CHARACTER SHEET

- ⌚ *In the character sheet, there are only two weapon slots. Can a character carry only two weapons?*
- ✂ No, a Custos can carry more than two weapons. Their only limit is Encumbrance.

## PART III: HOW TO PLAY

### ACTION RESOLUTION

- ⌚ *When an action lowers Difficulty by one level, is it a numerical decrease (as an example, from DT 6 to DT 5), or a logical one, for example from Normal (DT 6) to Easy (DT 3)?*
- ✂ The latter. In the example, it would decrease from Normal (DT 6) to Easy (DT 3). Difficulty Threshold corresponding to each level are always multiples 3, in that case decreasing from DT 6 to DT 3. This is the general rule, but nothing prevents the Demiurge from choosing an intermediate Difficulty (DT 5 or DT 4, for example).
- ⌚ *It is possible to add to the Dice Points the bonus from a Specialty relative to a different Peritia from the one used for the roll, if pertinent?*

- ✂ Unless specified, no (for example, in the case of the Combat Talent of Explorers and Assassins). The Demiurge, however, may choose to let it happen, if they see fit.
- ⌚ *If more than one Specialty is pertinent to the roll of a Peritia, are both or the highest added?*
- ✂ There should not be any action resolution that involves two different Specialties, as well as there are no rolls that require two Peritiae. In some cases, however, the Demiurge may make exception and allow to apply two Specialties on the same roll.

### DEGREE OF SUCCESS

- ⌚ *There are up to three Degrees of Success. Does this mean that all the actions that are resolved with a difference between the dice roll and the Difficulty Threshold equal or greater than 7 have the same result (a III Degree of Success)?*
- ✂ Yes, except in combat where the multiplier can reach greater numbers.

## PART IV: CHARACTER CREATION

### CHOOSE BACKGROUND SPECIALTIES

- ⌚ *How many Specialties can I choose during character creation?*
- ✂ Before the tirocinium, you choose one to assign a +2 bonus and two with a +1 bonus in any of your Peritiae. Then, after the tirocinium, two more (different from the first two) with a +1 bonus in the main Peritia. In total, five Specialties.

### COMBAT TALENTS

- ⌚ *The “Hunter of Men” Combat Talent of the Explorer allows the Custos to be Expertus with a weapon with a Damage equal or inferior to 6 even without having the correct De Bello score?*
- ✂ Yes. The Explorer is by definition Expertus in all ranged or thrown weapons with a Damage rating of 6 or less.



## DIVINE PROTECTION

- ⌚ *The starting Indigitamentum (or invocation) known at the beginning of the game by the members of all Offices can be used only once per adventure or at will as long as the character has enough Pietas points to spend?*
- ✂ All Indigitamenta can be used only once per adventure.
- ⌚ *The starting Indigitamenta can be invoked before or after the initial die result?*
- ✂ After.
- ⌚ *In combat, when outnumbering their opponent, a Fighter rolls their De Bello adding that of their companion. If they choose to use their "Mars Victor" Indigitamentum, do they roll again only their own De Bello or the dice of their De Bello and the Dice Points from the roll of their companion/s?*
- ✂ The text of the invocation states that the Fighter can "roll again the same dice combination", including any external bonus like those from outnumbering the opponent.. This also applies to Assassins invoking the "Hercules Invictus" Indigitamentum or the Explorers with "Diana Lycea".

## STANDARD GEAR

- ⌚ *Summer equipment has Encumbrance 0 and winter one 2?*
- ✂ Yes.

## WAR GEAR

- ⌚ *Does armor protect from falls?*
- ✂ Yes. As a general rule, Armor is always applied, unless otherwise specified.

## SPECIAL: THE ASSASSIN

- ⌚ *"Deadly Strike" of the Assassin allows the Custos to be Expertus with a weapon with a Damage score equal or inferior 4 even without having the required De Bello score?*
- ✂ Yes. The Assassin is by definition Expertus with all weapons with a Damage rating of 4 or less.
- ⌚ *The Assassin can use "Deadly Strike" if the weapon they wield has a Damage score of 4 or less. If they, advancing through the Mos Arcanorum, obtain a Tempered Pugio (Damage 5 instead of 3), can they still apply Deadly Strike?*
- ✂ Yes, as Deadly Strike references the base Damage of a weapon, without counting any modifier.



## PART V: COMBAT

### MELEE COMBAT

- ⌚ *The roll to verify if the weapon's Difficulty was passed is the opposed check to determine the attacker or is another?*
- 🗡️ The former. The attacker, to hit, must roll higher than their weapon's Difficulty, too (this rule applies to ranged weapons, too). If, however, the Custos is Expertus, their Peritia score being at least double the Difficulty of their weapon, that verification stage is skipped altogether.
- ⌚ *"x6" is the maximum multiplier one can obtain through the Attack Potential (AP). Is it possible to obtain greater multipliers through effects that increase it? For example can the Combat Talent "Deadly Strike" of the Assassin increase the multiplier to "x7"?*
- 🗡️ Combat Talents and other special abilities that grant bonus multipliers (like those of the Assassin, the War Hound Benefit or some Indigitamenta) can increase the Damage multiplier to "x7" or more.
- ⌚ *If an Assassin attacks with De Corpore, in case of numerical superiority do their companions benefit from the Assassin's attack dice rolls, even if they do not use De Bello?*
- 🗡️ Yes, applying to Explorers with the Indigitamentum "Diana Lycea".

### RANGED COMBAT



- ⌚ *If a Custos makes a ranged attack and eliminates an opponent, the Custodes that were engaged in melee with them are now free to move to another target or do they lose their tempus looking for another enemy (that they can only engage in the Combat Setup phase of the following tempus)?*

This circumstance has been addressed in an official **errata**. In the "Order of Action" paragraph of the Core Rulebook is stated that non engaged characters always act before the engaged ones. Since the Combat Setup phase happens before attacks are resolved (both ranged and melee), as they are written the rules make it so the tempus is lost looking for another opponent.

To avoid this outcome, it was decided to correct the order of actions in combat. Changer the text of the "Order of Action" paragraph as follows:

*"In each combat tempus, first resolve combat between engaged characters, then the disengaged characters (of both sides) perform their actions.*

*The actions of all disengaged combatants are considered to be simultaneous, regardless of what order they are resolved in within the game (this means, for example, that a disengaged Custos who is knocked out by a ranged attack will still be able to act in the same tempus)."*

- ⌚ *The Difficulty Threshold (DT) in ranged combat is obtained by totaling all applicable modifiers?*
- 🗡️ Yes. Increases and reductions in the DT are all cumulative, although each can be applied only once.



## RECOVERING HIT POINTS

- ⌚ *In the Core Rulebook is stated that a "Dying" character (i.e. their Hit Points equal to 0) dies if not treated soon. Can you be more specific?*
- ✂ The wording is willingly kept vague to give the Demiurge a narrative tool to use according to their necessities. This way, they can better adapt to the context and the details of the action that lead to a Dying character.
- ⌚ *Can First Aid be provided by multiple Custodes at the same time on the same patient to reduce its Difficulty by one level?*
- ✂ No, First Aid is usually a delicate process and more people, especially if not properly trained, would only make matters worse. There may be exceptions, but they depend on the story, such as attempting to save a Dying character.

## OPTIONAL RULE: MOUNTED COMBAT

- ⌚ *If both combatants are mounted and charge one another, do they both increase their multiplier by x1 (or x2, depending on their weapons)?*
- ✂ Yes, if they have passed the De Natura roll to control their mounts.

## PART VI: MAGIC

### PERFORMING A RITUAL

- ⌚ *If the De Magia roll in the resolution of a ritual is failed, one can still obtain a 1 Degree of Success by spending the relative difference in Pietas points?*
- ✂ Yes. The only way to botch a ritual is not having enough Pietas points.
- ⌚ *Does performing rituals in a temple of a favorable deity or in another sacred place lower the ritual's Difficulty Threshold?*
- ✂ No, unless specified in the adventure text or allowed by the Demiurge.

## LOSING AND RECOVERING PIETAS

- ⌚ *If a character converts to another cult, in addition to the loss of Pietas points, do they lose the Fate Roll and suffer the Cursed condition?*
- ✂ Converting to another cult causes a character to lose all their Pietas Points and, therefore, the Fate Roll. However, they do not automatically suffer the Cursed condition.
- ⌚ *If a character suffers the Cursed condition, does the recovery of Pietas Points from De Magia rolls suffer from the condition?*
- ✂ Yes, unless Demiurge decides otherwise.

## PART VII: CHARACTER ADVANCEMENT

### INCREASING PERITIAE AND SPECIALTIES

- ⌚ *Is it possible to acquire new Specialties, in addition to those obtained in character creation? If so, how much does a new Specialty cost?*
- ✂ Yes, it is always possible to acquire new Specialties. A new Specialty (with a +1 bonus) costs 20 Curriculum Points (20 CP times the new Specialty level, equal to 1).

### ADVANCING IN THE MOS ARCANORUM

- ⌚ *When a Custos increases their rank and chooses to increase a Virtus by 1 point, do they then have to change any related Peritiae?*
- ✂ No, increasing a Virtus does not have effect on the Peritiae, but only on Hit Points (for Vigor and Coordinatio) and Pietas (for Ratio and Sensibilitas). After character creation, Virtues and Peritiae are not related anymore.



## PART VIII: THE DEMIURGE

### CONDITIONS

- ⌚ *If suffering the Sick condition, the maximum Hit Points of a character is halved. What does it mean?*
- ✂ The characters temporarily loses an amount of Hit Points equal to half their maximum value. Therefore, if the Custos had already lost half of their Hit Points before becoming Sick, they are immediately Dying (as their current Hit Points become 0).
- ⌚ *If during combat a Custos loses enough Hit Points to drop below their Encumbrance level, becoming Fatigued, they then fight with De Bello limited by their Hit Points?*
- ✂ Yes. Combat is one of the most common instances where the Fatigued condition comes into effect.
- ⌚ *If a Custos is Fatigued and/or Cursed, they cannot roll their Peritiae with an amount of Dice Points greater than their Hit Points and/or their Pietas, respectively. When fighting against multiple opponents, it is stated that the group in greater numbers obtain bonus Dice Points from their companion who has attacked before them. Are these points extra from the maximum Dice Points a Fatigued and/or Cursed Custos can roll?*
- ✂ Conditions such as Fatigued and/or Cursed do not intervene on external bonus. In this specific case, it is only the base value of the Peritiae (adding any bonus from Specialties) to be limited, while bonus Dice Points given by fighting in superior numbers (or any other external factor) are applied as usual.
- ⌚ *How long does the Blinded condition last?*
- ✂ At the Demiurge's discretion and depending on the source of the blindness.
- ⌚ *The only way to heal of the Debilitated condition is to rest somewhere comfortable, like a permanent camp?*

- ✂ Yes, as well as a settlement or castrum. It also depends on the source of the condition; being Debilitated for lack of food or water can be healed only by eating or drinking.

### PERFORMING NEW RITUALS

- ⌚ *In case of Indifference or Hostility from the gods, one automatically loses the capacity to invoke Indigitamenta?*
- ✂ No. In the former case, the character immediately loses 2d6 Pietas and the Fate Roll. In the latter, they lose 3d6 Pietas and the Fate Roll and suffer the Cursed condition. It is still possible to invoke one's Indigitamenta, as long as the character has enough Pietas.

### OPTIONAL RULE: THE SORTES

- ⌚ *When is the ritual of the Sortes performed?*
- ✂ In any moment during an adventure, but only once per session and Custos. At the end of the session, the tabled is put away and another is drawn at beginning of the next one.

### NON PLAYERS CHARACTERS (NPC)

- ⌚ *If a Peritia is not on the profile of an NPC, they are considered to automatically fail any relative action. If the Peritia appears with Specialties, do they still fail if they use that Peritia outside of that Specialty?*
- ✂ Yes. In the case of an NPC, however, it is considered a "failure" a result that is not relevant to the story, rather than that NPC actually failing in performing whatever they were doing. The Demiurge is always free to add or change the Peritiae of their NPC's, especially the important ones.
- ⌚ *The Resistance Rolls against magical powers like Incantamento or Terrore are opposed checks where the victims compares their result of the relevant Virtus roll (for example, Ratio) with the strength of the power of the creature (for example, 2DV)?*
- ✂ Yes.

- ☞ *If a supernatural creature has Invulnerability to any hits dealing less than 8 points of damage and in one blow they receive 10, do they suffer the whole 10 or just the difference with 8?*
- ☞ 10. Invulnerability does not work the same as Protection, but as an indicator of which hits count and which do not. However, any Protection the creature may have is applied BEFORE the Invulnerability threshold, making creatures with both armor and a form of Invulnerability particularly resistant.

