

LEGENDS OF KRALIS PLAYERS GUIDE

UPDATES 2023

This update document is the part of the ongoing updates that take place within the Legends of Kralis d100 in order to ensure that players and game masters have the most up-to-date rules as possible. These updates are free and will be implemented into each of the Guides once per year in April. They are offered in order to assure that players and game masters will not have to re-purchase their books, unless they only wish to have a newer book. These updates do not constitute new versions of the books, but simple updates to rules that need fixes.

4-21-23

Totem Animal (Updated)

Added: You can only have one totem activate at a time.

4-28-23

Arcana (Updated)

Added at Heroic Tier: This costs 15 Fatigue per use.

Song of Rest (Updated)

From:

Requirements

Ability Prerequisite: Bardic Music

Merit Point Cost: 500

Action Type: Full

To:

Requirements

Ability Prerequisite: Bardic Music

Merit Point Cost: 500

Action Type: 30 Minutes per use

Added: Can be used one time per day per 2 Charisma Modifier.

4-30-23

Sorcery (Updated)

Updated: Ability Prerequisites: Arcane Touch, Will 85

5-12-23

Retrain (Updated; pg. 70)

From: Retrain - You may unlearn one ability and pick up a different one in its place. You must spend merit for the new ability the same as getting an ability when you rank up. You cannot retrain an ability that is a prerequisite for another ability you currently have.

To: Retrain - You may unlearn one ability and pick up a different one in its place. You must spend merit for the new ability the same as getting an ability when you rank up. You cannot retrain an ability that is a prerequisite for another ability you currently have. You may not take more than one ability per rank, even with retraining.

6-03-23

Character Advancement (Updated; pg. 69)

Added: Beginning at 10th rank you may now choose to sacrifice taking a new Rank Ability in order to take a free additional Rank bonus: Toughness Rank Bonus, Tenacious Rank Bonus, Increased Attribute Rank Bonus, or Increased Luck Rank Bonus.

6-3-23

Permanence Spell (Updated; pg. 305-306)

Added:

The caster must permanently sacrifice the Fatigue Cost of the spell that they are making permanent, even if the spell would be considered a fatigue free spell for the caster. The affected target must still follow the rules of the spell that was made permanent.

6-16-23

Dreaming - Paragon Ability - Realistic Nightmare (Updated; pg. 120)

Added: This requires the user to concentrate on the Nightmare.

Every minute the target is granted a Wits check at TS of 8 to escape the nightmare.

6-25-23

Stunned, Dazed and Staggered Condition (Updated; pg. 343-344)

Added: Stunned Condition: Targets are granted a Stamina check at TS of 4 to ignore this effect, this is a Move Action.

Dazed Condition: Targets are granted a Stamina check at TS of 6 to ignore this effect, this is a Full Action.

Staggered Condition: Targets are granted a Stamina check at TS of 8 to ignore this effect, this is a Full Action.

7-7-23

Vehicle Statistics (Updated; pg. 343-344)

Updated #of Engines and Speed:

From: # of Engines and Speed: The total number of engines and indicates the vehicle's standard cruising speed per turn and its maximum speed per turn (# turn/maximum per # turn).

To: # of Engines and Speed: The total number of engines and indicates the vehicle's standard cruising speed per Hour and its maximum speed per Hour (# Hour/maximum per # Hour).

7-9-23

Chovah Species Abilities (Updated; pg. 30)

Battle Leader:

From: You are notorious for your ability to inspire others to push themselves beyond their limits. With a Charisma check at a TS of 1 per individual in a group and a few rousing words, a Chovah can grant those allies within 20 feet a +5 (Any) skill bonus for every 30 Charisma the Chovah has. This effect lasts for 1 turn per Charisma check success. This is a Full Action to perform.

To: You are notorious for your ability to inspire others to push themselves beyond their limits. As a Full Action, you can target up to 1 ally per Charisma Modifier that is within 20' of you that can hear and see you a +5 bonus to any skill check per 30 Charisma the Chovah has. This effect lasts for 1 turn per Charisma check success.

7-12-23

Totem Magic Abilities (Updated; pg. 124 & 136)

Totem Magic:

From: You must be able to build a totem, such as with the skill Fabricate. You must

have 4 successes to accurately carve the totem, each totem above one increases this by +2. Heroic: You can create one animal totem (see Totem Animals) that costs 10 Fatigue Points per totem (up to a maximum of six animals), this loss is permanent while the totem is active. You may take this once every two ranks to gain a new animal totem.

To: You must have 4 successes to accurately carve a single animal totem in the totem, each additional totem animal above one increases this by +2. Heroic: You can create one totem with up to 6 animals (see Totem Animals) that costs 5 Fatigue Points per animal (up to a maximum of six animals), this loss is permanent while the totem is active. You may take this once every two ranks in order to create a new animal totem as described above.

7-21-23

Fearsome (Updated; pg. 155)

From:

Requirements

Ability Prerequisite: Cha 70

Merit Point Cost: 1000

Action Type: Basic

The character is especially fearsome to an opponents within 10' radius of them, penalizing foes Physical Defense by -5 per Charisma Modifier. The penalties last for a duration of 5 turns. Opponents are allowed a Willpower vs. TS 2 to avoid this penalty. The ability can be used three times per day.

To:

Requirements

Ability Prerequisite: Cha 70

Merit Point Cost: 750

Action Type: Basic

The character is especially fearsome to an opponents within 10' radius of them, penalizing foes Physical Defense by -5 per Charisma Modifier. The penalties last for a duration of 5 turns. Opponents are allowed a Willpower vs. TS 4 to avoid this penalty. The ability can be used three times per day.

9-9-23

Multiple Strike Rules Updated (Updated; Various Locations - pg. 22,104, 180, 338)

Acric Traits - Multiple Limbs:

From: and reduce the penalties of multi-

ple strike by 5.

To: and reduce the penalties of multiple strike by 1.

Improved Multiple Strike Ability:

From:

Requirements

Ability Prerequisite: Str, Agi or Per 65

Merit Point Cost: 450

You can better attack with Multiple Strikes. The following modifiers are the total and are not added together.

Heroic: The first two Multiple Strike attacks penalties are reduced to 0.

Legendary: The first three Multiple Strike attacks penalties are reduced by 20 to a minimum of 0.

Epic: The first four Multiple Strike attacks penalties are reduced by 30 to a minimum of 0.

Paragon: The first five Multiple Strike attacks penalties are reduced by 40 to a minimum of 0.

To:

Requirements

Ability Prerequisite: Str, Agi or Per 65

Merit Point Cost: 450

You can better attack with Multiple Strikes. The following modifiers are the total and are not added together.

Heroic: The first two Multiple Strike attacks penalties are reduced to 0.

Legendary: The first three Multiple Strike attacks penalties are reduced by 2 to a minimum of 0.

Epic: The first four Multiple Strike attacks penalties are reduced by 3 to a minimum of 0.

Paragon: The first five Multiple Strike attacks penalties are reduced by 4 to a minimum of 0.

Firing Standard Firearms Multiple Strike:

From: Single shots suffer no penalties. However, each shot after the first must adhere to the Multiple Strike rules plus a -5 modifier due to recoil effects for each shot. Multiple strikes suffer an additional -5 per additional shot fired.

Firearms ignore the first multiple strike penalty. Thus, the penalties would be: -15/-25/-35/-45/-65/-85.

To: Single shots suffer no penalties.

However, each shot after the first must adhere to the Multiple Strike rules plus a -1 success modifier due to recoil effects for each shot. Multiple strikes suffer an additional -1 success per additional shot fired.

Firearms ignore the first multiple strike penalty. Thus, the success penalties would be: -2/-3/-4/-5/-6/-7.

Penalties for Multiple Strike

From: Attacks suffer the following penalties. These penalties apply to all attacks on your turn:

- First Attack/Strike: -10
- Second Attack/Strike: -20
- Third Attack/Strike: -30
- Fourth Attack/Strike: -40

Attacks past the fourth suffer an additional -20 for each attack above the fourth (fifth: -60; sixth: -80; etc.)

To: Attacks suffer the following success penalties. These penalties apply to all attacks on your turn:

- First Attack/Strike: -1 success
- Second Attack/Strike: -2 success
- Third Attack/Strike: -3 success
- Fourth Attack/Strike: -4 success

Attacks past the fourth suffer an additional -2 successes for each attack above the fourth (fifth: -6; sixth: -8; etc.)

10-8-23

Battle Rage (Updated; pg. 100)

Added:

Requirements

Ability Prerequisite: Stamina 75;

Cannot have an Intelligence greater than 75

Merit Point Cost: 900

Action Type: Simple

10-10-23

Bhekart (Updated; pg. 169)

Changed: Base Damage from 7 to Base Damage to 6 and raised cost to 300 sp.

12-13-23

Kharazak's Protection (Updated; pg. 300)

From: This spell grants a +5 per 4 successes (+100 Max) to either Divine, Jinhū or Magical Defenses. The caster chooses which defense the target gains the bonus to at the time the spell is cast.

To: This spell grants a +10 per 2 successes (+100 Max) to either Divine, Jinhū or Magical Defenses. The caster chooses which defense the target gains the bonus to at the time the spell is cast.

12-20-23

Heal (Updated; pg. 300)

Removed: insanity from the following: attribute damage, blindness, confused, bleeding, unconsciousness, stunned, dazed, staggered, deafness, disease, poison, and paralysis.

