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A Renaissance in Pen and Paper RPGs

October 8, 2009

SKULLS & CROSSES

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as always: generators

POINT TO THE PC

The original Dark Fantasy of Sundrah core rules states that all math results should be rounded down (truncated.) This is an official DFoS rules change.

The official rules change is: In the case of math formula remainders, such as secondary statistics and skill rolls, round off.

PASSIVE PERCEPTION

Perception hits a brick wall. Is there a hidden door in that wall? Who knows, you'll have to look to see.

This rule simply means that if you are not actively looking or searching for something that is hidden, you don't see it. It does not matter how advanced your characters perception is. Perception is only passively useful to notice unusual and potentially obvious anomalies in the environment.

Examples of this would be if someone is sneaking or stealthing across the character's field of vision or sneaking up behind the character. In these examples the character's perception is being directly challenged by a skill or activity and a normal roll may be made.

If a room has a secret or hidden door, trap, etc, then a perception roll cannot be attempted unless the character is actively searching for those things.

Finally a character in DFoS will become battle-blind in combat and be oblivious to any inobvious activity that is going on around him. This can be avoided by spending one stamina and performing a **Peek** stamina feat.

Peek allows a character to quickly familiarize himself with his surrounding environment.

A battle-blind character can be targeted by rules such as "undefended attacks" (22.305 CRB.) This maneuver can only be taken advantage of by un-

known attackers in a combat situation. Once a character is aware of a specific threat, they are considered to be passively observed.

The target of "undefended attacks" must already be subject to disable and threshold rules and cannot be more than +5 the attacker's size.

The cost of a peek is 1stamina, no matter how many potential threats or activities are in the area. Though, peek may be repeated in later turns as new factors enter the combat field.

NIGHTINGALE FLOORS

"Shhhh . . . be very quiet, we don't want to alert the guards."

A defense used in japanese castle design to prevent assassins and spies from reaching vital areas undetected, this specialized construction makes normal stealth impossible.

This defensive castle feature should make enough noise to wake the dead, undead, goblins, soldiers, guards or whatever else may be in the vicinity.

Designed to cause chirping noises when walked on, nightingale floors served as a passive and highly effective form of defense in some japanese temples, castles and palaces.

These highly effective floors were designed so that the flooring nails rubbed against a metal jacket causing chirping noises.

Nightingale Floors cause a penalty of 5 to any stealth rolls and allow any nearby creatures to make a normal perception save at a bonus of 5.

To hear a nightingale floor function, go to the following web address and listen to this remarkable video at Youtube:

<http://www.youtube.com/watch?v=jJT hECzA1bc>

SCALDCROW SEARCHES

Seeking submissions for stories in fantasy, science fiction and horror, for digital print.

Scaldcrow Games is launching a new division, Scaldcrow Games and Books. Submissions should be a minimum of 20,000 words. If accepted, stories will be paid on a royalty basis of 12.5% net.

All submissions must include a brief (1/2 to 1 page) synopsis of the story before it is even to be considered. Make contact with Scaldcrow Games at admin@scaldcrow.com or use our "contact us" link at www.Scaldcrow.com.

"You wanna has a bite of my sam-ich?"

