FREQUENTLY ASKED QUESTIONS

The following are some frequently asked questions about GENESYS and its supplements. FAQs are organized by book.

This is version 1.1. As this document is updated, the most recent updates appear in red.

GENESYS CORE RULEBOOK

Question: *Does the disengage maneuver allow my character to disengage from all enemies they are engaged with, or just one?*

Answer: The disengage maneuver allows your character to disengage from all enemies they are engaged with, although there may be exceptions to this depending on the circumstances of the encounter (your GM may decide that your enemies have completely surrounded your character, leaving them with no room to break free, or the location may be narrow enough that it is physically impossible to break away).

Question: *When targeting a minion group with an attack that can effect multiple characters, such as a weapon with Blast, would the effect hit the group once, or would it hit each minion individually?*

Answer: Minions are still individual characters, albeit ones that operate as a group for ease of use. In situations where the effects target multiple characters (such as a weapon with the Blast quality), each minion in the group would suffer the effects (such as the damage dealt by the Blast quality). If the effects inflict damage or strain, each minion reduces the damage or strain by soak if appropriate, and then the remainder is applied against the group's combined wound threshold. (This makes the Blast quality terribly good against minion groups!)

If the effect is some sort of condition such as being staggered or disoriented, then while it may have only been applied to a single minion, it affects the group as a whole (since the minions work as a single unit, they must follow the limitations applied to any members of the group).

REALMS OF TERRINOTH

Question: *When using the Finesse and Precision talents that allow your character to use your Agility or Cunning when making combat checks, would I add those stats to the damage dealt by my character's melee weapons instead of adding Brawn?*

Answer: No, you would still add Brawn to the damage dealt. In the end, how hard your character hits still depends at least partially on your character's physical strength.

Question: *If a character is engaged with an opponent with the Grapple talent, normally they must spend two maneuvers to disengage from that opponent. But what if the character has the Tumble talent?*

Answer: The character must spend two maneuvers to disengage. In this case, while both talents create an exception for the normal rules of disengaging with a target, Tumble makes an option available to the character, while Grapple dictates what that character *must* do.

Question: *This question concerns the Improved upgrade of the Signature Weapon heroic ability. If the weapon already had a craftsmanship applied to it, does the new craftsmanship "stack" with the previous craftsmanship?*

Answer: Afraid not. An item can only have one type of craftsmanship. If you choose to "reveal" the weapon's Ancient craftsmanship, the effects of Ancient craftsmanship replace the effects of any existing craftsmanship applied to the weapon.

In addition, since Ancient craftsmanship reduces your weapon's hard points by one, if your character's weapon didn't have one open hard point they would be forced to discard an attachment from their weapon when the number of hard points decreased.

Question: *Can my character drink a stamina elixir during a social encounter to heal strain?*

Answer: They certainly can. How other characters may react to your character guzzling an obviously magical potion is another question entirely, and one left up to your GM.

Question: *Can I have a mage or another magic user take the Bard talent and gain access to the Verse magic skill?*

Answer: Of course! There is no inherent limitation on the number of magic skills a character can access.

Shadow of the Beanstalk

Question: *When a runner successfully breaks a piece of ice, does it reactivate at the end of the runner's next turn automatically? Or does a sysops have to reactivate it manually?*

Answer: When the ice is deactivated, it reactivates automatically at the end of the runner's next turn. Until that time, it cannot be reactivated by any means, including a sysops performing the enact command maneuver.

If a runner spends dice results or use special abilities to keep ice deactivated longer, it cannot be reactivated for that extended duration.

Question: *If a sysops cannot use the activate program maneuver to activate a piece of ice that has been broken by the break ice action, what do sysops do with this maneuver?*

Answer: Activate program has a number of uses that allow you to make more interesting Network encounters. For example, a system may have powerful pieces of ice that begin the encounter deactivated, while the only active ice are some sentries. If your runner or runners can avoid tripping any of the sentries, they never have to encounter the powerful ice. However, if they alert the sysops to their presence, the sysops can activate this pwoerful ice on their turn, creating a race where the runners need to access a specific sub-system before Janus 1.0 gets activated to protect it.

Alternatively, there may be other programs on a system that a sysops can activate to hinder runners or help them track runners. Maybe one program is a signal booster that gives sysops one automatic successful trace against a random runner each round. Activating this program may force runners to have to choose between trying to shut it down (and defeating any ice that stands in its way) or ignoring it and hoping to complete their mission before being locked out.

Question: *How many icebreakers or pieces of ice can my character have on a piece of hardware, such as a rig or PAD? How many can be accessed and used during an encounter?*

Answer: There is some confusion in the rules as to how many icebreakers or pieces of ice can be stored on a piece of hardware and be ready for use, versus how many can be used at once.

Regarding icebreakers, a runner may only have one icebreaker active on their hardware at once (unless they have a special rule that allows multiple icebreakers to be active at once, such as the Codeslinger talent).

However, each piece of hardware also specifies how many icebreakers may be active at once. The confusion comes from using the word "active" in this context as well. When the description a piece of hardware such as a PAD or rig talks about how many icebreakers can be active on its system, it should say how many icebreakers can be installed and ready to use on its system at once. An installed icebreaker is not active, but a runner can activate it using the activate program maneuver.

Pieces of hardware can also hold "active" pieces of ice. In this case, the ice is always active, unless the character controlling the hardware specifies that it is not. Which portions of the hardware's system are being protected by the ice is up to the controlling character and the GM.

Finally, there is a question as to how many icebreakers and pieces of ice can be stored on a piece of hardware. As is discussed on the sidebar on page 99 "What Can a PAD Hold" there are realistically no limits as to how many programs can be stored on a piece of hardware (though the GM can impose narrative limits for particularly big pieces of hardware). However, there is a limit as to how many of those programs can be installed are ready for use. Installing new ice and icebreakers from storage (and putting old ice and icebreakers into storage) takes time, and can't be done during a Network encounter (or any other structured encounter).

You can think of storage as the closet in your home, where you can keep a whole bunch of tools. However, the ice and icebreakers that are installed are the tools that fit in your toolbox when you go work on a project. The active icebreaker is the tool you are using at that particular moment.

Expanded Player's Guide

Question: *On page 61, when pricing out the cost of planetary scale weapons, it says to use the rules of the Core Rulebook, multiplying the final result by 10. However, the rules for weapon creation in the Core Rulebook do not encompass damage values of 1-3, or a weapon with strategic range. What should those prices be?*

Answer: If your planetary scale weapon has a damage value of 1-3, you should increase its cost by 0 (don't worry, there will still be a cost based on the weapon's other attributes).

If your planetary scale weapon has a range of strategic, increase its cost by 600 (the same as the cost for extreme range).

ERRATA

With each printing, we strive to update and correct any issues that have become apparent. This document collects all corrections that have been made since the first printing of each book. More recent printings of each book may have had some of these changes made in their text.

This is version 1.0. As this document is updated, the most recent updates appear in red.

Genesys Core Rulebook

The following are corrections made to the Genesys core rulebook, organized by part and chapter.

Part I: The Rules

Chapter 4: Talents

Page 76: The Dual Wielder talent's first sentence should be changed to "Once per round, your character may…"

Page 77: The Side Step talent's activation should be "Active (Maneuver)."

Page 79: The Grenadier talent should not be ranked.

Part II: Settings

Chapter 2: Steampunk

Page 154: The Hand Cannon has no listed Rarity. It should have a Rarity of 5.

Chapter 6: Space Opera

Page 182: The starting experience of the Animalistic Alien should be changed to "80."

Part III: Game Master's Toolkit

Chapter 1: Customizing Rules

Page 199: In **Table III.1-2: Weapon Cost Calculations**, add the following line to the end of the table:

Melee or Brawl weapons	reduce cost to 50% of total

Chapter 2: Alternate Rules

Page 221: Table III.2-14: Vehicle Speeds in Structured Encounters should be replaced with the following table:

TABLE III.2–14: VEHICLE SPEEDS IN STRUCTURED ENCOUNTERS

SPEED	FORCED MOVE	OTHER EFFECTS
0	0 range bands	–
1	1 range band	–
2	2 range bands	–
3–4	3 range bands	Upgrade the difficulty of all steering checks once. Add +20 to the result of any Critical Hit suffered as a result of a collision (see **Collisions**, on page 222).
5	4 range bands	Upgrade the difficulty of combat checks targeting the vehicle once. Upgrade the difficulty of all steering checks twice. Add +40 to the result of any Critical Hit suffered as a result of a collision (see **Collisions**, on page 222).

Page 227: In the Reposition maneuver, the first sentence should be revised to read "The pilot may move the vehicle up to one range band."

Page 229: In **Table III.2-17: Additional Vehicle Actions**, the Boost Defense Action contains the following sentence: "On a successful check, the vehicle suffers 1 system strain and increases the defense of one defense zone by one until the beginning of the character's next turn." Change this to "On a successful check, the vehicle suffers 1 system strain and increases its defense by one until the beginning of the character's next turn."

Page 229: In **Table III.2-18: Speed Advantage Difficulty**, the difficulty for the entry "Initiating vehicle is traveling at the same speed as the target vehicle" should be **Average (◆◆)**. The difficulty for the entry "Initiating vehicle's speed is one or more higher than target vehicle" should be **Easy (◆)**.

Page 231: Under "Vehicle Critical Hits" in the first paragraph, the sentence "Effects that apply to the results of Critical Injuries, such as the Vicious quality, do not apply to Critical Hits." This should be changed to "Effects that apply to the results of Critical Injuries do not apply to Critical Hits."

Realms of Terrinoth

The following are corrections made to Realms of Terrinoth, organized by chapter.

Chapter II: Call to Adventure

Page 73: Under the starting gear for the scout, the first bullet should read "A bow *or* a light spear."

Page 80: In Table 2-2: Heroic Ability Origins, the last entry should read "Roll twice more, ignoring duplicates of this result, and apply both origins."

Page 84: The Dungeoneer talent's description should read: "…cancels a number of uncanceled ♻ no greater than your character's ranks in Dungeoneer."

Page 85: The following talents should be added to **Table 2-4: Genesys Talents for the Runebound Setting**.

TALENT	TIER	ACTIVATION	RANKED	SOURCE
Second Wind	1	Active (Incidental)	Yes	Genesys Core Rulebook page 74
Side Step	2	Active (Maneuver)	Yes	Genesys Core Rulebook page 77
Swift	1	Passive	No	Genesys Core Rulebook page 75
Toughened	1	Passive	Yes	Genesys Core Rulebook page 75
Unremarkable	1	Passive	No	Genesys Core Rulebook page 75

Page 88: The Impaling Strike talent's description should read: "…When your character inflicts a Critical Injury with a melee weapon, they may use this talent to immobilize the target until the end of the target's next turn (in addition to the other effects of the Critical Injury)."

Page 91: The Conduit talent's activation should be "Active (Incidental)."

Page 99: The price of a Bone implement should be "Cost x 1.5" (the original amount plus half of the original amount), instead of "Cost x ½".

Page 99: The price of a Hazel implement should be "Cost x 1.5" (the original amount plus half of the original amount), instead of "Cost x ½".

Page 99: The price of a Yew implement should be "Cost x 1.5" (the original amount plus half of the original amount), instead of "Cost x ½".

Page 108: Under the flying mount's talents, change "Dodge 2" to "None."

Page 108: In Table 2-14: Armor Attachments, the Spikes attachment should require 1 hard point, not 2.

Chapter III: Lands of Magic

page 226: The Gnome Minstrel's Encouraging Song talent should have the following description: "While using a musical instrument, make an **Average [◆◆] Verse check**. If the check is successful, one target within medium range per ☼ adds ▢ to their next skill check. Each ⋀ allows one affected target to heal 1 strain."

Shadow of the Beanstalk

The following are corrections made to **Shadow of the Beanstalk**, organized by chapter.

Chapter 1: Character Creation

Page 49: The Body Guard talent's Tier is listed as "2." It should be listed as "3."

Chapter 2: Equipment and Vehicles

Page 98: In the entry for the brain machine interface, the second sentence of the second paragraph reads "While using a BMI during a Network encounter, a runner can choose to 'go deep' as an incidental." This should read "While using a BMI during a Network encounter, a runner can choose to 'go deep' as a maneuver."

Chapter 3: The Network

Page 127: In the Haas Arcology Security Server diagram, the Janus 1.0 Sentry Ice should have a listed strength of 9. The description of the self-destruct sub-system says "Controlling this sub-system allows the runner to activate the self-destruct on this secret lab." This should read "Accessing this sub-system allows the runner to activate the self-destruct on this secret lab."

Page 129: In the last paragraph of the Break Ice entry, the third sentence reads "If the runner succeeds, the security program shuts down and cannot be reactivated until the end of the runner's next turn." This should read "If the runner succeeds, the ice shuts down and does not reactivate until the end of the runner's next turn."

Page 134: The last sentence in the Effects portion of the Sentinel entry reads "Archer then deactivates until the end of the runner's next turn." This should read "Sentinel then deactivates until the end of the runner's next turn."

Chapter 4: New Angeles and Heinlein

Page 157: In the Equipment portion of the profile for Rachel Beckman, the heavy pistol is listed as using the Ranged (Heavy) skill. This should be the Ranged (Light) skill.

Page 171: In the Skills portion of the profile for Caprice Nisei, the Knowledge (Facts) skill should be the Knowledge (Science) skill.

Chapter 5: Adversaries

Page 225: The field anchor's soak value is listed as "2." This should be listed as "3."

Page 228: The assistant district attorney's ranks in the Knowledge (Society) skill are listed as "-". This should be listed as "2."

Power Levels in Prior Products

With the release of the Expanded Player's Guide, we have created a system for evaluating the combat, social, and general power levels of adversaries. For those of you who want to use this new system, we've gone back through our previous products and calculated the power levels for all our past adversaries. You can find tables with those power levels here.

GENESYS CORE RULEBOOK ADVERSARY POWER LEVELS

ADVERSARY	PAGE #	COMBAT	SOCIAL	GENERAL
Airship Pirate	157	2	1	1
Alien Warlord	188	8	5	3
Arcane Scientist	163	4	3	4
Bane Spider	147	5	1	2
Beastman	147	2	1	1
Clockwork Animal Automaton	157	3	1	1
Colonial Governor	157	5	6	3
Combat Drone	178	4	1	1
Corrupt Official	169	1	5	3
Exosuit Trooper	178	8	1	1
Gang Leader	134	4	2	1
Hacker	178	1	2	4
Infantry	163	3	1	1
Intelligence Agent	169	5	4	5
Local Official	135	2	5	2
Militia	169	2	1	1
Nano-Swarm	188	5	1	1
Occult Commando	163	5	2	4
Ogre	147	9	1	2
Razorwing	147	4	1	2
Royal Marine	157	5	2	2
Skeleton	146	2	1	1
Space Pirate	187	3	1	1
Street Tough	134	2	1	1
Telepath	188	4	8	4
Xenomorph Horror	187	6	1	3

RUNNERS, MERCS, AND CRIMINALS ADVERSARY DECK ADVERSARY POWER LEVELS

ADVERSARY	COMBAT	SOCIAL	GENERAL
Aaron Marron	7	5	4
Bernice Mai	1	3	9
Caprice Nisei	6	8	5
Elizabeth Mills	2	8	6
Floyd 2X3A7C	6	3	4
Gabriel "El Lobo" Santiago	7	3	5
Inez Delgado	5	2	9
Jackson Howard	1	10	3
Ji "Noise" Reilly	2	2	8
Kati Jones	3	2	6
Lily Lockwell	2	7	4
Monica Singh	9	6	8
Mr. Li	4	11	6
Mr. Stone	11	4	7
Olivia "Chaos Theory" Ortiz	1	3	11
Rachel Beckman	8	3	3
Rashida Jaheem	12	4	5
Raymond Flint	6	5	11
Reina Roja	12	6	12
Thomas Haas	2	5	6

SHADOW OF THE BEANSTALK ADVERSARY POWER LEVELS

ADVERSARY	PAGE #	COMBAT	SOCIAL	GENERAL
Adam Industrial Labor Bioroid	236	2	1	1
Adonis and Eve Pleasure Bioroid	236	2	5	3
Anarch Troublemaker	237	2	2	7
Ares Combat Bioroid	239	15	3	4
Assistant District Attorney	228	1	4	3
Camdrone	233	1	1	1
Caprice Nisei	171	6	8	5
Civic Brigadier	218	2	1	1
Club Owner	219	2	7	4
Combat Drone	233	2	1	1
Corporate Bioroids	236	1	2	3
Corporate Manager	224	1	3	2
Corporate Sysops	225	1	2	2
Criminal Runner	221	5	3	7
Cyberdog	226	3	1	2
Cybermod Hunter	230	7	2	5
Desai Tutor Clone	235	1	4	5
Diesel Bro	219	2	1	1
Disenfrancisto	219	1	1	2
Disenfranchisto Survivalist	220	3	2	4
EMS First Responder	228	2	2	3
EWS Raider	230	8	2	7
EWS Raider with one minion group of 3-4 Combat Drones	230	10	2	7
Field Anchor	225	1	4	3
Floyd 2X3A7C	153	6	3	4
G-Mod Bodyguard	231	4	2	2
G-Modstrocity	227	9	1	2
Hellion	240	5	1	5
Henry Labor Clone	235	2	1	1
Human First Extremist	237	2	1	1
Humanity Labor Rep	237	1	3	1
Hunter Killer Drone	234	5	1	1
Hunter Killer Drone with AP missiles	234	6	1	1
Hyperrat Swarm	237	3	1	1
Inez Delgado	174	5	2	9
Kati Jones	184	3	2	6
Liberty Society Rep	238	1	3	3
Lily Lockwell	164	2	7	4
Loonie Revolutionary	238	3	3	2
Los Scorpiones Cascares	222	3	1	1
Maintenance Drone	234	2	1	1
Megacorp Exec	226	2	11	4
Melange Overseer	225	5	2	2
Mercenary Vet	231	9	3	3
Molloy Server Clone	235	1	1	1
NAPD Detective	229	2	4	4
NAPD Hachi-Inu K8 Unit	229	3	1	3
NAPD Patrol Office	229	3	1	1
NAPD Riot Police	229	5	1	1
NAPD SWAT with gauss rifle	230	7	3	2
NAPD SWAT with shotgun	230	6	3	2
Omoi Security Clone	235	3	1	1
Opticon Foundation Watchdog	238	1	2	4
Orgcrime Heavy	222	6	1	2
Orgcrime Lieutenant	222	4	5	5
Orgcrime Muscle	222	2	1	1
Principled Runner	223	3	3	8
Private Military Contractor	232	4	1	1
Rachel Beckman	157	8	3	3
Regulator	230	1	2	3
Reporter	220	1	3	4
Researcher	220	1	2	4
Retail Drone	234	1	1	1
Rex Search and Rescue Bioroid	236	4	2	3
Ristie Collector	221	1	3	5
Rogue Nisei Clone	240	8	8	8
SEA Yellow Jacket	226	2	1	1
Seth Bioroidista	237	1	1	2
Sneaker Net Courier	223	2	1	4
Starlight Templar	221	3	2	1
Street Doc	224	2	2	3
Streetbanger	223	3	1	1
Streetbanger Leader	223	6	3	2
SXC Exosuit Pilot	232	9	2	2
SXC Trooper	232	5	1	1
SYNC Globalsec Agent	226	1	2	8
Teacup Giraffe	227	1	1	1
Tenma Driver Clone	235	1	1	4
Thomas Haas	217	2	5	6
Toy Drone	234	1	1	2
Urban Adventurer	238	4	1	7
Urban Peccary	228	1	1	1
Yakuza Assassin	224	9	3	8
Young Ristie	221	1	2	1

REALMS OF TERRINOTH ADVERSARY POWER LEVELS

ADVERSARY	PAGE #	COMBAT	SOCIAL	GENERAL
Ancient Dragon	195	17	10	10
Assassin	247	9	3	6
Aymhelin Scion	178	6	2	3
Barghest	164	4	1	1
Baronial Knight	151	6	3	2
Beastman	202	2	1	1
Berserker	213	2	1	1
Bloodsister and Nightseer	213	8	5	4
Carnivorous Flora	258	2	1	1
Death Knight	164	9	2	3
Deep Elf	191	3	2	3
Deepwood Archer	179	4	1	1
Dimora	191	7	3	3
Djinn	248	12	12	10
Dragon Hybrid	151	7	2	1
Dwarf Ancestral Specter	195	6	2	2
Dwarf Dragon Hunter	191	9	3	3
Dwarf Guilder	191	1	2	2
Feral Dragon	152	13	3	2
Ferrox	165	3	1	1
Fleshripper	214	3	1	1
Forest Guardian	179	8	3	2
Giant	226	12	2	1
Giant Snake	258	4	1	1
Gnome Minstrel	226	1	2	3
Goblin	152	2	1	1
Goblin Witcher	152	4	2	2
Greyhaven Wizard	153	6	3	5
Grotesque	215	5	1	1
Gurak Tol	202	5	1	1
Gurak Tol bonded with Orc Outrider	202	7	1	1
Ice Blood Warrior	237	2	1	1
Ice Wyrm	237	13	5	6
Ironbound	153	7	2	2
Kennsir Dwarf	192	3	1	3
Kobold	192	1	1	1
Lava Elemental	196	6	2	1
Leonx	180	4	1	2

ADVERSARY	PAGE #	COMBAT	SOCIAL	GENERAL
Leonx Rider	179	4	3	1
Lord of Bilehall	165	11	5	7
Lorimor Marine	227	2	1	1
Lost Knight	227	4	3	2
Makhim	258	3	1	1
Manticore	227	8	1	1
Merroid	228	9	1	3
Minor Elemental	248	5	2	2
Naga Priestess	258	4	5	3
Necromancer	166	6	3	6
Ogre	202	9	1	2
Onoit Shaman	239	5	3	3
Orc Outrider	203	5	1	1
Orc Spiritspeaker	202	8	5	3
Pirate	229	2	1	1
Priest of Kellos	154	3	3	2
Reanimate	166	3	1	1
Rune Golem	154	11	2	2
Salamander	196	4	1	2
Scorpion Swarm	249	2	1	1
Shade	229	3	2	1
Singhara Hunter	259	3	1	1
Singhara Pridelord	259	11	3	3
Siren	230	3	3	2
Spined Thresher	216	9	3	2
Splig, King of all Goblins	154	6	1	1
Storm Sorceress	180	8	4	5
Sword Poet	230	5	3	1
Tamalir Guildmaster	155	1	4	2
Thieves' Guild Cutpurse	249	2	2	3
True Fae	181	9	4	6
Viper Legion Archer	217	3	1	1
Weik Warrior	239	3	1	1
Wendigo	238	7	2	4
Witch and Warlock	217	5	3	3
Wraith	167	6	2	3
Wyrm of the Deep	231	12	3	3
Young Dragon	196	8	2	3