

Q

If a player has natural Dexterity of 1 and an Augmentation that gives a +1 bonus to Dexterity, is the Experience Point cost to increase the Attribute 8 points, or 12?

*DHLoF, p.172***A**

Only the natural Attribute value counts for the purposes of Experience Point advancement.

As a result, for the example in the question, 8 Experience is required to advance Dexterity from +1 to +2, regardless of any Augmentation bonus.

Designer's Note

Many thanks to ranmatoushin at the Cubicle 7 forum for this question.

Q

Deduction allows you to add a 1 dice to your pool when using Perception, Research or Science when you examine a crime scene. Can this apply to other areas where it might be thematic?

*DHLoF, p.154***A**

From the Trait's description: "The Gamemaster is the final judge of where or how this bonus can be applied." If your GM feels that it is permissible to apply it in a particular circumstance (e.g. diagnosing an illness with Medicine, examining a trail with Tracking, or figuring out who's in bed with who using Politics), then it is absolutely fine.

Designer's Note

Many thanks to ranmatoushin at the Cubicle 7 forum for this question.

Q

When looking at the statistics for the Supporting Cast section, does the number for Health Dice include the Reserve Dice, or are they in addition to the number printed?

DHLoF, pp.178-187, Resistance, pp.128-139

A

As described on p.131 of DHLoF, we don't include the formula for Health Dice with the shaded Reserve Dice. As a result, the statistics for our Supporting Cast don't include them either.

Designer's Note

Many thanks to ranmatoushin at the Cubicle 7 forum for this question.

Q

How many levels of the Armour augmentation can be stacked?

DHLoF, p.156

A

As with all stacking Augmentations, there is no limitation as to the number of times that it can be taken.

Designer's Note

Many thanks to ranmatoushin at the Cubicle 7 forum for this question.

Note that any penalties stack in addition to the benefits – so in the case of Armour (-1D in social interactions), it is possible to end up with a character who will fail any Social interaction.

Q

Can Augmentation Complications be taken at the character generation stage to give you additional Character Points?

*DHLof, p.169***A**

Medical Complications arise as a side-effect of surgery - "If something has gone wrong with a surgery, then a Medical Complication develops". When a surgery test is taken for an Augmentation at character generation a Medical Complication may result - it isn't worth points, however, as it's part of the Augmentation mechanic.

And you can't take a Medical Complication without an Augmentation surgery, so at the moment, there's no way to take a Medical Complication to gain points in character generation.

Designer's Note

Many thanks to Dark_Pilgrim at the Dark Harvest forum for this question.

Q

Since Attributes can't start at more than +3, can an Augmentation be taken to raise it above +3 in character generation?

*DHLof, p.128***A**

Yes, starting characters can Augment their Attributes above the natural limit of +3 during character generation.

Designer's Note

Many thanks to Dark_Pilgrim at the Dark Harvest forum for this question.

Q

Does the Drive Carriage skill cover cars and trucks as well? Or just horse-drawn carriages?

DHLoF, p.145

A

Drive Carriage covers all carriages, including horseless ones - cars and trucks are handled by this Skill.

Designer's Note

Many thanks to Dark_Pilgrim at the Dark Harvest forum for this question.

Q

Do you need a Virtuoso Success in order to be able to stack Augmentations, or do you simply receive extra levels of the Augmentation "for free"?

DHLoF, p.145

A

For an Augmentation which can be taken multiple times, a Virtuoso success (or better) gives you the stated extra levels "free".

There's no limitation on how many levels of these types of Augmentations can be stacked through normal surgeries.

Designer's Note

Many thanks to ranmatoushin at the Dark Harvest forum for this question.

Q

Is Gambling a Common Skill, or a Specialty?

DHLoF, p.133,150

A

Gambling is intended to be a Specialty.

Designer's Note

Many thanks to Dark_Pilgrim at the Dark Harvest forum for this question.

Q

Can Contortionist be taken multiple times, or only once?

DHLoF, p.134,154

A

Contortionist is intended to be taken only once.

Designer's Note

Many thanks to Dark_Pilgrim at the Dark Harvest forum for this question.