

Age of Vikings Core Book

Corrections, Clarifications, and Errata – 1.2

Note that this does not contain every typo or minor text correction. Entries here are to correct errors and clarify rules.

The new edition of the .pdf is numbered 1.1 on the **Credits** page and includes all these corrections.

New entries are in *red*.

Credits: Add Mark Smylie to artists

Credits: David Benson should be David Bensow

Overall: “Scan” should be replaced with “Spot Hidden” globally, especially in the **Bestiary** (pages 251–277).

p9 **Example of Play:** Correct David/Njáll’s result to 12, Anna/Sigmundur’s to 22, and Viktor/Ísgerður’s result to 11

p10 **[Clarification] Rounding of Numbers and Results:** Die rolls are almost always rounded up, but the **Ability Results** table (page 62) utilizes normal rounding to maintain compatibility with other BRP products

p11 **Weight and Distance.** Change human walking speed to MOV 10. Hours of walking per day have been reduced

p21 **Eastern Raids Events table:** Entry 14–16 should be 14–15

p21 **Battle of Fuat's Head Events table:** Second and third entries should be 2–10 and 11–18

p22 **Hero Creation, Step 5:** Add "Your hero's Movement Rate is 10."

p24 **Year 930 Events table:** Entry 3–16 should be 3–14

p25 **Year 955 Events table:** Third entry should be 17–19

p26 **Year 964 Events table:** Second entry should be 5–8

p28 **Things Found on a Horse table:** Entry 10 should be “Small ingots of gold worth 50 *vaðmál*.”

p34 **Skill Category Modifier table:** Attribute should be Char

p34 **Skill Category Modifiers table, Stealth:** STR should be SIZ and the modifiers should be +10%, +5%, —, –5%, –10%, –5%

p34

Example of Njáll’s skill category modifiers:

Manipulation and Weapon skill category modifiers should be +10%, not +25%

Mythic skill category modifier should be 0%, not –5%

Stealth skill modifier should read: “*His Stealth skill category modifier is 0%, not good or bad. He's not much for sneaking around, but then, someone of his size and general demeanor doesn't generally think of hiding and moving quietly as their first option.*”

p34

Skill Base Chance: First sentence in the last paragraph should read “*Skills listed on the hero sheet (pages 42–43) that have a box next to the skill rating can be improved during play, through experience, training, or research.*”

p35

Skill Base Chance table:

Polearm (10) should be Aetgir (10)

1H Axe should be Battle Axe

2H Axe should be Long Axe

Add Sax (10)

Remove Sling from Melee Weapons

Spear should be Long Spear

Add Thrown Rock (15) to Missile Weapons

p47

Njáll hero sheet: Manipulation and Weapon skill category modifiers should be +10%, not +25%, and his Mythic skill category modifier should be 0%, not –5%. Adjust skills accordingly.

p50

brymur Sorlason: Corrected phonetic spelling is “three-mur sor-la-son”

p62

Ability Results table: Critical entries for 113–122 are 01–06, not 01–05, and the entry for 01 Failure should be 6–00, not 6–0

- p63 **Example, Hrappur versus Ólafur:** Last sentence, Olafur should also reduce his chance by 25%, not 5%
- P64 **The Resistance Table, General Use:** Second-to-last paragraph, first sentence should read: *"If a chance of success is theoretically possible, a roll of 1–5 always succeeds, and if failure is a possibility, then a roll of 96–00 always fails, no matter the difference between the active and passive characteristics."*
- p64 **Example, Njáll versus draugur:** The example between Njáll and the draugur has been corrected to show the correct chance and reversed so it is Njáll who is rolling with his resistance chance (25%), not the draugur.
- p66 **Example, Njáll versus outlaw:** Should read: *"Njáll has been slashed in the abdomen by an outlaw he's trying to capture. He has 5 hit points in his abdomen hit location. Njáll is wearing thick wool breeches (1 armor point to abdomen) and leather armor (2 points to chest and abdomen). The outlaw's damage (D6+D4) gets a result of 8, to Njáll's dismay. The damage, after being reduced by armor, equals 5 points, which exceeds Njáll's hit points in the abdomen by 1. Njáll is now out of the fight. He falls to the ground, coughing blood, and will bleed to death in ten minutes if help doesn't arrive."*
- p64 **Movement:** Third sentence, should read: *"If the gamemaster needs an exact measurement, they might use 1 meter for walking and 3 meters (10 feet) per unit for running, but the relative distance between combatants is usually more important than their literal distance."*
- p64 **Movement:** Movement should be "Ten units"
- p73 **Cold Exposure table:** Third column should be "Damage to Hit Points"
- p107 **Weapon Stuck in Target:** Change "rounded down" to "rounded up"
- p98 **Resolution of Combat, Missiles and Spells:** First para, second sentence, should read: *"The highest DEX rank always strikes first"*
- p101 **The Parry:** "strike rank" should be "DEX rank"
- p102 **Damage to Weapons:** Third paragraph should be *"When a weapon or shield reaches 0 hit points, it is unusable. The blade might be bent, the hilt loose, a haft may need to be replaced, a shield rim may need to be refastened, etc. A hero's skill rating with a weapon is reduced by –20% if the weapon is somewhat damaged (at ½ its normal hit points) and –40% if it is severely damaged (reduced to 1 hit point)."*
- p102 **Example, Damage to Weapons:** Should read *"Njáll parries a draugur's special success with a claw attack. His Broadsword 70% succeeds with a roll of 64. Because the attack is a special success, though parried, the draugur rolls damage, getting a 13. Because 13 is more than the broadsword's 12 hit points, the sword takes 1 point of damage, reducing it from 12 hit points to 11. Additionally, Njáll takes 1 point of damage to an adjacent hit location, in this case, his right arm. Fortunately, his armor is enough to absorb it."*
- p103 **Dodge:** "strike rank" should be "DEX rank"
- p105 **Example, Njal vs. Flosi:** Should read *"Njáll is on his way to the assembly when he is attacked by Flosi, a member of a rival family. Flosi is a very skilled swordfighter, with 120% skill and DEX 15. Flosi decides to split his attack, attacking twice in one combat round. He could divide the attacks evenly (60% and 60%) but instead chooses to attack once at 70% and once at 50%. Since Flosi's DEX 15, he attacks once on DEX rank 15 at 70% and again on DEX rank 8 (15÷2=7.5, rounded up to 8) at 50%."*
- p107 **Weapon Stuck in Target Example:** Damage should be 1D10+1, not 2D6+1
- p105 **Splitting Attacks:** "strike rank" should be "DEX rank"
- p105 **Using Wyrd in Combat:** Spending 1 POW point for Wyrd automatically turns a failed roll into a success, not a reroll.
- p110 **Weapons, Explanation of Headings, Length:** "strike rank" should be "DEX rank"
- p111 **Melee Weapons table:** Medium shield ENC should be 2, not 3
- p111 **Melee Weapons table:** "Axe, Two-handed (1H)" should be "Axe, Two-handed (2H)"
- p113 **Thrown Weapons table:** Long Spear ENC should be 3, not 2
- P113 **Thrown Weapons table:** Add Knife, Thrown, same stats as on page 111 but with range 20, Type I
- p114 **Repairing a Weapon:** "armor points" should be "hit points" (two places)

p115	Armor table: Hit locations are consolidated where possible. <i>For example, hit locations “9–11, 12” become “9–12”.</i> Leather cap should absorb 2, not 1 Hit location for sleeves should be 13–18 Move Quietly modifiers for winter coat –5%, light scale shirt –15%, and chain mail shirt –25% Light scale shirt should have ENC 4	“Polearm” should be “Polearm (halberd/atgeir)”, damage should be 3D6+dm, not 2d6+2 “Short Sword” should be “Short Sword (sax)”
p116	Shields, 3rd paragraph: 31 inches should be 40 inches	p254 Warrior: Hit points per location should be 5/5/5/6/4/4/5
p132	Wind and Sea Strength table: Light Air Strength should read “3–6 (1D4+2)” not “1D4+1”	p254 Farmer/Townsfolk: Hit points per location should be 4/4/4/5/3/3/4
p161	Crimes: Page reference in last sentence should be to page 162, not 148	p258 Thrall: Hit points should be 13 and hit points per location should be 5/5/5/6/4/4/5
p179	Inspiration, 2nd paragraph: “strike rank” should be “DEX rank”	p282 Example for Brymur’s experience roll: Remove “modified to 82”
p188	Rune Magic During Combat “strike rank” should be “DEX rank”	p282 Experience Between Adventures, example: “four skills” should “three skills” and remove “Boat” from those Njáll picks
p190	Reid, Effects: Remove % after +4	p285 Farm Circumstances Results table: Last D100 result should be 96–00
p189	Number of Rune Effects: Add a third line: 9 runes 18 4 +30% to Sword skill, 6 armor points, +4 to STR, double critical chance	p286 Example of Victory Sacrifice, last sentence: “+1 Status” should be “+2 Status”
p195	Óðal, Effects: Replace “Scan” with “Spot Hidden”	p288 Blessing table: Last D100 result should be 91–100
p195	Rune Power Limits: Remove the third paragraph, beginning “For each...”	p288 Family Member table: 71–75 should be Paternal Aunt, 76–80 should be Maternal Aunt
p204	Duration of Magical Effects: Change “rounded down” to “rounded up”	p288 Scandal table: Second D100 entry should read 6–10, and 81–95 should be 81–94
p207	Working Together: Change “rounded down” to “rounded up”	p294 Contests: “grabble” should be “grapple”
p207	Seiður Magic Limits, No Rerolls: Spending Wyrð turns a failed roll into a success, and not a reroll.	p296 Case Three, Resolution and Settlement: “condisdered” should be “considered”
p251+	Bestiary: Creature skill listings should be alphabetized	Index References to entries within the index have been removed.
p252	Berserker: Hit points should be 17	
P253	Berserker Hit Location table: Hit points per location should be 6/6/6/7/5/5/6	
p253	Guard: Hit points should be 15 and hit points per location should be 5/5/5/6/4/4/5.	