

The DAR: SW Errata & New Material

It was almost inevitable that a few gremlins were going to slip through the cracks and manage to hang out in *The Day After Ragnarok*, but with the kind assistance of Clint Black, we've tracked 'em down and stomped 'em out.

Additionally, during the restructuring that was necessary to translate *The Day After Ragnarok* into *Hero System 6th Edition*, a little bit of new material was added. We present that in this document as well.

ERRATA

Page 19

Callous – Change Persuasion penalty to -4

Holy Roller – Change start of second paragraph to “He suffers a -1 to Charisma and Tests of Will...” At the end add, “...Holy Rollers of his own sect (the Test of Will penalty still applies).”

Snakebit – Change the second paragraph to...

With a Minor Snakebit Hindrance, the hero suffers a -2 penalty to all Vigor checks caused or triggered by any spawn or aspect of the Midgard Serpent, including recovery from monstrous poison, or attempting to Soak damage while in combat with a Serpent-spawned monster or gang of Serpent cultists.

Page 20

Background Edges – Change opening paragraph to...

The world of the arcane is dark, twisted, and dangerous in this world, poisoned by the Serpent and by the magics of Thule. The Arcane Background Edge provides half the normal starting power points (5 instead of 10) unless the character pays “double” at character creation, where they must either:

Page 21

Sidebar (Darkvision power) – Change text to...

This power allows the hero to see in the darkness. With a success, the hero can see infrared sources or sinks: objects hotter or colder than the background (as the Infravision special ability). On a raise, his visual discrimination is fine enough that he ignores all darkness penalties, and the power lasts his Smarts die in minutes per point.

Page 22

Fencing – Change last sentence to, “You have a +1 to Parry when using a sword.”

Martial Arts Training – Change last sentence to, “In addition, opponents in melee combat reduce the “gang-up” bonus against your hero by 1.”

Sykes-Fairbairn – Change last two sentences to, “You have a +1 to damage with any knife used in melee combat. Also, if you have surprise or the Drop, you ignore 2 points of Called Shot penalties.”

Improved Sykes-Fairbairn – Change to “As Sykes-Fairbairn, but you have the damage bonus increase to +2 when using a knife in melee or as a thrown weapon, and if you get a raise on your attack roll with a knife, your bonus damage is +d8 instead of +d6.”

Page 23

Mountie – Change “...enough Arctic training to get a +1 on any Fighting or Shooting test in the snow against a foe without Arctic experience.” to “...enough Arctic training to ignore any Unstable Platform or Difficult Ground penalties due to snow and ice.”

Page 26

Speleo-Herpetologist – Change “He is at +2 to all Guts checks caused by any aspect of the Serpent or its spawn. (And yes, this does cancel out Snakebit for a net -0.)” to “He is at +2 to all Guts checks caused by any aspect of the Serpent or its spawn, and if Snakebit, reduces the Vigor penalty to -1.”

Page 36

K-Bar – Change Notes to “Parry +1; includes F-S Fighting Knife”

Machete – Remove “No additional damage on a raise” from Notes.

Switchblade – Change damage to Str+d4-1 and Parry penalty to -1.

Page 45

Last sentence, change “Snakebite” to “becoming Snakebit”

Page 68

Lung Choi Sun – Change Parry to 9

Page 76

ST Levels – Change the first sentence to, “Worse yet, the ST Level subtracts from any Vigor roll the heroes make to resist the powers of the Serpent or its progeny: resisting poison, Soak rolls in combat, natural healing rolls to recover from damage, etc. (Just like the Snakebit Hindrance, except the whole country is Snakebit.)”

Page 83

Aunt Jenny – Change Parry to 6

Page 86

Dero – Change Toughness to 4

Page 90

Giant Snake – Change Parry to 6

Page 92

Hydra – Starting with the second paragraph replace the text before the stats with...

Hydras can have any number of heads but the nine-headed hydra is the most common. Fighting a hydra involves fighting one or more of its heads. Every head counts as an individual Extra opponent. Thus, a hydra provides its own Gang Up bonus.

For example: *Lt. Keenan is fighting a nine-headed hydra alone. He kills four heads, taking it to five heads, with no effect on the hydra's attacks (maximum Gang Up is +4). But when he kills the next head, it drops to four heads, and its Gang Up bonus drops to +3. At three heads, +2; at two heads, +1. At no heads, the hydra is dead.*

However, every killed head grows back in 1d4 rounds as two heads, unless the neck is cauterized with fire (a Shaken result or better from damage with a torch, flamethrower, etc.).

For example: *Lt. Keenan has killed one head of a nine-headed hydra. Two grow back in its place, for ten heads, providing ten attacks and needing ten wounds to destroy, but not changing any Gang Up bonuses on a single opponent.*

Then under Special Abilities, remove Improved Sweep and replace it with...

- **Invulnerability:** A hydra can only be killed by destroying all of its heads (which are large enough not to require a Called Shot to hit). Attacks to the body (a -2 Called Shot as the heads move to protect it) can Shake a hydra (affecting all heads) but not wound it.

Page 93-94

Kraken – Change Toughness to 14.

Change **Viscous Composition** to “Some krakens are seemingly composed of a weird jelly-like substance that bullets simply pass through when they hit, halving all damage from firearms.”

NEW MATERIAL

In the course of creating the Heroic Templates for *The Day After Ragnarok: Hero Edition*, Kenneth Hite came up with a whole list of new character concepts for the world after the Serpentfall. We present those here. It’s completely flavor material, but should also serve as additional guidelines for the types of characters you can create and play!

AVIATOR

A stringer for the ONI, flying tramp cargo anywhere from Mosul to Macao; an ophi-tech test pilot for Hughes Aircraft, eager to beat the British into space.

WHEELMAN

A Calcutta cabbie who knows every street by night; a hardbitten trucker who runs dynamite (or anything else) across the Andes for hard silver.

BARBARIAN

A Sioux brave, exiled from the reservation for killing an enemy; a Massongwe “Lord of the Jungle” deep in the Congo, fighting a one-man war against the Belgian (and British) occupiers; a Pennsylvania state cop who escaped with a sword and nothing else when his town got blitzed by Pittsburgh raiders.

COWBOY

A ranch hand in Texas, driving off starving rustlers and electric death-worms alike; an Aboriginal beef-drover in the Outback with connections to both the Royal Army and his tribal magicians; a gaucho on the high pampas of Argentina with little love for the new German owners of the neighboring estancia.

DETECTIVE

An intuitive “pattern analyst” employed by the Buenos Aires police; a cagy inspector from the Brisbane office of the Commonwealth Investigations Branch.

OCCULT DETECTIVE

A Seattle bookseller whose twin sister disappeared in a haunted house; a witch-smeller in the Gold Coast; one of “Sir Maxwell’s boys” in MI5, tracking the Daughters of Dionin.

DIPLOMAT

The senior bureaucrat in Chicago’s Federal Building, “showing the flag” in the Poisoned Lands; the Royal Navy’s aviation attaché in Algiers, keeping an eye on the Action Francaise; Venezuela’s consul in Japanese-occupied Shanghai, cut off from his home government and able to act on his own recognizance.

ENGINEER

A wildcat oilman, slant-drilling the Serpent in Morocco; a “book-learned” expert in medieval sieges hired to fortify Murfreesboro, Tennessee against monsters and Nashville.

EXPLORER

A Rhodes University stringer, re-mapping the interior of Africa after the Serpentfall shifted rivers and filled lakes; an Apache scout for the Arizona National Guard, following Dero tunnels wherever

they lead; an OSS captain “on detached duty” in Burma encountering lost tribes and hidden cities in Japanese-held Southeast Asia.

ARCHAEOLOGIST

A University of Chicago scholar, piecing together ancient Mound Builder magic in the Poisoned Lands; an unorthodox archaeologist attached to Rhodes University, looking for pre-human artifacts in the Congo; a freelance tomb raider in chaotic China.

GANGSTER

A would-be warlord squeezed out by his former partners in St. Paul, Minnesota; a Triad underboss in Manila selling guns (and more) to all sides; a racketeer and longshoreman in Belize, dealing with pirates and the Royal Navy.

LAWMAN

An ambitious Alderman’s Guardsman working “Little Hell” in Chicago; a keen-eyed Indian Police constable riding circuit in Rajasthan; a cynical French police inspector in Spanish Casablanca shocked – shocked! – to find Gaullist cells operating there.

MUSICIAN

A big band clarinetist in Rio de Janeiro, rubbing shoulders with swells and spies; a Mississippi bluesman with a hellhound on his trail; a Bollywood playback singer in hock to the Bombay mob.

SKALD

A former Ahnenerbe poet cursed to roam forever; a wandering Appalachian folk singer with a Pow-Wow Book and the Old Songs; a griot in French Senegal acting as a courier for a rebel alliance.

PROFESSOR

A historian at Oberlin College, trying to keep culture alive after the Serpentfall.

REPORTER

A gossip writer in Los Angeles with a nose for scandal; a war correspondent beached in the Pacific looking for the big story that’s her ticket home; a crime-scene photographer in Capetown who’s taken more pictures than he tells his boss or the SAP.

SAILOR

A Tanka “junk person” smuggler working the South China Sea between Japan, the Nationalists, and Manila; a fishing boat captain out of Long Beach who keeps running into bigger fish.

SCIENTIST

A fanatical dreamer building robots beneath a plaza in Mexico City; an astronomer in Australia tracking odd anomalies on the Moon.

SOLDIER

A Royal Indian Army rissaldar patrolling the Afghan border for Soviet infiltrators; a U.S. Marine turned mercenary captain in Memphis; a Foreign Legionnaire who goes on “independent patrols” looking for ancient Egyptian treasure in Africa.

SPELEO-HERPETOLOGIST

A hard-core “belly man” on call in Hereford; a pensioner consulting for Rhodes University and hunting monsters to relax; a security specialist at the ophiurgical labs in Nairobi, secretly glad to be away from the Belly.