

ERRATA

PAGE 22: RANK

The numbers in this chart are incorrect. The Rank Progress chart on page 184 has the correct values, which are:

RANK PROGRESS	RANK GAINED
0	1
500	2
1500	3
3000	4
5000	5

PAGE 31: TRADITIONS

Rather than having a listed Difficulty, Practices have Ranks which determine their difficulty.

(These Ranks and their difficulties are listed on page 182.) At character creation, a new character may choose to learn a Practice of any Rank, but since they will only have a Tradition score of 5 or 10 to use this Practice, choosing either a Rank 1 or 2 Practice is recommended.

PAGE 87: NURTURING OF THE EARTH

This Practice is Rank Three.

PAGE 166: SCULPT

The Necromancer Nemesis was originally designed with an ability that allowed it to reshape flesh and bone. The intent of this ability was to give the Necromancer a terrifying power that would allow them to torture their bound Anima. Additionally, this power would also allow the Necromancer to use the flesh and bone of others to create protection - functionality that was replaced by Bone Armor.

Sculpt was eventually removed from the Necromancer to allow for a more powerful, minion oriented, ability kit. Below is a remodeled version of Sculpt which can be used to replace Eternal Command should you prefer it.

SCULPT (RANK TWO)

Using dark arts, the Necromancer is able to mold and reshape flesh or bone for their own amusement. This skill is commonly used to create grotesque deformities, enhancing the level of intimidation their undead minions command. Alternatively, the Necromancer can apply this ability to their own body to mildly enhance their resilience at the cost of their appearance.

Range: Touch

Duration: 1 Hour

Base Success: If used to enhance the terror inspired by an undead minion, this minion receives a +3 bonus to any AT to create fear or intimidate. If used to toughen the user's body, they receive a +2 bonus to ARM and a -10 penalty to any Social AT made while Sculpt is active. Using Sculpt requires 15 minutes without interruption.

Cosmetic changes can be made to both the living and dead via Sculpt and will reduce a victim's total Health by 20 for minor changes (small area of the body), and 50 for major changes (large area of the body). Using Sculpt for this purpose requires a motionless target. Once Sculpt expires, the target will revert to their normal state.

(5c) Strength Adjustment: +1 ARM bonus

(5c) Strength Adjustment: +1 Bonus to Fear or Intimidate ATs

(5c) Duration Adjustment: +1 Hour

PAGE 175: STAMINA

The Stamina section should continue:

Stamina is naturally recovered at a rate equal to the character's Endurance score per hour of rest.

PAGE 182: PRACTICES

The sentence immediately preceding the Difficulty and Conviction Cost chart should read:

Difficulties and Conviction costs for using Practices are determined by Rank and are listed below:

The chart itself is correct.

PAGE 271: NIKKI MEEKS

Nikki's Running Ability Scores are incorrect. They should be:

Running (STR): 19
Running (AGI): 20
Running (END): 21
Running (INT): 19
Running (PER): 20
Running (CHM): 21

PAGE 274: BILLY PRUST

Billy's Creative Advanced Skill Writing should have a rating of 10 rather than a 12.