

ERRATA

We survived the Scourge unscathed. Or so we thought...

• LO'QUAAN, T'SKRANG SWORDMASTER •

VERSION: JUNE 2009

The following errata is applicable to all books of the first printing, labelled **June 2009** in the **Credits** section. We corrected a number of minor typos as well, but won't list them here to avoid cluttering up the document.

p.14, Step/Action Dice Table: Steps 36-40 are supposed to start with 4d12, not 5d12.

p.16, Result Level Table: The Extraordinary Success columns should always start 1 point higher than the highest Excellent Success listed.

p.32, Personality Traits: "Choose one or two traits from the Personality Traits Table..." → "Choose one or two traits..."

p.35, Disciplines: "When creating your own character, you can choose from any of the races allowed to your character's Discipline, ..." → "When creating your own character, you can choose any race ..."

p.39, Discipline Descriptions: "Following the descriptions are archetype characters, ..." → "In the **Appendix**, p. 293, archetype characters can be found, ..."

p.42, Air Sailor: The Half-magic section should read: "The Air Sailor's uses for half-magic include the maintenance, repair, and construction of airships; knowledge of airship designs; and recognition of different types of airships, commonly followed flight paths, and airship crew complements. Air Sailors gain access to the Navigation skill (p. 99) via half-magic while aboard airships. Working on an airship requires a high degree of athletic ability, so Air Sailors may make Half-Magic Tests to swing from rigging or avoid obstacles when moving around an airship."

p.43, Archer: The Half-magic section should read: "Archers may use half-magic when caring for ranged weapons and to recognize different types of ranged weapons, ammunition, or their creators. Archers gain access to the Craft Weapon skill to make ranged weapons, as well as ammunition for those weapons. An Archer also often crafts his own arrows and bolts, personalizing them in some manner."

p.44, Beastmaster: The Half-magic section should read: "Beastmasters may use half-magic when dealing with or caring for animals in ways beyond those described by their talents, including animal breeding, first aid, and husbandry. Beastmasters may use half-magic when recognizing different animals, animal tracks, and

abnormal behavior among animals and creatures. They also gain access to the Wilderness Survival skill via half-magic."

p.44, Cavalryman: The Half-magic section should read: "Cavalrymen may use half-magic for knowledge of different types of mounts used by the Namegiver races, upkeep of riding gear, animal breeding and first aid, and knowledge of significant cavalry units in Barsaive."

Mount: Cavalrymen begin the game with a mount of the gamemaster's approval (see p. 270 for a selection). The mount is trained for riding only; the Cavalryman needs to combat-train it (p. 233). Humans, orks, and elves prefer horses, although many tribal ork Cavalrymen use thundra beasts. Trolls, windlings and dwarfs find horses awkward to ride. Some dwarf Cavalrymen ride ponies due to their short size; some use the troajin or the huttawa. Because of their size and weight, troll Cavalrymen are known to ride large war horses, but most ride an unusually strong and sturdy breed of horse called a granlain. Too small to ride normal horses, windling Cavalrymen most often ride small lizard-like mounts known as kues, or large birds called zoaks."

p.45, Elementalist: The Half-magic section should read: "Elementalists use half-magic for knowledge of nature, the elements, uses of elemental magic, and other magical rituals. Elementalists may make Perception-based Half-Magic Tests to locate and gather True elements (see the **Player's Companion** for more information).

The Elementalist may make a Perception-based Half-Magic Test to detect the presence of elemental spirits within 30 yards (15 hexes). The Detection Difficulty for sensing an elemental spirit is the spirit's Spell Defense (determined by the gamemaster). If the test succeeds, the Elementalist can sense the presence of the elemental spirit and can use spells, or talents such as Elemental Tongues and Elemental Hold, to communicate and interact with it. The gamemaster may choose to make this Half-Magic Test on behalf of an Elementalist character at any time, as this innate sense is always active."

p.46, Illusionist: The Half-magic section should read: "Illusionists make Half-Magic Tests to recognize different types of magic use, as well as specific uses of illusion magic. They also make Half-Magic Tests when attempting to perceive the "truth" of a given situation. Illusionists may also make Half-Magic Tests when attempting to disbelieve illusions cast by others (see **Illusions**, p. 139)."

p.47, Nethermancer: The Half-magic section should read: “Nethermancers use half-magic to recognize uses of nethermantic magic, different types of undead and spirits, and magical rituals—especially blood magic rituals. Nethermancers may also use half-magic to understand the effects of different blood charms, as these are linked with Nethermancy. Nethermancers may make Perception-based Half-Magic Tests to produce blood charms (see the **Enchanting** chapter in the **Player’s Companion**). A Nethermancer may use half-magic to sense the presence of spirits within 30 yards (15 hexes) of his location. The Detection Difficulty for sensing a spirit is the spirit’s Spell Defense (determined by the gamemaster). If the test succeeds, the Nethermancer can sense the presence of the spirit can use spells, or talents such as Spirit Hold or Spirit Talk, to communicate and interact with the spirit. The gamemaster may choose to make this Half-Magic Test on behalf of a Nethermancer character at any time, as this innate sense is always active.”

p.49, Scout: The Half-magic section should read: “A Scout may use half-magic to recognize tracks and trails left by different types of animals and Namegivers in wilderness or urban environments. They gain access to the Search and Detect Trap skills via half-magic. Scouts also gain access to the Navigation and Mapmaking skills (see p. 98 and p. 99) via half-magic.”

p.50, Sky Raider: The Half-magic section should read: “Sky Raiders use half-magic for tasks related to the upkeep, repair, and building of drakkar-sized airships, knowledge of different airship designs and recognition of different airship types, knowledge of commonly followed flight paths, and identification of crew complements of different sizes according to types of airships. They also gain access to the Climbing and Navigation skills via half-magic while aboard an airship.”

p.51, Swordmaster: The Half-magic section should read: “Swordmasters use half-magic to care for their weapons, know the history of legendary weapons, and recognize different types of melee weapons. Swordmasters may also use half-magic to identify another Swordmaster’s fighting techniques, including which prominent Swordmasters may have shaped the individual’s style.”

p.52, Thief: The Half-magic section should read: “Thieves may use half-magic to build or bypass security measures intended to prevent theft, and to recognize different types of locking mechanisms. Thieves gain access to the Search, Detect Trap, and Disarm Trap skills via half-magic.”

p.54, Warrior: The Half-magic section should read: “Warriors can use half-magic when caring for or repairing their weapons and armor, knowledge of military tactics and strategy (recognizing the safest approach to a target when planning a battle, for instance) and to recall events of Barsaive’s military history. The use half-magic to recognize warrior orders, famous ancient Warriors, and ancient arms and armor. Warriors gain access to the Tactics skill via half-magic.”

p.55, Weaponsmith: The Half-magic section should read: “Weaponsmiths may use half-magic when caring for weapons and armor and to recognize different types of weapons and armor used or worn by different Namegiver races or their creators. They may also make Half-Magic Tests in place of Craftsman Tests when making or repairing forged metal items, such as horse shoes, barrel stays, and the like.

Weaponsmiths gain access to the Craft Armor and Craft Weapon skills via half-magic. From Fifth Circle on, Weaponsmiths can create living armor with this ability.”

p.82, Swift Kick: “Action: Free” → “Action: Simple”

p.102, Swift Kick: “Action: Free” → “Action: Simple”

p.112, Astral Sense Spell: “range of 60 yards...” → “Range of 30 yards (15 hexes)...”

p.150, Astral Sense: Remove the last sentence, there are no Discipline-specific variants of this spell in the **Player’s Guide**.

p.175, Heat Food: Description misses the element keyword “Fire.”

p.206, Uneven Ground: Description misses the element keyword “Earth.”

p.223, Giving Ground: “For every full 1 yard) of ground yielded, “ → “For every full 2 yards (1 hex) of ground yielded, ...” and “Before he makes his Initiative Test, the character Giving Ground declares how many yards he intends to yield.” → “Before he makes his Initiative Test, the character Giving Ground declares how many yards/hexes he intends to yield.”

p.278, Thread Crossbow: The Long Range for this item is 61-120 yards at Rank Four.

p.279, War Gauntlets: The bonuses at Rank Three and Four are +2 each.

p.279, Protective Amulet: The Spell Defense bonus at Rank Four is +2.