

Symbaroum errata

2015 OFFSET PRINT EDITION, V1.0.7.

DESPITE OUR BEST efforts and valuable aid from play testers, there are some ambiguous phrasings and a few strict errors in the print edition of the Symbaroum Core Rule book. Big thanks go out to all you who have helped us to pin-point the weak spots or even made suggestions on corrections and clarifications.

PAGE 80

CORRECTION: Attributes on example character sheet corrected: Grumpa has Strong 11 and Quick 10.

PAGE 118

CORRECTION: The description of Man-at-arms' master level has been changed. The first sentence now reads: *The character may roll against Quick to counteract effects from Abilities or Equipment that make enemy attacks ignore or reduce its Armor value.*

PAGE 121

CORRECTION: Shield Fighter novice gives +2 in Defense, not in Armor.

PAGE 127

CORRECTION: Blessed Shield has been added to the Theurg's mystical powers.

PAGE 128

CORRECTION: Among the powers of Witchcraft and Sorcery, Curse has replaced Enthrall.

CORRECTION: Among the rituals of Witchcraft, Necromancy has replaced Compel Spirits and Oracle has replaced Divination.

PAGE 130

CLARIFICATION: New first sentence in description of Concentration: *If a Mystic suffers damage while using a power with a potentially ongoing effect, he or she must make a successful roll against [Resolute -Damage] in order to stay focused.*

PAGE 133

CLARIFICATION: Curse on Novice and Adapt level can at the most be afflicted on one enemy per turn.

PAGE 141

CLARIFICATION: When performing the ritual Enslave, the slave rune is carved into the skin of the victim.

PAGE 145

CORRECTION: The Patron Saint has Discreet 9, not 5.

PAGE 152

CLARIFICATION: New description of Cumbersome: *It is difficult to move around in this armor and its negative effect on Defense is therefore one point higher than usual; a Cumbersome light armor has a penalty of (-3), a medium of (-4) and a heavy of (-5).*

PAGE 153

CORRECTION: "Örtkur" has been removed from the list of Alchemical Elixirs.

PAGE 161

CORRECTION: Reworked the preamble to the section Special Rules; fighting with two weapons is not a special rule but is covered by the ability Twin Attack.

PAGE 186

CORRECTION: Loremaster has replaced Scholar in the description of how to analyze artifacts.

PAGE 200

CORRECTION: The following sentence has been removed from the description of Natural Weapon: *The natural weapon can be used to perform Backstab-attacks, which cannot be done with ordinary unarmed attacks.*

PAGE 201

CORRECTION: The monstrous trait Terrify counts as an Active Action on level I and II, as a Free Action on level III.

PAGE 205

CORRECTION: The late Summer Elf has Vigilant 5 (+5), not 15 (-5).

PAGE 211

CORRECTION: The Robber has Strong 11 (-1), not (+1).

PAGE 212

CORRECTION: The Queen's Ranger has Armor value 2.

PAGE 216

CORRECTION: The Village Warrior has Defense value -3, thanks to Shield and Shield Fighter.

PAGE 230

CORRECTION: Weapons stats of the Dragoul corrected - Sword damage 7 and no Shield Bash.

PAGE 240

CORRECTION: Stats for Kvarek and Orlan corrected (weapons damage and armor die).

PAGE 241

CORRECTION: Stats for Ansel changed, Defense 8 instead of 9.

PAGE 242

CORRECTION: Stats for Niha corrected, Defense 13 instead of 9 and Armor 1D4 (Priest robes).

PAGE 243

CORRECTION: Stats for Fenya corrected, Corruption 1 instead of 0.