

Symbaroum errata

2015 OFFSET PRINT EDITION, V1.0.9.

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 51

CORRECTION: Row 4 in Table 3 was corrected, columns moved to the left.

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 119

CORRECTION: The ability Poisoner has been modified to synchronize the rules on poisons. A [Cunning←Strong] test is still needed for the poison to take effect, but then the duration (and damage) is decided by the level of the poison (D4, D6 or D8).

PAGE 121

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

PAGE 122

CORRECTION: Steel Throw should be Passive at the Novice level.

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 Enthral.

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 137

CLARIFICATION: On Shapeshifter, the line about the mystic moving "twice as far" has been removed - it referred to him/her using both actions for movement but was confusing.

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.

CLARIFICATION: Clarification regarding Wraith Dust: "The dust must be thrown with a [Accurate←Defense] test; if hit the spirit takes damage as living creatures do."

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 199

CLARIFICATION: A victim of the monstrous trait Enthral loses both its upcoming actions during one turn.

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.*

CORRECTION: Poison Spit is (of course) an Active Action on all levels.

CORRECTION: The monstrous traits Poisonous and Poison Spit have been modified to synchronize the rules on poisons. The victim has to fail [Strong← Cunning] for the poison to take effect.

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).

CORRECTION: The Cult Leader has Defense +5, not +3.

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.

CORRECTION: The Guard Warrior has Iron Fist (master), not (novice).

PAGE 221

CORRECTION: The Aboar should have 10 (o) in Accurate, not 7 (+3).

PAGE 226

CORRECTION: Blight Born Human deals 9 in damage, not 11.

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.

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**2017 OFFSET PRINT EDITION, ERRATA V1.1.0.**  
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PAGE 119

CORRECTION: The ability Poisoner has been modified to synchronize the rules on poisons. A [Cunning← Strong] test is still needed for the poison to take effect, but then the duration (and damage) is decided by the level of the poison (D4, D6 or D8).

PAGE 200

CORRECTION: The monstrous traits Poisonous and Poison Spit have been modified to synchronize the rules on poisons. The victim has to fail [Strong← Cunning] for the poison to take effect.

2018 OFFSET PRINT EDITION, ERRATA V1.1.1.

PAGE 91

CORRECTION: The Theurg has suggested attribute *Persuasive* 11+, instead of *Vigilant*.

PAGE 114

CORRECTION: *Acrobatics* at both novice and master level is a Reaction.

PAGE 116

CLARIFICATION: On the ability *Feint*, one sentence has been moved from the general description to the novice level. Now, the novice level reads as follows: "The character can choose to attack with *Discreet* instead of *Accurate* when the attack is made with a melee weapon which is either Short or Precise. Also, every such attack gains the same *Advantage* as if the opponent was surprised."

PAGE 125

CORRECTION: The temporary corruption suffered from using the ability *Witchsight* has been reduced to 1, 1D4, 1D6 (instead of 1D4, 1D6, 1D8).

PAGE 136

CORRECTION: *Mind-throw* at novice level is both Active (attack) and a Reaction (defense).

PAGE 137

CORRECTION: *Revenant Strike* at adept level is a Reaction; also the master level is now a Free action and the description reads: "As Adept, but the effect is activated as a free action and a hit deals +1D8 damage, instead of +1D4".

PAGE 228

CORRECTION: *Blight Born Aboar* has *Accurate* 10 (o), and *Corrupting Attack* instead of *Acidic Attack*.

2019 OFFSET PRINT EDITION, ERRATA V1.1.2.

PAGE 145

CHANGE: The Patron Saint now has Spirit form (I) from start, and no natural Armor (Radiant Halo).

PAGE 160

CHANGE: Changes to Pain Threshold so the definition now reads: "When a creature suffers damage that exceeds its Pain Threshold, from a single attack and after Armor has been subtracted from the damage value, one of the following things happens."

PAGE 178

CHANGE: Change to the optional rule Instant Kill, so that it reads: "The rules for dying are used as usual, except when a character is brought down to 0 Toughness by an attack that deals damage which exceeds the character's Pain Threshold."

PAGE 254

CORRECTION: The NPC Belun's Armor value has been corrected, to 7 instead of 5.

2020 OFFSET PRINT EDITION, ERRATA V1.1.3.

PAGE 117

CLARIFICATION: The description of *Loremaster* novice and adept has been updated to clarify how the ability works in relation to mystical artifacts.

PAGE 137

CLARIFICATION: The adept level of *Prios' Burning Glass* has been updated, and now reads: "With a successful *Resolute* test, the mystic can let the holy light pass over all enemies in sight."

PAGE 142, 145

CLARIFICATION: The final paragraph in the description of *Familiar*, *Flaming Servant* and *Patron Saint* has been updated and now reads: "It gains *Experience* as a player character, but loses it if it dies (no death tests allowed)."

PAGE 152

CORRECTION: The description of *Cumbersome* has been corrected, so that it not only applies to *Defense*: "It is difficult to move around in this armor and its *Impeding* effect 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 176

CLARIFICATION: Addition made to *Permanent Corruption*, for clarity: "If *Total Corruption* has already reached the *Corruption Threshold*, the character automatically suffers 1D4 *permanent Corruption* if it gains corruption during a scene."

PAGE 177

CLARIFICATION: The first sentence describing how acid works has been updated for greater clarity: "Acid deals damage each turn it is active, but is reduced by any *Armor* the victim may carry."

2021 OFFSET PRINT EDITION, ERRATA V1.1.4.

PAGE 115

CLARIFICATION: The description of *Bodyguard* adept and master has been updated, to clarify that a roll against *Resolute* must be made on all levels.

PAGE 121

CLARIFICATION: The description of *Shield Fighter* adept has been updated to clarify that the optional follow-up shield bash requires a second success test.