

Symbaroum errata

2015 OFFSET PRINT EDITION



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 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 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 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 205

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

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.