

Into each manuscript, a bit of Errata must come

Fearing that all his secrets and vulnerabilities would be uncovered by the faithful readers of the Witch Hunter: The Invisible World rulebook, the Adversary let loose his minions upon the manuscript to confound and confuse us. Yet, take heart – the few errors they managed to insert have been discovered and corrected here, along with some rules clarifications.

Errata

Global: In any location where a DM is listed as a multiplier (e.g., x2), it should be an added bonus instead (e.g., +2) unless otherwise stated in this errata document.

Global: When making any sort of roll, no player character can ever roll more dice than double their original dice pool, no matter how much assistance or aid they receive in terms of Talents, aid from other characters, rites, etc. A character's original dice pool consists of the dice they receive from their Ability + Skill + applicable Background abilities.

p. 33 – Stalwarts of St. Christopher Benefits: The Stalwart must choose to expend Defense points on another's behalf after the attacker rolls, but before the defender chooses whether or not to use their Defense Pool.

p. 58 – Acrobatics Skill: A prone character may attempt a D2 Acrobatics roll to roll to their feet. If they succeed at this roll, they may stand up as a free action. If they fail, they are still standing, but are considered to have used their action for the round. If they botch, they are still prone and are also considered to have used their action for the round.

p. 59 – Command Skill: During a high-stress situation, such as combat, the Command skill can be used to suppress a long-term Fear effect, such as a phobia. However, once the dire situation is over the long-term Fear effect continues to afflict the character. A Command check only suppresses a long-term Fear effect; it does not cure it.

p. 71 – Swim Skill: A character may swim a distance of 2 yards for every success.

p. 71 – Ambush Attack Talent: Replace the last sentence of this Talent description with: “Whenever you are wielding a small weapon in hand-to-hand combat, your opponent may use no more than half of his available Defense Pool (rounded down) to defend against the attack.”

p. 73 and p. 79 – Iron Fisted Talent: Talent text is correct; the Iron Fisted talent improves a character's unarmed DM by +1.

p. 74 and p. 83 – Speed Loader Talent: Talent text is correct; the Speed Loader talent reduces reload time by 1 action.

p. 75 – Basic Hermeticism Talent: The requirements of this Talent are now Speak Latin 2(L).

p. 77 – Deft Disarm Talent: Replace the second sentence of this Talent description with: “Whenever you attempt the disarm maneuver (see page 106), you receive a +2 dice bonus on your roll.”

p. 79 – Incredible Reflexes Talent: Requirement is Agility 4.

p. 79 – Incredible Strength Talent: Requirement is Strength 5.

p. 82 – Sneaky Talent: Replace the last sentence of this Talent description with, “When making a Stealth roll, you may move 2 yards for every success.”

p. 100 – Dagger: The range of a dagger is 2/4/8/16 rather than merely 2. If a dagger is attached to a musket as a bayonet, treat the combined weapon as a spear. Note that while the bayonet is fixed, the musket may not be fired. It takes one action to attach or remove a bayonet from a musket.

p. 102 – Buck Skin and Furs: The armor value of Buck Skin and Furs is 1.

p. 104 – Ambush – Consequences: Remove the words “for the first round only” from the first sentence. A character’s initiative does not change after the first round of an ambush.

p. 107 – Two-Weapon Attack: Add the following sentence to the end of the first paragraph: “Once you have made your first attack, you halve the number of dice and the DM for your next attack.”

p. 108 – Parry: A character that elects to parry forfeits his next action. The character may divide up the successes achieved on a Parry roll to parry further attacks without forfeiting additional actions until the character’s next turn, but may not make an additional Parry roll without forfeiting another action. A character may not forfeit an action until any previous forfeits are “paid for”; in other words, if you forfeit an action to make a Parry roll, you may not forfeit another action to make another Parry roll until you reach the point in the initiative order where you would have taken your turn.

pp. 123-127 – Animism Rites: All Animism Rites are governed by the Will ability. Any time a rite calls for a roll, use the Will ability rather than the Intuition ability.

p. 130 – Eldritch Blast: This Rite has a maximum range of 100 yards. The damage modifiers for this attack are +4 and +1, rather than x4 and x1, respectively.

p. 132 – Blessing: One caster may only have one of each type of blessing active at a time (person, location, food, etc). For example, a prayer caster cannot bless a location and then later bless a different location while the first location remains blessed. A prayer caster can drop a blessing to rededicate this rite at any time. A character may receive the benefits of multiple blessings as long as they are of different types. For example, a character may receive a blessing upon his weapon, aiding him in battle, and also reap the benefits from a blessing upon the location in which he stands. Multiple blessings of the same type are not cumulative. In a case where there are two blessings active, the stronger of the two takes precedent. Thus, if two pastors blessed a warrior’s weapon, he would only receive the benefits of the stronger effect. Bonus dice granted by the Bless Rite are limited to one half of the caster’s True Faith, rounded up.

p. 132 – Halo of Awe: This rite produces a *visible* effect. In addition, the penalties that are inflicted by it are limited to one half of the caster’s True Faith, rounded up. For example, a prayer caster who has a True Faith of 5 may inflict a -3 dice penalty to opponents attacking him.

p. 134 – Holy Weapon: Replace the description of this Rite with the following: “First, a weapon must be anointed with holy water and raised to the heavens. Then one minute is spent whispering prayers over the weapon. Upon completion of the rite, the weapon shines with clean light and is imbued with holy power hateful to all manner of evil creatures. The weapon is considered blessed. While wielding it, the combatant is given divine insight as to how to combat the damned and the vile. So long as the weapon is grasped, the weapon inflicts extra hits equal to the wielder’s True Faith score to any opponent with at least one point of Damnation. Opponents that do not have Damnation scores are unaffected. Ranged

weapons confer the above benefits to their ammunition. Should the combatant defeat any minions using a Holy Weapon, one extra minion is defeated by that attack. A Prayer caster may only create one Holy Weapon at a time for every two points of True Faith that he or she possesses, rounded up. This rite ends immediately if the weapon leaves the wielder's hands.”

p. 208 – Minions: As a general rule, minions do not have True Faith or Damnation scores for ease of play. However, if the issue arises, minions can generally have True Faith or Damnation scores of from 1 to 4, but may be higher as the Grand Master desires. This does not affect the number of powers that minions may have.

Clarifications

p. 42 – Inquisitor: Since the character begins with the ability to Read Latin, and characters cannot read a language they cannot speak (see below), Inquisitors must spend at least one of their starting language points in Speak Language (Latin).

p. 63 – Hand to Hand Skill: Characters may buy their Hand to Hand skill up to a level equal to either their Strength or Agility, whichever is higher. However, when making a Hand to Hand skill or attack roll, they may only use levels equal to the attribute they are using at that time. *For example, if you have Strength 2 and Agility 4, you may buy up to 4 levels in Hand to Hand. If using a small weapon, you roll a base of 8 dice (before modifiers for complexity, wounds, etc.). However, if using a sword, you may only roll a base of 4 dice (since your Strength is 2, you can only use 2 of your 4 Hand to Hand skill levels).*

p. 64 – Heal Skill: A character can only benefit from First Aid once per combat, regardless of how many characters are available to perform this task. Generous Grand Masters may wish to allow the highest result from amongst a team to be the result the character benefits from.

p. 68 – Speak Language Skill: Characters must have at least one level in speaking a given language before they can learn to read and write it. If a character’s Background grants Speak and/or Read as a Background Skill, that character can learn to speak or read any language as a Background Skill, regardless of whether the language was learned at character creation or afterwards. The sole exception to this is if the Background specifies a specific language (e.g., the Inquisitor specifies Latin); in this case, only the specified language may be learned as a Background Skill, and all other languages are Elective Skills.

p. 71 – Talents: A Talent may only be taken multiple times if it specifically says so in the description.

p. 75 – Attack Focus Talent: This Talent may be taken for unarmed combat. Note that, since unarmed attacks have a Complexity of 0, there is no mechanical effect for taking this Talent; characters do **not** get a bonus die for having a “-1 Complexity.” However, it does allow characters to then take the Attack Specialist Talent for unarmed combat.

p. 75 – Attack Specialist Talent: This Talent may be taken for unarmed combat. The +2 DM bonus stacks with the +1 DM bonus granted by the Iron Fisted Talent.

p. 78 and p. 82 – Expertise, Talented, and Skilled Talents – When taken for the Speak Language skill, these Talents apply to all languages. When taken for the Sorcerous Tradition skill, they apply only to one specific tradition.

p. 78 – Fast Draw Talent: This Talent allows a character to draw a second weapon as a free action, regardless of whether it is stored in a scabbard, holster, etc. or in a pack, purse, etc.

p. 85 - True Faith: A character’s True Faith is a representation of their belief in God or a Supreme Being. Atheistic characters in Witch Hunter have True Faith scores of 0. While you can play a character who does not believe in any divine power, you cannot start with or gain any True Faith points until your character at least acknowledges the existence of some divine power. The creators of Witch Hunter: the Invisible World consider it to be outside the spirit of the game to play characters that are adherents to religions other than those that were worshiped by a large number of people during the seventeenth century.

p. 102 – Armor: Wearing multiple types of armor grants no additional benefit, but all penalties stack.

p. 107 – Two-Weapon Attack: When attacking with two weapons, calculate the number of dice you would roll if attacking with each weapon individually, and then subtract the penalty for using two weapons. Roll for each attack separately, using the full number of dice for each weapon; the dice pool is not split. The example should read that Tom rolls 1 die for his cutlass (6 – 3 for two-weapon fighting – 2 for Complexity) and 3 dice for his dagger (6 – 3 for two-weapon fighting). One or both of the weapons used in such a fashion may be ranged or thrown weapons, as long as they are not weapons that require two hands to use (e.g., bows).

p. 108 – Point Blank: The Point Blank modifier applies to firearm attacks only.

p. 121 – Enacting Rites: A rite that requires one round in order to perform has its effects occur in the same round in which it was performed.

p. 127 – Hermeticism: There is no limit to the number of different Hermetic rites a character may have prepared, but a character may not have more than one preparation of Eldritch Blast or Shield at any one time and the tangible, visible evidence of such mystical rites should certainly limit the practicality of just walking around prepared to enact such rites at all times. Once a prepared rite is cast, it is no longer prepared and must be prepared anew before it is cast again.

p. 133 – Blessing: Just to be perfectly clear, each benefit of the Blessing rite is for one use only. An item can grant a single +1 (or higher with additional successes) skill bonus during the duration of the rite, each person may only gain a single reaction bonus while in the blessed location, and a blessed creature may only gain a single reaction skill bonus whilst blessed. The item / location / person remains blessed as regards certain supernatural creatures.

p. 208 – Minions: When attacking minions, neither the Complexity nor the Damage Modifier of the weapon used should be factored in to the attack. If an area-effect attack strikes a group of minions, the attack will take out all minions in the area of effect if enough successes are rolled to take out a single minion. *For example, Diana fires a blunderbuss into a group of Rating 3 minions. She rolls only 2 successes, so while the minions are peppered with shrapnel, none of them go down. Her companion tosses her another blunderbuss and she fires again the next round, rolling 3 successes. This time, her aim and her powder are true, and all the minions in the path of the blunderbuss are knocked down like tenpins.*

pp. 245-248 – Threat Talents: Threat Talents may not be taken by Witch Hunters unless they receive specific campaign documentation to the contrary (and don't hold your breath on that).