

# 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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**PAGE 119**

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