

# **FELLOWSHIP OF THE WHITE STAR: BEACON IN THE DARK:**

## **ERRATA**

Pg: 36-37

**Medicine:** General group. Opp - Medicine. Applying first aid. The use of medical knowledge to treat illnesses and wounds. Applying First Aid requires a Medicine + Intuition roll with a threshold of the target's number of wounds. Success heals one wound, with each Advance healing an additional wound. A Medicine + Durability skill check using the healer's Medicine and the victim's Durability can remove the effects of poison or venom.

Pg 49:

**Bonus Attribute Point:** You choose an attribute to increase by one before purchasing the rank. This will make that attribute start at rank two before buying ranks.

Pg 50:

**Code of Honor:** It should read, a threshold equal to the commanding character's Arcane skill to resist, not spellcasting skill to resist.

Pg 52:

**Magic:** It should read, equal to your Arcane skill plus Aura Sight, not Arcane sight.

Pg 59:

**Pact:** Persuasion as an attribute were changed to Presence; also changed in the table.

Pg 65:

**Charm/Suggestion:** Persuasion was changed to Presence;

### **Cloak Spell:**

Discipline: Academic, Mentalism, Nature, Pact, Physical, Science

Casting Time: 3 minutes

Threshold: 3

Advance: 2

Range: Reach

Duration: 10 minutes

Effect: Allows you to conceal a thing of

Normal or smaller size from one sense entirely (or reduce by one die category two senses) from others.

Advance: Each Advance spent can: extend the duration by an additional 10 minutes; increase the size category you can *Cloak*; remove an additional sense; or reduce by one die category an additional two senses; or add an additional target.

Pg 72:

**Bless/Curse:** Duration should be, One year and a day, not Seven Years and a day

**Cooperative Magic:** Free ritual, not fee ritual.

Pg 77:

**Attacking Multiple Targets:** A character may choose to use one action to attack multiple targets. For example, by firing a gun in each hand or firing two bullets from the same gun. In this case, the attacker subtracts one die from their die pool for each target beyond the first, then divides their available dice between targets and rolls for each target separately.

Example:

Quick-Draw Shaw fires off two shots from his pistol at Minion Milly and Tommy the Thug. Quick-Draw has a Pistols + Coordination of 5 + 4 = 9 dice, plus 2 bonus dice from Advantages, for 11 total dice. Quick-Draw loses 1 die due to having a second target, then decides to divide his 10 dice evenly between Milly and Tommy, giving him 5 dice to roll to shoot each of them. He rolls each pool of 5 dice separately, determining success for each target individually.

Pg 82:

**Prone movements:** description changed to match summary below. Should read as follows: If a character is prone and

needs to move, they may crawl a number of boxes equal to their Swiftiness attribute. Otherwise, they may use half their available movement to stand up. A third alternative would be to make a successful Gymnastics + Coordination skill with a Threshold of 3 in order to stand for one square of movement.

Pg 104:

### **Poison and Venom**

A Medicine + Durability skill check using the healer's Medicine and the victim's Durability can remove the effects of poison or venom. To do so, roll the dice against a threshold of its Rating. Success removes one box of damage and stops the poison or venom from continuing to affect the character. Advances will remove additional boxes.

### **Diseases**

Curing disease is similar to curing poison or venom. (Medicine + Durability skill check with a threshold of the disease rating.)

Pg 168:

The Greek Safe House is in Mytikas, Greece.

## *FREQUENTLY ASKED QUESTIONS*

**Q:** Some spells with durations allow for effecting multiple targets within range. What happens when the targets move outside of range, within that duration?

**A:** The range listed for a targeted spell applies when the spell is cast. Targets affected by a spell with a duration, can move outside its range within its range with in the duration and still be affected by the spell.

**Example:** *The Great Rotini and his assistant Sally are investigating the creepy abandoned warehouse they suspect to be a lair for evil cultists. The Great Rotini uses the Cloak spell to render himself and Sally invisible. When he casts the spell, he and Sally must be within his reach. Once the spell has been cast, Sally can circle around the warehouse while The Great Rotini investigates the front without either one of them becoming visible.*

**Q.** The Divination spell seems confusing. How does it work in play?

**A.** Simply put, the Divination spell has two uses.

1. You can use Divination to gain any piece of information that could have been gained using a skill + attribute during an adventure.

2. The Divination spell can be used to get guidance from the Gamemaster on a line of investigation during an adventure. These clues may be cryptic and need interpretation by the caster.