

Clockwork & Chivalry Core Rulebook

Errata, v1.4

p.21 : In the Townsman section, fourth paragraph, “Plus choose any three from...”, delete Influence.

p.26: In the Advanced Skills table, the entry in the Starting Level column for Close Combat (Polearms) should read “Close Combat, see p.151”; the entry in the Starting Level column for Ranged Combat (Bows) should read “Ranged Combat, see p.154)”

p.90 In the example under Righteous Action, references to Melee skill should, of course, refer to Close Combat skill.

p.151 The heading for Close Combat (Polearms) should be followed by “(Close Combat)”, not “(INT+STR)”

p.151 Under Dual Weapons, the second and third sentence in the first paragraph should be deleted.

p.154 The heading for Ranged Combat (Bows) should be followed by “(Ranged Combat)”, not “(INT+DEX)”

p.203: second column, paragraph 2: After “**Thrown:** Can also be used as a thrown weapon without penalty,” the next sentence is missing. It should read “Weapons marked as “Thrown” do the same amount of damage as usual (including the character’s Damage Modifier) and have a range equal to the character’s STR.”

p.204 Under Main Gauche, the following rule should be added. “Used in the off-hand, a main gauche adds +20% to an off-hand parry, negating the normal -20% penalty to off-hand parrying skill, or adding +20% to parrying if the character has the correct Dual Weapons skill. This bonus does not add to attacks with a main gauche.

p.208: The size of a Cosh should be S, and the size of a Cudgel should be M.

p.253: The spell *For to Create a Phantasm* has got a bit mixed up. The wrong table has been put at the top of the page and, the ingredients should read as follows:

Ingredients: Before the Witch can cast this spell for the first time, she must make a small charm resembling the creature or thing she or wishes to create an illusion of. The model need not be accurate and detailed, but must bear some recognisable similarity to the illusion required. This requires eight hours and a successful Craft skill, appropriate to the material used (clay, wood, stone, weaving, etc). If the Craft skill test is failed, the model is useless, and the spell need not be cast. If the model is made successfully, the Witch may cast the spell at whatever Magnitude she requires, and it will be imbued in the object. Once this charm is made, she can create the illusion simply by touching the object and making a Witchcraft test. The Magnitude of the illusion can never be higher than the Magnitude of the spell cast when the charm was made. If the Witch fumbles while casting the spell, the charm breaks and cannot be used again. The charm can only be used by the Witch who made it.

PHANTASM TABLE

Magnitude	Modifier to Perception test	Type of illusion possible
3	+40%	Not capable of motion or causing damage. Slightly fuzzy and unreal around the edges. Limit of SIZ 2.
4	+20%	Some minor discrepancies from reality. Capable of motion but not of damage. Limit of SIZ 4.
5	0	Capable of motion and causing damage. Limit of SIZ 6.
6	-20%	Capable of motion and causing damage. Limit of SIZ 8.
7	-40	Almost indistinguishable from the real thing. Capable of motion and damage. Limit of SIZ 10.

8	-40%	+10 SIZ per point of Magnitude.
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p.335: In the paragraph on the ghoul's blood-curdling howl, the spell referred to should be *For the Invocation of Fear*, on p.227.

p.380-5: None of the ready-to-run characters should have Swim skill, which is now part of Athletics.

Character Sheet: Under Hit Points (bottom right), "Serious Wound Level" should read "Major Wound Level"