

## *Mythus Errata*

### Errata 001

Corrected table to page 276 of the Mythus book and page 8 of the Magick book.

Apotropaism = STEEP + ((MMCap + MRCap) x0.5) Astronomy = STEEP + MMCap

Demonology = STEEP + MMCap

Dweomercraeft = STEEP + MM CATEGORY if PP, (STEPP x 10) + M TRAIT if FP\* other schools are STEEP + MMCap regard

Magick = STEEP + MR CATEGORY if PP, STEEP + M TRAIT

Spellsongs = STEEP + ((MMSpd + MRSpd)x0.5)

Endurance = STEEP + ((PMPow + PNPow) x0.5) Gemsmith/Lapidary = STEEP + PNPow

Heka Forging = STEEP + ((PMPow + PNPow) x0.5) Music = STEEP + ((PMSpd + PNSpd) x0.5)

Smithing/Welding = STEEP

Alchemy = STEEP + SM CATEGORY

Astrology = STEEP + SPCap Conjunction = STEEP + ((SMPow + SPPow) x0.5) Divination = STEEP + SPCap Exorcism = STEEP + SMCap

Fortune Telling = STEEP + SPPow

Herbalism = STEEP + SM CATEGORY

Mediumship = STEEP + SPPow Metaphysics = STEEP + SPCap

Musical Composition = STEEP

Mysticism = STEEP + SP CATEGORY

Necromancy = STEEP + SMPow Occultism = STEEP

Pantheology = STEEP Poetry/Lyrics = STEEP + ((SMSpd + SPSpd) x0.5)

Priestcraeft = STEEP + SM CATEGORY if PP, (STEPP x 10) + S TRAIT if FP\*

**Religion = STEEP + SMPow if PP, STEEP + S TRAIT if FP.**

**Sorcery = STEEP but changes with a Pact, see Mythus book.**

**Witchcraft = STEEP but changes with a Pact, see Mythus book.**

**Yoga = STEEP x 2**

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## **Errata 002**

**1. Under Dweomercrafter (Green) Vocation, Hand Weapons should read:**

**Combat, Hand Weapons                      8                      (PMCap + PNCap)\*.5**

**2. Clarification of the Defense Bonus Formulae: the added protection is to -all- parts of a single piece of armor. Thus leather would get 7,7,7,10,10,7,20 from Defense Bonus Formula I.**

**3. Parrying rules - (I asked about parrying when using the optional spacing of attacks) A parry may be attempted at any time, no matter when the HP made a previous attack. The only exception is that you can not parry and attack at the same beat (spaced point). Parrys do not affect subsequent actions, so if your next attack was spaced 10 after your first, and you parried half way between them, when you got to the 10 initiative point later, you would still get your attack provided you still had attacks left.**

**4. I got an answer about Mental and Spiritual damage. Yes, it is just that much easier to kill somebody mentally. Remember, however, somebody blown away mentally or spiritually is - not- dead yet.**

**5. Death Magick Ritual (Dweomercraft Grade 9), this spell lasts for a number of hours equal to the persons lowest Trait, and then ends. Thus it is possible to heal them before the spell kills them.**

**6. Elemental Force Formula: the creature's BAC should be equal to the casters STEEP in their primary Dweomercraft school. The same would be true for Summon Elementary Cantrip, and the elementary so summoned would do 3d6 of the appropriate damage type if in FPM.**

**7. Elemental Hands Charm: The caster must make a succesful attack immediately upon completion of the casting, or, optionally, hold it until the next CT. In any case, if the attack fails (against Combat, HTH Lethal or Non-Lethal) the effect is lost.**

**8. Beads of Fire: The damage is 7d6+7. However, Zocchi Enterprises does make a 7 sided die that apparently actually works.**

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