

Demon: The Fallen Errata

Document created 11/26/02. Like all such documents, it remains a work in progress.

Many thanks to Greg Basich, Aaron Brown, Jason Best, Patrick O'Duffy, John Padavic, James Stein, Greg Stolze, Cameron Willadsen and Michael Zwiers, plus all the posters from www.light-bringer.net and the White Wolf forums.

Apocalyptic form errata:

Extra Arms: The apocalyptic form ability **Extra Arms** provides the demon with two extra attacks per turn at the character's full dice pool, or permits a block or parry without forcing the character to abort her intended action for the turn. (pages 188, 192, 194, 200, 206, and 207)

Armor: All types of armor (including the Devils' apocalyptic form ability **Scales**) provide protection against aggravated damage as well as bashing and lethal. (page 239)

Evocations Errata:

Enchant Object (Lore of the Forge, level four): The number of successes required to successfully create an enchanted item is 4*the number of Faith points invested in the item. Thus, an item requiring 1 point of Faith to create would require 4 successes (4*1) in an extended Dexterity + Crafts roll. (page 191)

Fade (Lore of Humanity, level three): The player rolls Manipulation + Subterfuge, not Manipulation + Presence. (page 174)

Manipulate Flesh (Lore of the Flesh, level three): The effects of this evocation last for the duration of the scene. (page 208)

Sense Congruence (Lore of Patterns, level one): The text reads: "one success shows the location where the event will occur, but not when or where it is". It should read: "one success shows the location where the event will occur, but not when or how it will occur." (page 192)

Twist Time (Lore of Patterns, level five): The text reads: "Outsiders who enter the bubble's space do join it's altered time unless your character wishes it." That should read: "Outsiders who enter the bubble's space do not join its altered time unless your character wishes it." (page 193)

Faith

Faith cannot be used to soak bashing, lethal or aggravated damage. (page 239)

Torment

When making an evocation roll, compare your successes to your Torment- if more of the successes rolled show numbers equal to or less than the character's Torment, the high-Torment effect occurs.

Example: Magdiel wishes to use Decay on the body of a cancer patient. Magdiel's Stamina is 2 and her Medicine is 3, for a total of five dice, and her current Torment is 7. The difficulty for the roll is a standard 6. Adam gets three successes: 7, 9, and 9. He has more successes that are greater than his Torment, so the evocation works as planned. If he'd rolled 6, 6, and 8, however, the high-Torment effect would have occurred, decaying everything around the character.

Botches cancel successes starting with the highest successes rolled. (pages 161 and 169)

Willpower

You cannot spend a Willpower point to avoid losing a Faith point if you botch an evocation roll. (page 16)