

## Errata



ouston, we have a problem. — Jim Lovell, Apollo 13

The following information was accidentally left out of Wraith: The Oblivion 2nd Edition. We apologize profusely for this.

## Regaining Pathos Through Passions

To regain Pathos, a wraith (or Storyteller) rolls dice equal to the rating of her applicable Passion. If the wraith is actually performing the Passion in question, the difficulty of the roll is 6. If the wraith observes mortals who are in the throes of one of her Passions (i.e. experiencing the emotion at the core of the Passion), the same roll can be made at difficulty of 8. Finally, if the wraith herself feels the core emotion, but in a context other than the actual phrasing of the Passion, the difficulty of the roll is 9.

Rolling against a Passion should be reserved for times when a character feels strong emotion. A mild twinge of regret over a sunset not seen should not beget a roll against the Passion **Say farewell to my father (Regret)** 3. On the other hand, players should feel free to request Passion rolls from their Storytellers whenever they feel it is appropriate. Furthermore, Storytellers always have the option of rolling against characters' Passions in secret and handing out Pathos garnered in this manner.

A botch on a Passion roll gives the character a point of Temporary Angst instead.

Pathos can never, ever rise above 10.

## For Example:

Daffyd has the Passion Atone for my errors (Penitence) 5, and finds himself low on Pathos. However, he's burned up most of his juice trying to recover a relic that a friend had loaned him and that he'd lost. Daffyd's player asks his Story-teller if these actions were sufficient to trigger the Penitence Passion; the Storyteller agrees that they are and tells Daffyd's player to roll. He takes five dice (equal to his Passion rating) and lets loose: 10, 8, 7, 7, 2. With the four successes, Daffyd gets four points of Pathos and feels much perkier.

Later on, he sees a crying child through the Shroud. The boy has broken what is obviously one of his mother's prized vases and is desperately trying to glue it back together, without much success. Still, the Storyteller rules that observing this allows Daffyd to roll against his Passion, but at a difficulty of 8. Again Daffyd's player reaches for the dice, but this time he gets 7, 6, 5, 2, 1. It's a botch, and instead of Pathos, he gets a shot of Angst. His Shadow chuckles and suggests using Outrage to show the kid what a broken vase really looks like.

Much later, Daffyd finds himself awakening from a Catharsis. Gleefully, his Shadow informs Daffyd that while in control, he had returned to the little boy's house and shattered every breakable in it. Of course, the child was blamed, and of course his parents didn't believe his story about a ghost being responsible. At this point, Daffyd expresses genuine regret over having caused the boy pain, even when it was his Shadow that performed the actual crime. In secret, the Storyteller figures that this is close enough to Daffyd's big Passion to warrant a roll, and behind his screen comes up with 10, 9, 4, 4, 2. He passes Daffyd' player a note letting him know that he's just come up with two new Pathos points, and a hint that maybe those points might be put to best use helping out the child who suffered for his sins....

