

Demongate High Errata

Demongate High Errata

As we develop our games, we try our best to ensure quality, but inevitably things slip through the cracks. This errata will be updated, as necessary, as any tweaks or changes are found. Simple typographical or layout issues are not indicated here, but any rules changes or clarifications are. All PDF versions of our books will contain all the latest errata, as given in each revision listed below. On-demand print books will also be updated with the latest errata.

You can locate your revision number on page 2 of your book (on the back side of the title page), just below the copyright notice.

Revision: 2.0.2, 5/27/14

p. 94: Second paragraph:

You do not automatically gain *invulnerability* or *unseen* from your manifestation. As a Shaman, you do not gain the normal bonus to physical stats based on your Spirit Projection skill **or any Cambion powers your projection would otherwise have**, though you do gain the full benefit from your totem spirit. As a Spirit Hunter, your total bonus STP, based on your RES, is reduced by half, though this bonus is persistent. However, you retain other powers and skills, as well as the ability to harm invulnerable creatures. Your spirit weapon manifests permanently as a physical object that you must carry as if it were a normal item, though you can't take the *Armored Spirit* Background or any other Background or power that would change your spirit's physical form (including additional limbs, inhuman traits and the like). Likewise, since your spirit can't be separated from you, you can't use skills that require it be separate, such as *Fusing*, **though you can still learn them in order to meet certain prerequisites.**

p. 102: **Absorption:** Absorb incoming spirit energy attacks. Any time you are targeted by an Energy or Elemental attack, even a Detonation, make a check opposed by the attacker's attack roll, *as a Reactive action*. Success absorbs the entire attack and all the Energy spent on it (you gain the Energy in the same way as Energy Transfer).

If attempting to absorb an attack, you must come into contact with it (you may not attempt to dodge, deflect it, or activate a barrier). In effect, if you fail to absorb the attack, you must suffer its full effect. *If you are targeted by multiple simultaneous attacks, you must choose which one to absorb.*

p. 218: **Dimension Step:** At 4 points, the creature is only able to step between its home plane and the Real World. At 6 points, it can travel to any plane.

p. 268: **Celestial Creature Types:**

As a note, all celestials can make *Angelology* checks untrained.

p 286: **Governor:** Dimension Step (4)

p. 292, 409: Under spell lists, **Augment Skill** is Grade 5.

p. 303: **Prince:**

Mass (x8)

Dimension Step (4)

p. 304: **Principality:**

Dimension Step (4)

Petition: 16 (also updated on page 270)

p. 332: **The Minds of Demons:**

As a note, all demons can make *Demonology* checks untrained.

p. 367: **Charon:**

Damage: Pole/Staff (size -1, 2-handed), TR 2, HDL 9 B

p. 370: Cruciatius:

Damage: Weapon (size 0, 2-handed), TR 4, HDL 11 E

p. 371: **Demon Lord:**

Mass (x8)

Dimension Step (4)

p. 375: **Dybbuk:** Dimension Step (4)

p. 413: **Kamaitachi:**

Perception: 1d12+6

p. 437: **Raiju:**

Elemental Attack (CMB), 1d12+9

Tumbling (PHY), 2d8+6

p. 456: **Vilkatis:** *Regeneration 1/2 (2/2 due to Fast Healer)*

The Demongate High setting is available in hard copy from Lulu:

<http://www.lulu.com/spotlight/Tremorworks>

