

## Into each manuscript, a bit of Errata must come

Fearing that all his secrets and vulnerabilities would be uncovered by the Faithful readers of the Witch Hunter: The Invisible World rulebook, the Adversary let loose his minions upon the manuscript to confound and confuse us. Yet, take heart – the few errors they managed to insert have been discovered and corrected here, along with some rules clarifications.

### Errata

**p. 33 Stalwarts of St. Christopher Benefits:** The Stalwart must choose to expend Defense points on another's behalf after the attacker rolls, but before the defender chooses whether or not to use their Defense Pool.

**p. 58 Acrobatics:** A prone character may attempt a D2 Acrobatics roll to roll to their feet. If they succeed at this roll, they may stand up as a free action. If they fail, they are still standing, but are considered to have used their action for the round. If they botch, they are still prone and are also considered to have used their action for the round.

**p. 71 Swim:** A character may swim a distance of 2 yards for every success.

**p. 74 and p. 83 Speed Loader:** Talent text is correct, the Speed Loader talent reduces reload time by 1 action.

**p. 80 Incredible Strength Talent:** Requirement is Strength 5.

**p. 100 Dagger:** The range of a dagger is 2/4/8/16 rather than merely 2.

**p. 102 Buck Skin and Furs:** The armor value of Buck Skin and Furs is 1.

**p. 108 Parry:** A character that elects to parry forfeits his next action. The character may parry further attacks without forfeiting additional actions until the character's next turn.

**pp. 123-127 Animism Rites:** All Animism Rites are governed by the Will ability. Any time a rite calls for a roll, use the Will ability rather than the Intuition ability.

**p. 130 Eldrich Blast:** The damage modifiers for this attack are +4 and +1, rather than x4 and x1, respectively.

## Clarifications

**p. 64 Heal Skill:** A character can only benefit from First Aid once per combat, regardless of how many characters are available to perform this task. Generous Grand Masters may wish to allow the highest result from amongst a team to be the result the character benefits from.

**p. 102 Armor:** Wearing multiple types of armor grants no additional benefit, but all penalties stack.

**p. 121 Enacting Rites:** A rite that requires one round in order to perform has its effects occur in the same round in which it was performed.

**p. 127 Hermeticism:** There is no limit to the number of different Hermetic rites a character may have prepared, but a character may not have more than one preparation of Eldritch Blast or Shield at any one time and the tangible, visible evidence of such mystical rites should certainly limit the practicality of just walking around prepared to enact such rites at all times.

**p. 133 Blessing:** Just to be perfectly clear, each benefit of the Blessing rite is for one use only. An item can grant a single +1 (or higher with additional successes) skill bonus during the duration of the rite, each person may only gain a single reaction bonus while in the blessed location, and a blessed creature may only gain a single reaction skill bonus whilst blessed. The item / location / person remains blessed as regards certain supernatural creatures.