

Demongate High Errata

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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: 2.0.5, 6/1/19

p. 200: **Spirit Clones**, second paragraph:

...both you and all your clones suffer a penalty to all *active rolls* to the total number of clones in existence.

p. 203: **Supernatural Sight**: Planet is Jupiter.

p. 218: **Elemental Attack**, second paragraph:

...any targets struck are hit in as many body locations *as its width*

p. 224: **Size Change**: Change first paragraph to read:

With this ability, a creature can alter their size at will, becoming larger or smaller. Changing size applies all the size-based modifiers given on page 308 in the Paragon rules. A change costs 2 Energy per size modifier to be gained or lost, and returning to normal size costs no Energy. A change takes time, as an Active action having a Deferred Delay of 2 per size modifier (which can be augmented with the *Quick Change* skill). This change lasts for a single Scene.

p. 225: **Special Skill**: Third and fourth paragraph should read:

Alternately, the creature can gain access to a special skill but use a stat check (with the skill's stat) rather than a skill, which increases the cost of this power to 2 points.

A special skill cannot be taken if an equivalent power already exists. For instance, Cambions can take *Teleportation* or *Elemental Attack* as a power for 2 points, meaning they can't take it as a 1-point Special Skill.

p. 311: **Sphinx**, Energy should be 72

p. 413: Add the **Double Jointed** Background to kamaitachi.

p. 424: Mammon is Size +1, and his damage should read:

Unarmed (size -1): TR 4, HDL 16 E

