Dishonored Errata

Page numbers here refer to the pre-errata numbering. Due to changes, post-errata page numbers will be different in some cases.

# Chapter 2: Playing the Game

**Page 22**  **Skill Tests:** Updated and clarified rules description of Skill Tests

**Page 24**  **Contests:** Updated text for Contests at top of page:

Replaced final sentence with “If the Reactive character wins, they generate Momentum equal to the difference between how many the active character needed and how many they scored.”

 Added new sentence to end of paragraph: “If either side has extra factors that would affect their difficulty, these are added to or subtracted from the other side’s total successes; that is, if something would add +1 difficulty to the active character’s action, the reactive character scores +1 successes.”

**Page 28** **The Void:** Changes to Void Points and Void powers:

 Removed bullet “Fuel Void Powers”

 Add the following text: “In addition, if you possess Void powers, your Void Point maximum determines how much Mana you possess: you have maximum Mana equal to twice your Void Point maximum.” *[Text added, but should be in a new paragraph].*

**Page 29** **Scenes and Stakes:** Changes relating to Void Powers

 Removed “Void Points spent to use Void powers do not count towards this restriction”.

 Added: “Mana: If you have Void powers, your Mana is restored to its maximum value, equal to twice your Void Point maximum.”

# Chapter 3: Action and Intrigue:

**Pages 40-41** Two additional pages providing expanded guidance on using Tracks.

**Page 42** **Combat:** Clarified text on making attacks, difficulty of attacks, whether or not an attack is a Contest, and lethal vs nonlethal attacks.

 **Combat, Counter-Attack:** changed last sentence to “If you counter-attack, then you inflict damage as if you had made a successful attack.”

**Page 43** **Taking Stress:** replace paragraph with the following: “Your player characters, and some NPCs, are tougher than most. When you’re the target of a successful attack, it marks off spaces on your Stress track instead of defeating you immediately. Your character has a Stress track equal to their Survival skill rating, which might be increased by armour you’re wearing. Once your Stress track is full, you are defeated—dead or subdued, at the attacker’s choice. If your character died, you’ll need a new one, otherwise, you’ll wake up again in the next scene.

“When taking damage, you may choose to reduce the damage to 1, at the cost of taking a new personal truth, which reflects some injury or disadvantage you’ve suffered. You empty your stress track at the start of a new scene, but truths will stay until action is taken to remove them.”

**Stealth Contests:** Replace section with the following: “Ordinarily, a skill test is enough to conceal an action—most people have their own business and will only look over if you do something to draw attention. However, some people are specifically looking for signs of trouble. In these cases, an action to avoid notice requires a contest instead of just a skill test, normally with the Study skill. Multiple guards close together may even assist one another on these rolls, making them much harder.

“Each side may have factors that affect their total successes, such as lighting, boredom, drunkenness.”

**Page 43-44 The Stealth Track:** Replace with the following: “When sneaking through a guarded area, the constant threat of being discovered can be represented using a stealth track, which serves to show how alert those keeping watch over the area are. Each time a character fails a test to avoid notice, they fill two of the track’s spaces. Each time they suffer a complication while in the area, they fill one space. When the track is filled, the alarm is raised and the characters will need to fight, flee, or find a very good hiding spot.

“The track’s length is based on the area being moved through, and the people guarding it. The base length of the track is equal to 12 minus the highest Study score of the guards present. It can then be increased or decreased further based on how secure it is – hiding spaces and secret tunnels, lengthen the track, while bright lights, security systems, and open spaces shorten the track.

“The number of boxes that are filled after every misstep is up to the GM, though for reference they could have failed rolls fill a single box, while complications can fill two (that is, of course, if these affect the alertness of the enemy).”

# Chapter 4: Running the Game

**Page 55 Optional Rule – The Downward Spiral**: replaced by:

## Optional Rule – Chaos Tracks

Sometimes you want some specific threat to loom over your players’ choices and decisions. In these cases, you may try spending Chaos to create a track. Decide what major event will happen when the track fills, and then spend four or more Chaos to create the track: the track’s length is equal to twelve minus the amount of Chaos spent. At the end of each scene or session, fill one, two, or three spaces on the track depending on how the player characters acted—the noisier, messier, and more chaotic they were, the more spaces they fill. When the track’s full, everyone feels the consequences.

# Chapter 5: The Protagonists

**Page 64 List of Focuses:** Added the following between Persuade and Resilience: “**Poison:** the study of and practical experience with dangerous poisons, their origins, and their effects.”

**Page 66-77 Focuses:** changed number of Focuses provided to starting PCs: “each archetype provides four focuses, and provides a list of fitting suggestions. Feel free to choose others if they fit your character concept better. You receive eleven points to divide between your focuses to decide upon their ratings; each focus must have a rating of at least two, and no more than five.”

Each archetype has been adjusted in line with this change, receiving four points, with eleven points to divide between them.

**Page 75** **Scholar archetype:** changed the Deep Expertise talent to do the following: “When you succeed at a skill test which uses one of your focuses, you may *ask a question* once without spending Momentum.”

**Page 77 Putting it All Together:** removed “if you have any supernatural powers (see **The Outsider’s Mark** page 63)” from the bullet on Void points.

**Page 80 Spending Experience:** under Focuses, added the following sentence: “Alternatively, add a new Focus with a rating of 2, for 10 XP.”

**Pages 80-86** Added six pages of additional content on Heroic Character creation, providing an extra character creation option for more potent starting characters.

# Chapter 6: Dressed to the Nines

**Page 92 Weapon Qualities:** Two new qualities added: “**Block:** the weapon is potent in defence, allowing the wielder to reroll 1d20 when defending in a contest” and “**Concealed:** the weapon is easy to hide, and when hidden requires a skill test to locate.”

 **Sword:** Added Block quality.

**Page 93 Knife:** Added Concealed quality.

**Page 94 Crossbow:** Changed heading to “Crossbow, Wristbow, and Voltaic Gun”, and added sentence to end of description: “Other crossbow-like weapons also exist, from the compact wristbow to the electrically-powered voltaic gun.”

**Page 95 Arc Mine:** Changed heading to “Arc Mine and Stun Mine”, and added sentence to end of description: “With a little adjustment, the discharge from an Arc Mine can be made to incapacitate rather than kill, creating a stun mine that renders foes unconscious.”

**Page 98 Piero’s Spiritual Remedy:** Replace “A genuine elixir restores 1 Void point to the character that uses it” with “A genuine elixir restores the drinker’s Mana to full; if they do not have powers, the elixir has no effect.”

**Page 99 Add:** the following item description:

### Sokolov’s Elixir

**Cost:** 100 coin. Bootleg elixirs cost less but may have little or no effect.

The more popular of the anti-plague elixirs produced during the Rat Plague, Sokolov’s elixir was produced by Royal Physician Anton Sokolov, and is claimed to “promote robust health and fitness”. The elixir is widespread across Dunwall, but supplies are strictly rationed—indeed, the Watch remain loyal to the Lord Regent in part because they are guaranteed a decent ration.

A genuine elixir clears all filled-in spaces on the drinker’s stress track. Diluted or bootleg versions may have a lesser effect, no effect, or even a harmful effect, as described above for Piero’s Spiritual Remedy.

**Signature Equipment and Upgrades**—this content has been removed and will be expanded and developed further for inclusion in a later product.

# Chapter 7: Into the Void

**Page 102 Bonecharms:** second-to-last paragraph, replace “You may gain the power from up to three bonecharms at any time—since it’s said that the sounds of more than three charms becomes disruptive, as well as loud enough to draw unwanted attention.” with “You may gain the power from a number of bonecharms equal to your Void Point maximum at any time—too many charms worn creates a disruptive sound that can draw unwanted attention.”

**Page 106 Ellison’s Creature:** Change “You may avoid death by using this charm.” to “You may avoid death using this charm, miraculously avoiding the attack (and any damage it dealt) which would have killed you.”

**Page 108 Powers:** Powers now cost Mana to use, rather than Void points.

Change “Using them requires the expenditure of Void points” to “You use Mana to employ these powers. You possess a Mana pool, which contains an amount of Mana equal to twice your Void Point maximum. When you use a power, it spends Mana. Your Mana resets at the start of a new scene.”

 **Bend Time:** the Cost to Use is now 4 Mana

 **Blink:** the Cost to Use is now 1 Mana

 **Blood Briar:** the Cost to Use is now 3 Mana

 **Dark Vision:** the Cost to Use is now 1 Mana

**Page 109** **Devouring Swarm:** the Cost to Use is now 3 Mana

 **Eye Within:** the Cost to Use is now 1 Mana

**Far Reach:** the Cost to Use is now 1 Mana

**Page 110** **Fog Caller:** the Cost to Use is now 2 Mana

**Mesmerize:** the Cost to Use is now 3 Mana

 **Possession:** the Cost to Use is now 4 Mana

 **Thorns:** the Cost to Use is now 2 Mana

**Page 112 Shadow Kill:** change “Whenever you kill an enemy, their remains turn to ash and disappear—fed to the Void—and you gain a Void Point in return” to “Whenever you kill an enemy, you generate only one Chaos, rather than two, as the body turns to ash and disappears into the Void.”

# Chapter 11: Of Street Urchins & Masked Aristocrats

**Pages 237-278 NPC Profiles:** Corrected stats for Swords (damage 3, block, melee) and Knives (damage 23, concealed, melee)

**Page 243 Witch:** Change Stress Track to “7 (*with Rock’s Rumble bonecharm*)”

**Page 247 City Watch Officer:** change Fine Sword to “*High-quality sword* (damage 4, block, melee)”

**Page 251 Inventor:** change Voltaic Gun to “(damage 3, ranged [nearby])”

**Page 266 Emily Kaldwin:** Change Sword to *High-quality Sword* (damage 4, block, melee), add “(Mana 10)” before list of Powers.

**Page 268 Corvo Attano:** Change Sword to Unique Folding Sword (damage 4, block, concealed, melee), change Crossbow to (Custom Wristbow (damage 3, concealed, ranged [nearby]), and add “(Mana 10)” before list of powers. *[Not changed in current PDF].*

**Page 270 Delilah Copperspoon:** Add “(Mana 10)” before list of powers

**Page 272 Billie Lurk:** Add Voltaic Gun (damage 3, ranged [nearby]) to gear, change powers to “(Mana 6) *Blink, Dark Vision, Beast Whispers (Rats)*”

**Page 274 The Outsider:** Add “(Infinite Mana)” before list of powers.

**Page 275 Daud:** Add “(Mana 8)” before list of powers.

**Page 277 Granny Rags:** Add “(Mana 8)” before list of powers.