



EOS

Draft Errata list of Changes from Version 1.02 to 1.1

1. Venin character points Page 23. These have been amended to bring them into line with all other creatures.
2. Armour restrictions added to basic skill section (Page 34). It was felt that this was slightly unclear.
3. Basic Healing (Page 41). This skill has been re-worded and clarified in line with the amendments to the death and dying system.
4. Revive moved to Basic Healing - Page 41.
5. Choosing Mutations changed (Page 41). This process has been tidied up to prevent confusion over processing characters.
6. Changes to Zero condition and Below Zero. This has been simplified to make the conditions easier to role-play and removes the confusions between each state. (Page 44-45)
7. Execute Rule added (Page 45). This has been included to simplify the resolution of combat.

8. Natural Healing note added (Page 45). The rules on this were not stated. We have now clarified them.

9. Changes to Will rating measurement agreed (Page 46). We have eliminated the use of will point cards. Characters are trusted to manage their own will points through an honour system. However they must inform a referee when they wish to go and pray.

10. Large Throwing Weapons added (Page 48). The throwing weapon rules have been amended to accommodate this.

11. The Parry Call. This has been added to Page 50 to make abilities like **Forearm Parry** much easier to determine during melee.

12. Ping added to special calls (Page 50). This has been added to fix the Detect spells listed in the magic section.

13. Character death downtime entitlement information added (Pages 53, 75, 76). We have ruled on the downtime entitlement of new characters created during an event.

14. Amendment to Vivify (Page 60). This has been altered to implicitly state that it will stop a character bleeding.

15. Imbue Life amendment (Pages 60-61). Explanation added to clarify use of this spell.

16. Cure/Cause Disease amendment (Page 61). The spell has been tidied up to prevent confusion over character's knowledge of diseases.

17. Identify Enchantment Changed (Page 69). This spell has been substantially changed to make it work correctly.

18. Construction Information added (Page 74). Some general information on our prop construction guidelines has been included here.

19. Downtime rules updated from Downtime Guide (Pages 75-80). This entire section has been edited to bring it in line with the Downtime Guide produced at the first event.

20. Character sheet removed (Page 79-80). This will be published in a separate document.

21. Illustrations updated. Some of Chris Broomfield's work has been added to the booklet.