

Castle Falkenstein Errata 1.3

Throughout: **Königseig** (or **Königgseig**) should be **Königssieg** (with umlauts over the o)

Throughout: **Wittlesbach** should be **Wittelsbach**

Pg. 12: **Falkenburg** is German for "**Falcon's Fortress**", not "**Falcon's Mountain**"

Pg. 24: "The Unseelie Step In": **Sleswig** should be **Schleswig**

Pg.24: Landfortresses are assembled in **Dresden**, not **Dusseldorf**

Pg. 30: Map Key: "**Hills**" should read "**Forest**"

Pg. 35: The Indian Alliance. The date on this should be **1830**.

Pg. 41, 169: **Sir Francis Richard Burton** should be **Sir Richard Francis Burton**

Pg. 46: "**Heck, we even *have* the original Dr. Frankenstein**" should read "**Heck, we even *had* the...**"

Pg. 47: **Lord Yoshio Tomino** should be **Lord Yoshikazu Tomino**

Pg. 95: **Sir Robert Burnell** should be **Sir Robert Brunel**

Pg. 117: "Soldiers of the Steam Age"

Paragraph two: "**and at least *one* ranking sergeant**" should read "**at least *four* ranking sergeants.**"

Paragraph three: "**cuirassiers (who wear metal breastplates)**" should read "**cuirrassiers (Heavy Cavalry who wear metal breastplates)**"

Paragraph three: "**The cavalry are the glamor boys of the army**" should read "**The most glamorous divisions of the army are the Guards, followed by the Jaeger or Rifle Corps, who use expensive smoothbore rifles. Next come the Cavalry; they don't slog...**"

Pg. 118: "Barracks Life"

"**Life as an officer in the armies...**" should read "**Being an officer is considered a proper gentleman's pursuit. However, life as an officer in the armies...**"

Pg. 119: "Style and Panache"

Paragraph two: "**The British love ornate frogging and tall bearskin shakos**" should read "**The British love ornate frogging and tall bearskin busbys. The Guards wear shakoes, while the regular army wear spiked helmets, like Prussian pickelhaubes.**"

Pg. 119: Uniforms of Selected Regiments

Replace indicated regiments with the following:

Name	Description
Life Guards	Red coat, blue pants w/ red stripe, bearskin busby, boots
Royal Horse Guards	Blue tunic, white pants, epaulets, helmet with silver spike
16th Lancers	Dark blue tunic, pants, white trim, gold epaulets, czapka

Royal Highlanders	Red tunic, green/blue kilt, socks, ostrich bonnets
10th Bengal Lancers	Blue coat, pants w/scarlet trim, sash, boots, turban or pit.
7th Irish Lancers	Blue tunic w/red trim, pants, high boots, czapka
Zoaves	Short blue Algerian tunic, blousy red pants, gaiters, sash,

Notes:

A **Busby** is a low-crowned fur cap worn by Hussars and other regiments, but only in Great Britain
A **Czapka** is a type of helmet, worn only by Lancers.

Pg. 170: **Dragon Lord Verthrax** should be **Dragon Lord Verithrax**

Pg. 199, the Thaumatic Energy Requirements for Megron's Realm of Dreaming were omitted. They are:

Megron's Realm of Dreaming

Dreams of Prophecy	10
Dreams of Warning	10
Nightmares	6
Erotic Dreams	6
Killing Dreams	16
Dream Barrier	8

Steam Age Errata

Pg. 10: BMW i-3 SteamMobile: Should have 80 Wounds, not 60.

Pg. 11: Mercedes SL Automotive: Should have 60 Wounds, not 50.

Pg. 12: Renault Automotive: Should have 80 Wounds, not 60.

Pg. 13: Rolls-Royce Automotive: Should have 80 Wounds, not 60.

Pg. 15: Steam Velocipede: Should have 20 Wounds, not 40.

Pg. 46: Bavarian Aerobattleship: Should have 180 Wounds, not 170.

Pg. 66: Typical Union Ironclad (*Monitor*): Should have 120 Wounds, not 160.

Pg. 67: Typical Confederate Ironclad (*Merrimac*): Should have 140 Wounds, not 170.

Pg. 68: Submnerisble Vehicle: 100 Wounds (omitted)

Pg. 69: *Nautilus* Statistics: Should be 160 Wounds, not 180.

Pg. 77: Magnetic Ray Projector: Omitted- Size: Medium (100 Wounds)

Pg. 79: Lightning Hurler: Omitted- Size: Large (120 Wounds)

Pg. 87: Verne Cannon: Should be 220 Wounds, not 250

Comme Il Faut Errata

Pg. 57, On the map, Melbourne has mistakenly been put where Brisbane is. Melbourne is actually located on the southern coast, on the bay located south of where the "n" in "Melbourne" is on the map.

Pg. 88, Spell Regions regenerate instantly. Even if you drain all 142 thaums from a particular region in casting a single spell, as soon as you cast the spell all the liberated thaumic energy returns to the region (i.e. the Sorcery Deck).

Pg 89, Sorcerous Duels. These rules are replaced by the rules in *The Book of Sigils*, pg. 127.

Pg. 91, the Resistance to Sorcery cantrip has a duration of 10 minutes.

Pg. 91, Wards. Wards are designed to protect things inside the ward from things outside. Only something penetrating the perimeter of the ward triggers it - any spells or magick used within the Ward do not.

Pg. 99, Kindred Powers [diamond] should be Kindred Powers [club]

Errata in the Discussion of Abilities

The references to the subject of "raising abilities" on pg. 72 & 82 are erroneous. As stated on page 158 of *Castle Falkenstein*, when creating a Dramatic Persona, you do not raise abilities (i.e. upgrade a **Good** to an **Exceptional**). Rather, you purchase an additional **Exceptional** by taking two additional **Poors**. This is the official ruling on this subject; if you run the numbers in "Hard Numbers Falkenstein", you will find that they work when you purchase additional abilities, but do not balance out when you upgrade existing abilities. The total of the numerical scores of your abilities should always equal 4 during the creation of your Dramatic Persona. Later, through improvement, this total can vary.

Pg. 72, example should read:

Q: Let's say I want my detective to have **Exceptional** Perception. I take two additional **Poors**. Am I raising an already **Good** Perception to **Exceptional**, or am I adding a new ability, i.e., is it three **Poors**, three **Goods**, a **Great** and an **Exceptional**; or three **Poors**, four **Goods**, a **Great** and an **Exceptional**?

A: The latter. You are adding an **Exceptional** ability and two **Poor** abilities to your starting

compliment of one **Great**, four **Goods**, and one **Poor**. So, now your Detective's abilities are three **Poors**, four **Goods**, a **Great** and an **Exceptional**.

Pg. 82, paragraph four. As stated above, the reference to "raising" abilities when creating your Dramatic Persona is erroneous. See the corrected example above.

On Sorcerors & Their Abilities to Perceive Magick Use

Sorcerors with Good Sorcery or better can perceive the threads of Thaumic Energy used to cast spells simply by concentrating. The higher his Sorcery ability, the easier and better he can perceive these threads. Similarly, by concentrating in the same fashion, a Sorceror can look at another Sorceror, detect if he is casting a spell by observing the Thaumic Threads, and even tell what kind of spell (i.e. what suit the magick is), if not what exact spell (if it is known to him) the other is casting. The range for this is line of sight, aided or unaided (thus this could be done via scrying). To determine the difficulty of this feat, count the number of ranks difference between the two character's sorcery skills. Then, count that number up the ranks from Average, and this is the difficulty. If the difference is negative (i.e. a superior Sorceror is observing a lower-skilled mage), the difference is zero.

Example 1: Christophe, with a Sorcery of Good, is watching Morrolan, who has a Sorcery of Extraordinary, cast a spell. The number of ranks of difference between them is three (Good to Great, Great to Exceptional, Exceptional to Extraordinary), so the difficulty of determining what kind of spell Morrolan is casting is (Average plus three ranks is Good, Great, Exceptional) Exceptional.

Example 2: In the same situation above, Dragon Lord Verithrax, who has an Exceptional Sorcery, is also observing Morrolan. The number of ranks of difference between them is one (Exceptional to Extraordinary), so the difficulty of determining what kind of spell Morrolan is casting is (Average plus one rank is Good) Good. Verithrax, as a Dragon, knows all Lore, so he will also know what spell Morrolan is casting.

Example 3: Morrolan then asks Christophe to cast a spell Morrolan has been teaching him. Morrolan watches to see if Christophe is getting it right. The number of ranks of difference between them is negative three (Extraordinary to Exceptional, Exceptional to Great, Great to Good), so the difference is zero, and the difficulty is (Average plus zero ranks is Average) Average.

This does not conflict with the Cantrip **Sense Magick** (*Comme Ill Faut*, pg. 91), which allows the caster to sense that magick that has been worked in the past.