

# FANTASY AGE AND TITANSGRAVE

## ERRATA AND CORRECTIONS

This document contains errata for the first printings of *Fantasy AGE* and *Titansgrave*. It includes only material that would have an effect on play, not issues of style or formatting. We do fix those things in future printings but there's no point cluttering this document with them.

### FANTASY AGE

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**Page 10, Ability Focuses:** In the list of Dexterity focuses, delete Piloting.

**Page 10, Ability Focuses:** In the list of Intelligence focuses, add Arcana (Various).

**Page 10, Ability Focuses:** In the list of Perception focuses, add Tasting and Touching.

**Page 25, Level 12 power Veteran:** In the example, Strength (Axes) should be Fighting (Axes).

**Page 41, Dexterity Focuses:** Add the following to the descriptions of Dexterity Focuses:

**SAILING:** Operating and maintaining a sailing ship.

**Page 43, Chirurgy:** Change the Requirement to: Intelligence 1 or higher. This will allow mages to take Chirurgy as one of their Starting Talents at level 1, which was the intention.

**Pages 54 and 55:** In the sections on armor and weapon details, there is a bullet point for Weight. This can be ignored, as weight is not something characters need to track in *Fantasy AGE*.

**Page 71, Strings of Fate:** Replace the spell description with this:

Description: You pull the web of fate to favor your party. You and your allies within 10 yards of you may each choose one stunt. Characters can perform their chosen stunt for -1 SP (minimum 1) for the rest of the encounter. A character can only benefit from one strings of fate spell at a time.

**Page 104, Non-Combatants:** "Regardless of Strength or Dexterity" should be "regardless of Accuracy and Fighting."

**Page 105, Bandit:** Add Archery Style (Novice) before Armor Training (Novice). Then delete Single Weapon Style (Novice), as he does not meet its requirements.

**Page 112, Serpentfolk:** Under Favored Stunts, Bite should be Quick Bite.

**Page 113, Spectre:** Delete Spirit and Entropy as Intelligence focuses.

**Page 119:** Under all three magic arrows (Accuracy, Piercing, and Wounding), replace the phrase "sling stone" with "throwing knife". Slings are not in the rules yet.

**Page 121, Thunder Axe:** Strength + Axes should be Fighting + Axes.

**Page 141, Weapon Group entry:** "Add Strength" should be "add Strength or Perception as appropriate."

### TITANSGRAVE: THE ASHES OF VALKANA

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**Page 22, Armor Table:** This was missing Strain for the new armor. It should be as follows:

Scout Armor	2
Light Battle Armor	4
Heavy Battle Armor	6

