

“O heaven! Were man but constant, he were perfect.”

—William Shakespeare, *The Two Gentlemen of Verona*

ERRATA

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Found something we've missed? Send all errata to gameczar@sanguine.com. Please reference page numbers, so we can properly add to this list.

Ironclaw (SGP1001, Revised)

- p.3 Under *What's New in this Revision?*, add that “Strike Twice” was removed. The Scry Test is on page 148, not 147.
- p. 9 On the Level Table: Level 15 should be Heroic, not Legendary.
- p. 11 Weight is rounded to the nearest kilogram, not half-kilogram. Under “Aspect”, change “Strength” to “Strong”, and “Weakness” to “Weak.”
- p. 12 Under *Movement*, change “Sprint” to “Stride”, and “Full Move” to “Run.” Under *Strength, Lift, and Encumbrance*, change “Robustness” to “Robust (any)”
- p. 13 In Example 1, change “Great Strength” to “Very Strong”.
- p. 15 Vesper’s Dodge is d6, not d4.
- p. 16 Anton’s Parry is d12, 4d10 -- not d12, 3d10.
- p. 17 Mei Ling’s Parry is 2d12, d10 (x2 for two swords) – not 2d12.
- p. 18 Hendrick’s Dash is 12 paces, not 11; his Stride is 3, not 2 ¾. Hendrick’s To-Hit with his Throwing Daggers is d12, d8 – not d12, d6 – and they only weigh ¼ stone.
- p. 19 Mansur’s Observation should be d6, not d4.
- p. 21 Annushka’s Flying Dash is 24 paces, not 26. Her Stride is 6 paces, not 6 ½.
- p. 22 Tycho’s Dash is 3 paces, not 8. His Stride is 1, not 2. These low numbers are because he has the flaw of “Lame”.
- p. 24 Dierdre’s Dash is 10 paces, not 8. Her Stride is 2 ½, not 2.
- p. 25 Apes have the Gift of “Strong +1”, not “Strength +1”.
- p. 29 Bears have the Gift of “Very Strong +2”, not “Strength +2”.
- p. 44 Rhinoceros have the Gifts of “Very Robust +2” and “Very Strong +2”, not “Robustness” or “Strength.”

- p. 45 Shrews have the Gift of “Robust +1”, not “Robustness.”
- p. 54 Under *Diplomat*, change the last words to “see page 89.”
- p. 65 Under *Charisma*, change “Influence Tests (p. 139)” to “Influence Tests (p. 138)”.
- p. 66 Under *Boldness*, change “‘Overconfident’ (p. 101)” to “‘Overconfident’ (p. 100)”.
- p. 67 Under *Sorrow*, change “‘Morose’ (p. 101)” to “‘Morose’ (p. 100)”.
- p. 69 Under *Animal Handling*, change “Influence Test (p. 139)” to “Influence Test (p. 138)”.
- p. 70 Under *Breath Holding*, change “see page 188” to “see page 187”.
- Under *Bribery*, change “Bribery Test” to “Bribe Test”.
- Under *Camouflage*, change “Holdout skill (p. 73)” to “Holdout skill (p. 72)”.
- Under *Contortionist*, change “Grapple (see page 190)” to “Grapple (see pages 188-190)”.
- p. 71 Under *Cryptography*, change “craft spies” to “crafty spies”
- Clarification for *Disguise*: the Bluff Test is on page 131.
- Under *Dodge*, change “Encumbrance (p. 13)” to “Encumbrance (p. 12)”.
- p. 72 Under *Etiquette*, change “(see p. 137)” to “(see page 136)”.
- Under *Fast-Talk*, change “Influence Test (p. 139)” to “Influence Test (p. 138)”.
- Under *First Aid*, change “Medicine skill (p. 74)” to “Medicine skill (p. 73)”.
- Under *Gambling*, change “Gossip Test (p. 137)” to “Gossip Test (p. 136)”.
- Under *Holdout*, change “(See the Search Test, p. 149)” to “(See the Search Test, p. 148)”.
- p. 73 Under *Jumping*, change “Jump Test, p. 141” to “Jump Test, p. 140”.
- p. 74 Under *Research*, change “gleam” to “glean”.
- p. 75 Under *Streetwise*, change “Gossip Test, p. 137” to “Gossip Test, p. 136”.
- Under *Swimming*, change “Encumbrance (p. 13)” to “Encumbrance (p. 12)”.
- Under *Theology*, change “Lore skill, p. 74” to “Lore skill, p. 73”.
- p. 77 Under *How do Traits work with Skills?*, in the Example, second paragraph: change “Race Trait of d10 & d12” to “Race Trait of d10 & Career Trait of d12”.
- p. 79 Under *Ambidexterity*, change “see *Multidexterity*, below” to “see *Multidexterity*, p. 81.”
- p. 82 Under *Robust*, change “‘Frail’ Flaw (p. 96)” to “‘Frail’ Flaw (p. 95)”.
- Under *Strong*, change “‘Weak’ Flaw (p. 97)” to “‘Weak’ Flaw (p. 96)”.
- p. 83 Under *Barbed Spines*, fourth bulleted item: change “see p. 162 for throwing rules” to “see p. 173 for throwing rules.”
- Under *Echolocation*: since Echolocation includes Keen Ears, you can just change all references to “Keen Ears or Echolocation” to simply “Keen Ears”.
- p. 84 Clarification: Flight is always based on the sum of die sizes, not using the Speed chart on p. 12.
- Under *Flight*, Example 2: change “Moves or Full Moves” to “Dashes or Runs”.
- p. 86 Under *Prehensile Tail*, in the Example: change “Half-Stone” to “Half-Stone Sword”.
- Under *Spray*, change “Spray Attack roll (Speed Trait, Race Trait, and Spray Skill)” to “Spray Attack Roll (Speed Trait, Race Trait, and Spraying Skill)”.

- p. 88 Under *Belongings*, change “Poverty (p. 97)” to “Poverty (p. 96)”.
Under *Good Reputation*, in the first Example: Mavra’s Reputation costs 3 points, not 1.
- p. 94 Under *Eerie*: the Gossip Test is on page 136, not 137.
- p. 97 Under *Capricious*, change “‘Overconfident’ (p. 101)” to “‘Overconfident’ (p. 100)”.
Under *Curious*, change “champing” to “chomping”; change “withholding” to “withholding”.
- p. 98 Under *Dread*, change “Gaff” to “Gaffe.”
- p. 99 Under *Faltering*, change “Stubborn (p. 104)” to “Stubborn (p. 103)”.
Under *Garrulous*, change “Taciturn (p. 104)” to “Taciturn (p. 103)”.
Under *Gluttonous*, change “‘Corpulent’ (p. 94)” to “‘Corpulent’ (p. 93)”.
- p. 101 Under *Proud*: the Flaw of Stubborn is on page 103, not 104.
Under *Rivalry*: the Flaw of Foe is on page 94, not 95.
- p. 102 Under *Showoff*: the Flaw of Overconfident is on page 100, not 101.
- p. 103 Under *Skittish*: change “Dread (p. 98)” to “Dread (p. 97)”.
Under *Taciturn*: change “‘Garrulous’ (p. 100)” to “‘Garrulous’ (p. 99)”.
- p. 104 Under *How can I make up new Gifts and Flaws?*: the guidelines on are on p. 91, not pp. 91-92.
- p. 105 Under *Starting Equipment and Pocket Change*: the Flaw of Poverty is on page 96, not
- p. 107 Under *Weapons and Accessories*: the Main Gauche weighs 1/8 stone, not 1/4; add “Bullet Mold and Lead for 72 bullets: 4 denarii, 1/4 stone, Available 2d8, Cost Average”.
- p. 109 Change “Enc” to “Weight”.
- p. 112 Under *Skilled Laborer*, delete the sentence that starts “Master laborers would command 24 times as much...”
- p. 115 | Under *Gun (Guns)*: Slaying Damage is described on page 122, not 121.
- p. 120 Under *Bonuses and Penalties*, in Example 1: the last sentence should start “Ashley’s dice increase in size...”
Clarification: in the previous release of *Ironclaw*, Bonuses only increased the Skill Dice. Now Bonuses increase all Dice.
- p. 121 Under *Bonuses and Penalties for Damage Rolls*, in Example 1: while the mechanics are correct, Focus cannot increase Damage. (This is a change from the previous edition.)
- p. 122 Under *Example 3*: Hannah’s two leftover increases should *both* stack on the d8, giving her 2d12 (not d12, d10, d4).
- p. 131 Under *Availability*: the Gossip Test is on p. 136, not p. 137.
- p. 132 Under *Bribe*: the Bluff Test is on p. 131, not p. 130.
- p. 136 Under *Gamble*: change “Sleight of Hand” to “Holdout and Pickpocket”; the Gossip test is on page 136 (the same page), not 137.
- p. 138 Under *Hide*: change the heading from “Camouflage & Stealth” to “Mind, Camouflage & Stealth”.
The Search Test is on page 148, not 149.

- p. 140-141 Under *Interrogate*: the Gossip Test is on page 136, not 137.
Under *Jump*: replace “Body” and “Speed” with “Strength”.
- p. 142 Under *Know*: the Gossip Test is on page 136, not 137.
- p. 145 Magic is covered on pages 205-243.
- p. 147 Under *Reliability*: “stopped working)” should be flush with the rest of the Overwhelming Failure paragraph.
- p. 148 Under *Scry*: Second Sight is described on page 68, not 66.
- p. 150 Under *Spot*: change the heading from “Mind and Observation vs. difficulty” to “Mind, Observation, and appropriate Race vs. difficulty”.
Under *Strength*: change “Lift Bonus” to “Strength Dice”.
- p. 152 Under *Travel*, under “Forced March”: change “5” to “7”.
Under *Warfare*, change “To-Hit Dice” to “Weapon Skill Dice (including Career)”.
- p. 153 Under *Warfare*, in the Example, last paragraph: change “shields are Large (d12)” to “shields are Large (2d10)”.
- p. 154 Under *Warfare Survival Test*: Unconsciousness and Death are on pages 183-184, not 183-185; in the Example, Anton only makes one saving throw vs. Death, not two.
- p. 155 Under *Getting Complicated: Glory Dice and Survival Dice*, in the Example: Hendrick manages 4 hits, not 3.
- p. 156-7 On the summary chart:
- Gossip Test is on page 136, not 137
 - Influence Test is on page 138, not 139
 - Search Test is on page 148, not 149
 - Pickpocket Test is on page 146, not 145
- p. 161 Under *Cover Dice*: more information on Cover Dice is on page 176 by 174.
Under *Damage Roll*: Damage Rolls are described on page 120, not 119.
- p. 162 Under *Focus*: change “Rull round” to “Full Round.” Remove all references to “Scooby Snacks”.
Under *Guarding*, Example 1: Mulciber’s Weapon Skill increases to 2d12, d4 (not just 2d12).
- p. 163 Under *Hit Points, Fatigue, and Wounds*: the effects are described on pages 180-183, not pp. 181-183.
Under *Parry*, change the first paragraph to read as follows: “A *Parry* is a type of Defense roll. All Carried Weapons – except for Flails – can Parry. No Natural Weapons – except for Antlers and Horns – can Parry. Parries can defend against all hand-to-hand attacks. You *cannot* parry arrows, crossbow bolts, or gun bullets.”
- p. 164 Under *Rank*, Guarding is described on page 162, not 161.
- p. 165 Under *Retreat*, Guarding is described on page 162, not 161.
Under *Strike*, there are not three kinds but five kinds: Strike First, Strike Hard, Strike True, Strike Awkwardly, and Strike Tandem.
- p. 169 Under *Optional Rule: Leaping to Your Feet*, the Encumbrance Limit is described on page 12, not 13.

- p. 171 Under *Target is Hit*: Damage Rolls are described on page 120, not 119.
- p. 173 Under *Ranged Combat*, Example 2: Malsippus must beat a 3d10 to hit the target, not 2d10.
- p. 174 Clarification: Maneuvers with Defenses listed as “Abort*” are ones that permit no Defense Rolls; if you Defend yourself, you Abort the action. Aborting is described on page 175.
- p. 176 Under Modifiers, change “Hitting the Wrong Thing” to “Where Did Your Missile Go?”
- p. 178 Under *Scatter*, change 3d12 to 3d10; change 6d12 to 6d10.
- p. 180 Under *Special Maneuvers*: under *Leadership* – the Leadership Test is described on p. 143; under *Recover*, Recovery is described on page 167.
Under *Damage: Wounds and Fatigue*: change “Weapon Dice” to “Weapon Damage Dice.”
Clarification: Weapons have their own Damage Dice – your Skill Dice do *not* add to Damage. Your Race Dice do *not* add to Damage with natural weapons, either. (The only way high Skill Dice can increase Damage is by making Special Hits more likely.)
Under Example 1: change “they compare the last attack die” to “they compare the last Damage die”.
Under Example 2: “flamberge” is a fancy name for “sword.”
- p. 181 Under Example 3: Hendrick’s damage dice should be d10, d8 not d8 & d8.
- p. 183 Under *Unconsciousness*: the Unconsciousness Difficulty table isn’t just “below”, it’s on page 184.
Under Example 1: Ingard’s Unconsciousness Difficulty is d4; since he scored a 7 on his roll, and a d4 can only roll up to 4, he automatically passed the Test. (Sticklers might roll the d4 so Ingard could stabilize.)
Clarification: Under *Death*, you can include your Toughness Dice to resist Death, as well.
- p. 184 Under Example 2: the peasant, rolling a 5, has beaten anything a d4 could roll.
- p. 185 Under *Short Term Healing: First Aid Skill*: change “You are only permitted one first aid roll after each encounter” to “Any combatant can only be treated successfully First Aid once per encounter.”
- p. 186 Under *Healing Results Table*: Death Tests are on page 183, not 184.
- p. 187 Under *Fire*, change “Pilum of Fire” to “Pilum of Flame”.
Under *Suffocation*, change “cannot breath” to “cannot breathe”.
- p. 190 Under *Grapple – Crush*, add this sentence: “The maximum damage a Crush can cause is 2 Wounds.” (*Jadeclaw* has rules for exceeding this maximum.)
- p. 191 Under *When do I have to declare my Maneuver for the Round?*: Focus is described on p. 179, not 180.
- p. 195 In the first Example, change “Pilum of Fire” to “Pilum of Flame”.
Change “your appropriate Wizard Trait & Mind Trait vs. the Difficulty” to “your appropriate Wizard trait, Mind Trait, and Spell-Casting: [appropriate spell] Dice (if you have it) vs. the Difficulty”.
- p. 197 Under *Defense Spells and Privilege Spells*: change “your Cleric Trait vs. the,” to “your Cleric Trait vs. your opponent’s Cleric Trait,”.
- p. 198 Under *Delayed Spells*, Example 2: change “Kyndranigar” to “Weigraf”.
- p. 202 Under *Elementals*, after “The Game Host can either make a simple ruling (say, an hour or two)”, add the following text: “or roll some dice (such as 2d6), or simply say the spell does not work.”

- p. 203 Under *Sylph*: Capricious is described on page 97, not 98.
Under *Gnome*: Morose is described on page 100, not 101.
- p. 204 Under *Shades*: the Lucid Dreaming is described on page 228, not 229.
- p. 209-213 Under the four *Journeyman's Privilege*: change “dispels” to “dispel”.
- p. 213-216 Under the four *Command [Elemental]* spells: the Influence Test is on page 138, not 139.
Under *Chain Lightning*, *Meteor Swarm*, *Tongues of Flame*, and *Ice Storm*: the rules for Homing Spells are on page 196, not 197.
- p. 222 Under *Flesh Ward III*, change the Type from “Ward” to “Regular”.
- p. 225 Under *Rage I*: the Influence Test is on page 138, not 139; the Leadership Test is on page 143, not 144.
- p. 229 Under *Paralyze II*: add the following sentence: “Otherwise, this spell is the same as *Paralyze I*.”
Under *Rage II*: add the following sentence: “Otherwise, this spell is the same as *Rage I*.”
- p. 231 Under *Confuse III*: change “save Mind vs. 2d8” to “save Mind vs. 2d10”
- p. 232 Under *Paralyze III*: add the following sentence: “Otherwise, this spell is the same as *Paralyze I*.”
Under *Sleep III*: change “vs. 5d6” to “vs. 3d10”.
- p. 234 Under *Dispel Magic I*, change “4d12” to “3d12”.
- p. 235 Under *Knock I*, change “(See p. 150)” to “(See the Strength Test, p. 150)”.
- p. 237, 240 Under *Lesser Eidolon* and *Greater Eidolon*: Maximum Encumbrance is on page 11, not 12.
- p. 242 Under *Silence III*: Listen Tests are on page 144, not 143; Sneak Tests are on page 149, not 148.
- p. 246 Under *Modifiers to Atavist Powers*, the Encumbrance Limit is on page 12, not 13.
- p. 283 In the sidebar, under *Destrier*: change “Stride of 5” to “Stride of 5 ½”
- p. 288 Under *Captain*, change Dash to 7, and Stride to 1.
Under *Supernaut*, change Dash to 6.
- p. 294 Under *New Flaws, Gifts, and Special Traits*: remove the “92” after “p. 91”.
Under *New Rules or Rules Changes*, the Gift of Armor is on page 82, not 83.
- p. 297 Under *Negotiating with Raimondo*, the Influence Test is on page 138, not 139.
- p. 298 Under *Buy or Sell Stuff*, the Availability Test is on page 129, not 128.
- p. 299 Under *Make Money*, the Pickpocket test is on page 146, not 145.
Under *Who is Tassobianco?*, the Gossip Test is on page 136, not 137.
- p. 300 Under *The Tale of the Roadside Ruffians*, the Fatigue rules for Travel are on page 151, not 152.
- p. 301 Under *Round 1*, third bullet item: the rules for Charge are on page 161, not 164.
- p. 302 In the last bullet item, eliminate the sentence that starts “(See p. Choose...” and ends “... p. 200)”.

- p. 303 Under *Gifts*, add “Nobility (Noble Blood)”. While Tassobianco may be of a disenfranchised house, he is still of noble birth.
Under *Defenses*, change Parry to 2d8, d6.
Under Duespade’s Skills, add “Leadership d6”.
- p. 308 Under *Black Magic Journeyman’s Privilege*, remove the sentence that begins “No opposed roll is needed...” Black Magic Privilege is the same as any other Privilege.
- p. 309 Under *Death’s Breath*, change “re-roll their last Death Test” to “roll a new Death Test, at this worsened level of injury”.
Under *Drain the Soul*, eliminate the last phrase, “in addition, you may only”.
- p. 310 Under *Black Magic Master’s Privilege*, remove the sentence that begins “No opposed roll is needed...” Black Magic Privilege is the same as any other Privilege.
- p. 311 Under *Death’s Touch*, change “re-roll their last Death Test” to “roll a new Death Test, at this worsened level of injury”.
- p. 318 Clarification: if your Size is greater than 16, then find the armor for someone half your Size (rounded up), and double the weight.

Rinaldi (SGP1002-CP)

No errata known at this time.

Doloreaux (SGP1003)

- p. 55 Letya’s Soak should be d6, not d8
- p. 81 Doctor Plith’s Soak and Strength are d6, not d8
- p. 82 Maxim Bauer’s Soak is d12, not d8
- p. 83 Hilliam Luce’s Soak is d6, not d8

Phelan (SGP1004)

- p. 1 Ursula’s last name is Husted, not Hedges.