



Rippers Errata



We've found a couple of significant errata for *Rippers*.



First, yes, the Werewolf's Toughness is 6 (not 5).

Second, the Witch's Parry should be 6 (not 2).



Third, the Fly and Obscure powers were left out. Here's the complete text:



Obscure

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

Trappings: Darkness.

This power does exactly what its name implies—creates an area of obscurement equal to a Large Burst Template. Attacks into, out of, or through the area of effect suffer the standard penalty for pitch darkness of -6.



Fly

Rank: Veteran

Power Points: 3/6

Range: Touch

Duration: 3 (1/round)

Trappings: Gusty winds, rings, broomsticks.

Fly allows a character to fly at his basic Pace with a Climb rate of half that number.

He may double his Pace by spending twice the number of Power Points.

