

STREET MAGIC ERRATA

v. 1.4.1

This version of the errata matches the first printing of *Street Magic* by Catalyst Game Labs.



p. 4 Illustration Credits

Thomas Dooley should be Thomas Rooney III
Abrar Jamal should be Abrar Ajmal

p. 14 The Other Side

First line should read “While you’re out there(…)”

p. 24 Astral Sight

The final sentence of the first paragrap. should read:

“This quality may only be taken during character creation and can only be obtained later with the Latent Awakening Quality.”

p. 25 Latent Awakening

Modify the final sentence of the first paragrap. to read:

“The character may not take the Adept, Astral Sight, Magician, Mystic Adept, Spell/Spirit Knack or Technomancer Qualities at character generation.”

p. 27 Geas

Change the page reference in the fourth paragrap. to “... see Acquiring Geasa During Play, p. 30)”

p. 30 Acquiring Geas during Play

In the third paragrap. replace “literally” with “figuratively”:

p. 31 Tweaking the Rules – Arcana

Between the third and fourth sentence insert:

“Gamemaster may also allow Adepts to replace Logic with Magic”

p. 31 Tweaking the Rules

Add the following Tweak:

“Adep. Initiation. Group. may consider allowing adepts to gain 1 Power Point instead of a Metamagic at Initiation.”

p. 38 Hindu Tradition

The spirit correspondence for Manipulation spells should be “Fire” not “Earth”.

p. 39 Norse Tradition

The spirit correspondence for Manipulation spells should be “Earth” nor “Beast”.

p. 50, Beyond the Doors of Perception

Change the page reference following “...the metaplanes of astral space” from p. 130 to p. 128).

p. 57 Invoking

The end of the sixth line should read:

“... as noted on the Invoking Table (results are cumulative).”

p. 67 Group Initiation

The third line should end:

“... and must be attended by at least one other member.”

p. 81 Fetishes and Talismans

Redirect should read: “(see Geas, p. 27)”

p. 81 Ritual Materials

Cut “ritual sorcery materials (see *Ritual Spellcasting*, p. 174, SR4).”

p. 83 Focus Formula

In the second paragraph, both instances of Arcana + Magic should be Arcana + Logic.

p. 84 Anchoring foci:

Redirect should read “(see Anchoring Trigger Conditions, p. 60).”

p. 87 Inanimate Vessels example

The next-to-last sentence should read: “ ... accumulating 4 hits in 2 days.”

p. 100 Energy Drain

The fourth sentence of the third paragrap. should read:

“In some cases the energy is converted to an attribute modifier at a 1:1 ratio; for example, blood spirits convert drained Essence to a Force modifier.”





p. 100 Energy Drain

At the end of the second paragraph, add the following sentence:

“Attribute modifiers granted by Energy Drain are limited to 1.5 times the draining entity’s Magic rating (in the case of spirits, their Force *when initially summoned.*)”

p. 100 Flesh Form

The second sentence should read:

“... and skills (both Active and Knowledge, with the exception of Conjuring skills) of the host, ... ”

p. 103 Step 2: Choose Form(s)

The first sentence should read:

“The ally spirit may have one (and only one) of the following powers: Inhabitation (p. 100), Materialization (p. 289, *SR4*), or Possession (p. 101).”

Also add the following line: “Possession allies have no material form of their own (though vessels are often prepared for them).”

p. 105 Open-ended Services

“Spell Sustaining” and “Spell Binding” should be dropped from the listed services.

p. 123 The Shap. of a Ward

The second paragraph should read:

“A ward must extend at least meter in each direction from the anchor, which prevents ward shapes that are very tiny or very thin in any dimension.”

p. 123 Remaining Stationary

The third line should read:

“If the physical anchor moves more than a few centimeters from its location relative to the limits of the ward’s enclosure(...)”

p. 140 Invoking Blood Spirits

The fourth paragraph under this header should read:

“Aside from the abilities normally conferred by Invoking (see p.57), blood spirits also automatically gain the following powers (see p. 99 and pp. 288-289, *SR4*): Energy Drain (Essence), Fear, and Natural Weapon (DV = Force Physical damage, AP 0). They also acquire a variant of the weakness *Evanescence* (p.148) which depletes them both on the physical and astral planes.

Essence drained by blood spirits is treated as a Force modifier, at a ratio of 1:1. Force can be raised in this manner to a maximum modified value equal to 1.5 times the spirit’s Force when initially summoned.”

p. 160 Area Effect

The last line of the first paragraph should read:

“... equal to the spell’s Force in meters.”

p. 164 Elemental Effects, Ice

Replace “vehicles must make a Crash Test (p. 159, *SR4*)” with “vehicles must make a Vehicle Test (p. 159, *SR4*).”

p. 173 Mana Static

Add the following sentence between the first and second sentence: “Background count rises at a rate of 1 per Combat Turn up to the Force of the spell.”

p. 171 Stench spell

Range should be LOS(A)

p. 176 Counterstrike

The third line should read:

“... during the *parry* or *block* are added as extra dice to his next melee attack roll ... ”

p. 176 Empathic Healing

Replace “Empathic Sense” with “Empathic Healing” in the second to last sentence.

p. 179 Power Throw

Add “(maximum 3)” after the Cost.

p. 180 Artificer,

Correct “Weland” to “Weiland”

p. 184 Celtic (pantheon)

Add “; god of craftsmen **Goibhniu.**”

p. 184 Chinese (pantheon)

Add “; the **Dragon Kings** (Dragon) and the **Phoenix Empress** (Phoenix).”

p. 184 Classical (pantheon)

Add to the list: “; god of blacksmiths and artisans **Hephaestus.**”

p. 184 Egyptian (pantheon)

Add “; warrior/guardian **Sekhmet** (female Lion).”

p. 184 Hindu (pantheon)

To the end of the list add: “; death goddess **Kali** (aspects of the Dark Goddess); **Durga** the avenger (female aspect of Lion)”

p. 184 Norse (pantheon)

To the end of the list of deities add: “; god of craftsman **Weiland.**”

p. 186 Power Throw

Add “(max 3)” after the Cost.

