

# Principia Malefex

Errata Version 1.2

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## 1. Introduction

This errata booklet is available as a free PDF or print out at conventions. As a second edition of Malefex is in development some of the changes from that will be released in this booklet, as will corrections and clarifications of existing rules. These changes are designed to act as a bridge between second edition and first, and will be applied in print with the release of second edition Malefex.

If you would like to add anything to this errata, please email Alison at [malefex@malefex.co.uk](mailto:malefex@malefex.co.uk). We look forward to your suggestions. Alternatively join the Malefex discussion list at <http://uk.groups.yahoo.com/malefex> to discuss second edition and further changes with other players of the game.

## 2. Statistics

### 2.1 Changed Statistic

The Ranged Statistic has now been dropped. Instead Sixth Sense is now a Stat instead of a skill.

### 2.2 Renaming

The existing Stat system has caused some confusion, not least problem cause between the Skill stat and skills. Several stats have been renamed to give each a one letter abbreviation, and to remove the Skill/skill, Terror/Fear confusion that was mentioned.

New Statistics	First Edition Equivalents, where different
General	
<b>X</b> Sixth Sense	R <i>Ranged—now dropped</i>
<b>P</b> Perception	
<b>L</b> Lore	S Studies
<b>C</b> Charisma	
Psychological	
<b>I</b> Initiative	
<b>W</b> Willpower	
<b>T</b> Terror	
<b>N</b> Nerve	F Fear
Combat	
<b>S</b> Strength	St Strength
<b>A</b> Agility	Sp Speed
<b>D</b> Dexterity	Sk Skill
<b>E</b> Endurance	D Damage

The new Statbar is:

<b>X</b>	<b>P</b>	<b>L</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>T</b>	<b>N</b>	<b>S</b>	<b>A</b>	<b>D</b>	<b>E</b>

This results in the following changes:

- Sixth Sense is rolled on D6 during Stage 1 character creation, and otherwise treated as any other stat. Career limits on Sixth Sense no longer apply.
- Characters now have no basic “Aim” calculated from “Ranged”. All ranged skills start at 0, like other weapon skills (see 3.3).

### 2.3 Maximum Limit Clarification

Statistics and Skills have no upper limit. Statistics may exceed twenty and Skills may exceed 200. However, except where modifiers are applied, or a contested roll is used, having Statistics and Skills at this level confers no additional benefit.

### 3. Skills

#### 3.1 Special Moves

The term “Special Moves” has been replaced with “Combat Skills”.

- “Offensive Parry” has been renamed as “Counter” to avoid previous confusion with the Parry special move.
- “Disarm”. Caught weapons are now considered “Ready”.
- “Throw” now permits the user to replace their Strength with their Dexterity for the purpose of inflicting Damage.

#### 3.2 Psychology

Psychology now refers to the medical study of people, psychological conditions, neurosis and psychosis. Unless this is what the PC knows it should be replaced by one of two new skills.

- “Detect Deception” The most common use for the skill, this covers spotting people lying, evading, or withholding information.
- “Read People” An awareness of general emotional state, body language, possible deception, etc.
- “Psychology” as a skill covers the same scope as “Read People” but also covers psychological conditions, treatment, etc. Unless a PC has trained in this field, they should not have access to this skill.

#### 3.3 Melee Weapon and Ranged Combat

Weapon Skills and Ranged Skills are now out of 200 and are bought like other skills at character creation. To use either in combat, divide the skill by ten (round all fractions down) and then use it in place of Dexterity in your attack roll. Some Weapon Skills may also substitute for Dexterity on an evade roll at the GM’s discretion. If the skill is being used in a non-combat situation, e.g. a demonstration or target shooting, the player rolls on D200 normally.

This makes the following changes necessary

- All Weapon and Ranged skills begin at 0.
- During stage 4 character creation a character no longer receives points equal to Dexterity x 2 to spend on weapon skills. Instead these skills are bought from their points pool like any others.

### 4. Advance Points

#### 4.1 Increasing Skills and Stats

To increase a Stat, the character needs to spend Advance points equal to the level it is being increased to. Stats can only be increased by one per session.

To increase a Skill requires the PC to spend 1 point for one new skill level up to one hundred, 2 from one hundred to two hundred, 3 to 300 and so on.

#### 4.2 Decreasing Skills and Stats

*In addition to the current declining skill mechanic for training.*

When AP is awarded, a PC should lose one point off one skill. This should be a skill that they did not use either on or off-screen during the game, or used less frequently than others, and represents the fact that people naturally forget things not practiced.

If the GM prefers, they may simply ignore this rule, or allow the player to spend one AP to buy off the loss.

**Definition:**

“On Screen” - The player actually rolls the skill

“Off screen” - the character is assumed to use the skill at some time e.g. an accountant will use accountancy during his day at work.

## **5. Rules clarifications from Limbus Fatuorum**

Some of the rules clarifications below are from Limbus Fatuorum, originally published for Gencon 1998 before being withdrawn in 1999. The scenarios from that supplement are available, among others, in "Fool's Paradise".

### **5.1 Magic**

One Error: We were too kind. On page 100 of First Edition it says that trying to summon a Greater Darkness or Nameless One and drive a car gets -160 to the character's chance of success. No. It simply can't be done. Additionally, someone casting Summon Kadach in a place laid out with all the trappings of Malefex magic and long hours of study behind them is doing it the way it should be done. They gain no bonus to their chances of success.

### **5.2 Encroachment**

When a character loses all encroachment they should only be taken over by the GM if the player believes or proves that they cannot play their no-long-quite-human PC effectively. Malefex mages can also lose Encroachment points instead of Life points to power their rituals.

### **5.3 Skills**

When skills are used in the text of scenarios, the roll required is often referred to as "Characters with a skill of 100 will know" This means that characters with the skill at 100 or above will automatically receive the information. Characters with a skill of below 100 will have to roll to know it.

In some cases the text may specifically exclude some characters from making a roll, stating a minimum skill level required to make a roll. If a character has a skill below this level then they automatically fail.

As a rule of thumb, if a skill level to automatically pass is stated, then characters whose skill is more than 100 less than that level fail automatically. For example if an obscure point of international law is in question and characters with a skill of 150 automatically pass, a character with a Law of 24 will automatically fail. Of course, these rules can be changed or altered at the GMs discretion to fit individual circumstances.

## **6. Magic**

### **6.1 Mage Sacrifice**

Although not detailed in the original rules, a mage gains considerable benefits from killing another mage. The murder must be committed by the mage themselves or a creature bound to them for them to accrue any benefit.

If the victim is killed outside a formal ritual, the mage gains one of four benefits. Either the GM or the player can choose, depending on what circumstances the killing takes places under. As always the GM's word is final.

- The victim's life points (increasing both the victor's current Life and Life maximum)
- The victim's remaining Encroachment, boosting the victor's remaining Encroachment
- The victim's Helicae, which can be a mixed blessing if it leads to falling through.
- The victim's Willpower, added to their own

If the victim is killed in ritual sacrifice, the murderer gains all the above benefits.

However that an Aegyptic who kills another Aegyptic (even in formal sacrifice) gains none of the benefits listed above, and does not gain Favour. Instead they lose Favour with their own power, and the victim's power equal to the victim's total Favour.

For Example: Moira, a priestess of Ll'Isnath kills Fred, a novice of Vvthzn. Moira had 13 Favour with Ll'Isnath, while Fred had 2 with Vvthzn. Moira loses two favour with Ll'Isnath, putting herself on 11, but she also loses 2 with Vvthzn, putting herself on -2 Favour with the Blind God. Unless she wishes to receive some nasty curses, it may be time to start grovelling...

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