

Second Dawn Errata 6.0.5

Races

Humans (pg. 25) - Change "Always considered to have the cartography skill." to "Gains an additional level of the cartography skill."

Moonsworn (pg. 31) - Change "Always assumed to have the Scouting skill." to "Gains an additional level of the scouting skill."

The Dead (pg. 33) – Replace Benefits of “The Dead” with the following: The Dead may choose to Take packet delivered Shadow damage as Healing, at no Slot cost. The Dead are immune to weapon delivered Shadow damage. The dead may choose to immediately Recover from the Disease or Poison effect, at the cost of a Low Slot each time the ability is used.

Classes

Mage

Conjuration of Everbreath (pg.37) - Replace “The character may take a non-damage effect as 5 Healing, once per combat at cost of a Mid Slot” with “The character may take a non-damage, **non-true** effect as 5 Healing, once per combat at cost of a Mid Slot”

Invocation of Shadowmaw (pg.37) Add the following “Low – Dissipate. If the character successfully resolves the dissipate effect they may chain an extra packet on their next low or mid Invocation of Shadowmaw packet delivered attack.”

Rogue

Dexterity 1 (pg. 41) – Replace “Additionally, at the cost of a High Slot, the character may immediately recover from the Massive tagline when blocking weapons, for the duration of a combat.” With “Additionally, at the cost of a High Slot, **the character may block attacks using Massive tagline with weapons**, for the duration of a combat.”

Dexterity 2 (pg. 41)- Change the text of this ability to: "The character may now spend mid slots to power their class granted defenses

Poisonous Cunning 2 (pg. 42) – Change the text of this ability to “The character may become immune to the Disease and Poison effects or any ingested effects for the duration of the combat at the cost of a high slot.”

Shadow Mastery 2 (pg. 42) – Change the phrase “by hand” to “**by weapon.**”

Warden

No Changes

Warrior

Finesse Mastery (pg. 49) – Change the text to: "Any time the character would regain a mid slot, they may instead choose to regain 2 low slots."

Mend Armor, Mend Self (pg. 49) – Any time the character receives a Bolster Health, Bolster Armor, or 5 Healing effect, he or she may deliver a Bolster 5 Health or Bolster 5 Armor effect to him or herself, by weapon.

Path of Command (pg. 49) – Change the text to: "When another character within weapon's length of you successfully completes a Battle Respite, you may reset one low **or** one mid slot. This portion of Path of Command may be used no more than once every 30 seconds.

When hit in a location where physical armor is worn, the warrior may chain an additional bolster armor, targeting himself only, the next time he activates a Student of Command ability." This still allows for a powered down battle respite without having to pull out of combat, and since a slot is returned so are the defenses."

Effects

True Hate (pg. 103) – Add "This effect may not be canceled during the first minute of the effect."

Lost Arts

There will be numerous small balance tweaks to lost arts once the final rulebook is published.