

## Prometheum Exxet Errata

I would just like to state in advance that this does not cover every mistranslation or error in the book, the majority of the errors in flavour text have not been added due to there being dozens upon dozens of them, and also there are some instances where the translation is technically very wrong, however it has not actually effected how that particular item works, and thus were not included.

### Page 6: Advantage: Artifact-

**High Supernatural Level-** Where it reads “the characters are treated as being Level 3 for the purpose of determining the Power Level” it should read “the characters are treated as being 3 levels higher for the purpose of determining Power Level”.

### Page 6: Linking Objects to a Single Person-

Where it reads “simply apply a cost modifier of +1 per level”, it should read “simply apply a +1 level modifier”.

### Page 7: Elemental or Energy Weapons-

When it refers to the Intensity of the energy, it means the number of Intensities of Energy.

### Page 7: Healing Artifacts-

Where it reads “can be used a number of times per day” it should read “can be used on an individual a number of times per day”.

### Page 8: The Two Tests-

The two skills should be Magic Appraisal and Occult.

### Page 8: Notion of Use-

Where it reads “This should be taken as the characteristic-based Affinity Power” it should read “To do this their Power characteristic should be taken as the base Affinity”.

### Page 12: Containers-

**Jewellery and Tailing-** The two new abilities listed should both have “(Creative, Dexterity)” as their category and associated characteristic.

### Page 12: Containers-

**Staff-** Where it lists “Magic Immunity” in the special column it should list “Magic Projection”.

### Page 12: Containers-

**Mystical symbol-** Where it lists “Resist Control” in the special column it should list “Improved Resistance”.

### Page 14: Components Unique to Gaia-

**Ramalen Seed-** Where it reads “50 Level at Level 3 Power Points” it should read “50 Power Points at Level 3”.

### Page 15: Table 9: Consequences of Minor Failure-

Both instances of “Corrupted Powers section” should read “Cursed Objects section”.

### Page 16: Ritual of Creation-

**Alchemy-** In the *Material and Equipment* section, where it reads “Without at least basic equipment, the bonuses granted in Table 7 are halved” it should read “The creator must have at least basic equipment as an essential requirement and the bonuses awarded in **Table 7** in the Equipment section are halved”.

### Page 19: Unlimited Ammo-

Where it reads “considered to have Recharge 1” it should read “considered to have Reload 1”.

### Page 23: Immunity-

**Less than X Presence-** It should read “As above, but remains immune unless the attack came from a source with a presence of a value equal to or greater than indicated.”

**Page 23: Psychic Immunity-**

Where it reads "is immune to psychic powers with Matricies equal or less than the number given" should read "is immune to psychic powers whose potential is equal or less than the number given".

**Page 24: Damage Barrier-**

Where it reads "This is the value of the damage blocked by the artefact." It should read "This is the value of the Damage Barrier obtained by the character that carries the object."

**Page 25: Power Boost-**

**Supercharged-** Where it says "Allows the character to cast spells higher than his Ability would normally allow." It should read "The spell is cast one level above its potential."

**Page 25: Magical Recharge-**

**Triple-** The cost for Triple should be 50 PP of level 4, not 300.

**Page 26: Potential-**

**+30-** The cost for +30 Potential should be 20 PP of Level 4, not 200.

**Page 28: Automatic Spells-**

**Level X-** Where it reads "The spell lasts three Combat Turns automatically or, in case of a daily use spell, one hour." It should read "In the case that the spell has maintenance it is automatically maintained for three rounds or, in case of a spell with daily maintenance, an hour."

**Page 28: Spellcaster-**

**Level X-** Where it reads "rounded up" it should read "rounded upward in groups of 5".

**Without The Gift-** Where it reads "Does not require The Gift of Zeon to activate." It should read "Does not require The Gift to introduce Zeon and activate the artifact's contained spells."

**Double Magic Accumulation-** Where it reads "If combined with Stored Energy or Without The Gift, increase the transfer rate to 50 and 100 points respectively." It should read "If combined with Without The Gift or Stored Energy, increase the transfer rate to 50 and 100 points respectively."

**Page 28: Spellcasting Ability-**

Where it reads "It is important to note that the item cannot cast spells on its own" it should read "It is important to note that this ability cannot be used by the caster to project their own spells".

**Page 29: Secondary Abilities Increase-**

Where it reads "In the case of intellectual Abilities, the character must have at least 140 in the Secondary Ability or Abilities that receive the bonus to access this power." It should read "In the case of Intellectual Abilities, to imbue this power whoever creates the object or someone who helps them must have at least 140 in the secondary ability or abilities with which they want to receive the bonus."

**Page 31: Magic Limbs-**

**Inferior Internal Organs-** Where it reads "an inferior replacement heart could cause a character to gain Fatigue Points" it should read "an inferior replacement heart could cause a character to lose Fatigue Points".

**Page 31: Implanting Prostheses-**

**Table 11: Prosthesis-** Where it lists "Arm or complete leg" it should read "Complete arm or leg".

**Page 32: Alteration of Destiny-**

**Alter Existence-** Where it reads "but additional Creation Points spent on this do not count towards the Presence of the object." It should read "but additional purchases of this power do not count towards the Presence of the object."

**Page 32: Improved Concealment-**

**Concealment (Difficulty)-** Where it reads "The Level is equal to the Power Level of the object minus 1." It should read "The Level is equal to the level of the highest power of the object minus 1."

**Undetectable-** Where it reads "The Level is equal to the Power Level of the object (Level 2 minimum)." It should read "The Level is equal to the level of the highest power of the object (Level 2 minimum)."

### **Page 32: Creator of Portals-**

**Table-** The Weaknesses “5 times per day”, “3 times per day”, and “Once per day” should list their values as “-10”, “-20” and “-30” respectively.

### **Page 36: Lamp of Oneiros-**

**Link-** Where it reads “When the flame is extinguished, the dreamers all awaken at the same time.” It should read “When the flame is extinguished, the dreamers all return to their own dreams.”

**Observer-** Where it reads “If an individual falls asleep in contact with the lamp while it is lit, it transports him into his dreams. If the flame goes out, the character returns to the real world. While holding the lamp in his hand, the wearer is invisible and cannot be affected by anything that happens in the dream.” Replace it with “If an individual falls asleep while in contact with the lamp, he is able to transport it into the shared dream and if the flame goes out there, can return to the real world. While holding the lamp in his hand the bearer is invisible, cannot be affected by anything that happens inside the dream, but cannot in any way affect the sleep of the dreamers.”

### **Page 36: Ryushushoku-**

**Training-** Where it reads “A character developing the Ki abilities: Use of Ki, Ki Control, Ki Detection, Ki Transmission or Ki Scholarship needs to spend only one quarter of the normal training time if he trains in a place permeated by the effects of Ryushushoku.” Replace with “A character developing the Abilities Use Ki, Control Ki, Detect Ki, Ki Transmission or Erudition needs to spend only one quarter of the normal training time if he trains in a place permeated by the effects of Ryushushoku.

### **Page 37: Bag of Thorns-**

**Thorns-** Where it reads “If the person putting his hand in the bag is unaware of its nature” it should read “If the person putting his hand in the bag is aware of its nature”.

### **Page 38: Pan-**

**Statblock-** The Weapon Type should read “Short Arm”, not “Mace”.

### **Page 39: Serpent Ring-**

**Snake Eyes-** Where it reads “A character can even use this power even through supernatural barriers.” It should read “A character cannot use this power even through supernatural barriers.”

### **Page 40: Envy of Spring-**

**Elemental Union-** Where it reads “By speaking the word “Daimah” and sticking this knife into a wooden object at least half of the user’s size” it should read “By speaking a word in Daimah and sticking this knife into a wooden object at least half of the user’s size”.

**Fury of the Earth-** Where it reads “The attack cannot be dodged.” It should read “Because the attack is an indirect attack, no counter attack is possible.”

### **Page 40: Gnome Ares-**

**Statblock-** The Weapon Type should read “Axe / Two-handed”, not just “Axe”.

### **Page 41: Mantincore Nets-**

**Quality-** Where it reads “Mantincore Nets are considered +5 cord weapons capable of affecting Energy.” It should read “Mantincore Nets are considered +5 gladiator’s nets capable of affecting Energy.”

### **Page 42: Gem of the Morning-**

**Water Shield-** The words “Damage Barrier” should not be present in the text, and has not connection to the mechanic of the same name.

### **Page 42: Dragon Bracelet-**

**Dragon’s Breath-** Where it reads “inflicting 80 Heat damage” it should read “It attacks with Heat and has a Base Damage of 80.”

### **Page 43: Ramudah-**

**Distance-** Where it reads “The javelins thrown with this atlatl add +4 Strength to determine the power of the throw.” It should read “The javelins thrown with this atlatl add +4 Strength to determine the range of the throw.”

**Pagw 43: Dagger of Exile-**

**Exile-** Where it reads “divide the damage as per Damage Resistance.” It should read “divide the damage taken by their damage multiplier.”

**Ritual-** Where it reads “Dispel Check” it should read “Banish Check”.

**Page 44: Daggers of the Sun and the Moon-**

**Sunshine-** Where it reads “Failure to let go of the dagger requires the character make a Physical Resistance Check with a difficulty of 160 or take heat-based damage equal to half the degree of failure.” It should read “Failure to do so while still in contact with the handle of the dagger requires the character make a Physical Resistance Check with a difficulty of 160 or take heat-based damage equal to half the degree of failure.”

**Crescent-** Where it reads “Attacks with the weapon area are capable of hitting up to 5 opponents” it should read “Area attacks with the weapon are capable of hitting up to 5 opponents”.

**Page 44: Mourehaven-**

**Statblock-** The Weapon Type should read “Sword / Two-handed”, not “Sword, Claymore”.

**Page 44: Kaithel-**

**Statblock-** The Weapon Type should read “Projectile”, not “Firing”.

**Page 46: Nudus-**

**Boon of the Supernatural-** Where it reads “For example, when activated in a weak spiritual area, only 500 points of Zeon are required.” It should read “For example, making an empty spiritual area to a weak spiritual area only costs 500 points of Zeon.”

**Page 47: Sylphide-**

**Quality-** Where it reads “Sylphide is a +10 weapon.” It should read “Sylphide is considered a +10 rapier.”

**Final Thrust-** Where it reads “This attack must be activated at a distance of 15 feet and gives the character the ability to find a vulnerability in his opponent. An enemy that is surprised by this attack must make a Very Hard or Absurd Awareness Check to avoid the penalties from surprise and the attacker’s advantageous positioning (e.g., back or flank.)” It should read “This attack must be activated at a distance of more than 15 feet and gives the character the ability to find a weak point in his opponents defence. An enemy that is that is not expected the move, they must make a Very Hard or Absurd Notice Check to avoid the penalties from surprise and the attacker’s advantageous positioning (e.g., From Behind or the Flank.)

**Statblock-** The Secondary Attack Type should be “Cut”, not blank. And in Special it should read “Precision” not “Accurate”.

**Page 47: Ring of the Undead-**

**Essence of Undeath-** Where it reads “but he appears to be a supernatural creature to onlookers.” It should read “but their essence appears as supernatural to onlookers.”

**Page 47: Argon-**

**Statblock-** The Secondary Attack Type should be “Thrust / Heat”, not “Impact / Thrust”.

**Page 50: Bells of Sorcery-**

**The Sound of Magic-** Where it reads “magical creatures can also do this if they are Mystically Undetectable” it should read “mystical creatures can also do it in case it has any power of Mystical Indetection”.

**Page 51: Manticore Pelts-**

**Unstoppable-** Where it reads “The wearer of Manticore Pelt armour gets +20 to Physical Resistance and +50 to Checks to ignore the pain and penalties from exhaustion.” It should read “The wearer of Manticore Pelt armour gets +20 to Physical Resistance, +50 to Withstand Pain Checks and ignores the penalties for fatigue.”

**Page 52: Feast-**

**Quality-** Where it reads “A Feast is a suit of +10 partial plate.” It should read “A Feast is a suit of +10 light plate.”

**Living Armor-** Where it reads “and create ammunition for ranged weapons.” It should read “so it cannot create ammunition for ranged weapons.”

**Page 53: Gems of the Night-**

**Dome of Darkness-** The check required should be “Notice”, not “Awareness”.

**Page 53: Hexxen-**

**Statblock-** The Class should read “Soft”, not “Hard”.

**Page 56: Onidinias-**

**Statblock-** The Primary Attack Type should read “Cut” not “Impact”, and in Special it should read “Throwable, Trapping (Strength 8)”, not “Throwable, Accurate”.

**Page 56: Psychic Disruptor-**

**Destroyer-** Where it reads “the device immediately destroy any Psychic Projection with a difficulty level of up to Very Hard” it should read “the device immediately destroy any Psychic Matrix with a difficulty level of up to Very Hard”.

**Page 58: Sacramentum-**

**Statblocks-** The names on the statblocks are the wrong way around. The top one should be “Half-Plate” while the bottom one should be “Light Plate”.

**Page 58: Sisiphus-**

**Invisible-** Where it reads “The area it blocks off remains otherwise visible.” It should read “The sphere remains perfectly visible.”

**Page 59: Droksmog-**

**Quality-** Where it reads “Droksmog is a +10 axe capable of damaging energy.” It should read “Droksmog is a +10 battle axe capable of damaging energy.”

**Statblock-** The Secondary Attack Type should read “Heat”, not “Impact”.

**Page 59: Standard of Syr-**

**Assault-** Where it reads “Allies gain a +1 to Movement Value and a +1 bonus to Attack Ability.” It should read “When performing a charge, Allies gain a +1 to Movement Value and a +10 offensive ability to any charge move they make.”

**Page 59: Naga Flute-**

**Snake Charmer-** Where it reads “Controlling a reptile requires a Music Secondary Ability Check at a difficulty of Difficult or Absurd” it should read “Controlling a reptile requires a Music Secondary Ability Check at a difficulty between Difficult and Absurd”.

**Page 60: Zebah-**

**Statblock-** The Primary Attack Type should read “Cut”, not “Impact”.

**Page 60: Olgol-**

**Music Rolls-** The two resistance checks that may be made for all of the rolls are “Magic Resistance or Psychic Resistance”, not “Magic Resistance or Physical Resistance”.

**Page 61: Wonne Stieg-**

**Statblock-** The Special should read “Complex, Trapping (Str 12)”, not “Complex, Rope (Str 12)”.

**Page 62: Blutige Rose-**

**Statblock-** The Fortitude should read “26”, not “2”.

**Page 64: Jinki-**

**Swirl-** Where it reads “Swirl is a Active Attack Action.” It should read “Swirl is a full attack action, so they cannot take any other active actions in the same turn.”

**Call-** This passage should have “As long as the tanto is calling the umbrella will actively try to return to it.”, added to the end of it.

**Martial Dominion-** When it refers to “Master at Arms” it means “Weaponsmaster”.

**Page 64: Srebro-**

**Statblock-** The Primary Attack Type should be blank, not “Cut”. And the Weapon Type should be “Projectile”, not “Firing”.

**Page 65: Necrom-**

**Handling-** Where it reads “Necrom can be used by anyone who can use an axe or a bastard sword.” It should read “Necrom can be used by anyone who can use a battle axe or a bastard sword.”

**Mortal Blow-** Where it reads “or die instantly” it should read “or die within one minute”.

**Page 65: Soul Mirror-**

**Maintenance-** Where it reads “Otherwise, the ring simply holds the spell and uses it to provide 50 points of Zeon to its wearer. Once that amount is spent, the spell vanishes.” it should read “Otherwise, the ring simply maintains the spell with the same exact effects with which it was originally cast and provides 50 points of Zeon as maintenance but once that amount is spent, the spell simply vanishes.”

**Page 66: Glam, the Axe of Baal-**

**Statblock-** The Weapon Type should read “Axe / Two-handed”, not just “Axe”. Special should read “One- or two-handed, Throwable”, not “Two-handed, Throwable”.

**Page 66: Ryu Ying-**

**Monstrous Reach-** Where it reads “the weapon can strike up to 25 average size targets with each attack” it should read “the weapon can strike up to 25 average size targets each time it makes an area attack”

**Page 71: Uldruen, Bow of Light-**

**Delayed Fire-** Where it reads “For the purpose of determining Initiative, the arrow is considered to act at the same time in the Combat Turn as the archer.” It should read “For the purpose of determining Initiative, the arrow is considered to act at the same time in the Combat Turn as the archer at the time of firing it.”

Also where it reads “The only way to stop the arrow once it is in flight is to attack it directly, destroying it in midair.” It should read “You can only delay the firing of one arrow per turn.”

**Statblock-** The Weapon Type should be “Projectile”, not “Firing”.

**Page 73: Boiling Gory-**

**Pit of Flames-** Should be called “Slash of Flames”.

**Invocation of Fire-** When it reads “bonus to Invoke, Bind and Control” it should read “bonus to Summon, Bind and Control”.

**Statblock-** The Secondary Attack Type should read “Heat”, not “Impact”.

**Page 73: Daedalus-**

**Magic Edge-** Where it reads “spell-like Attack” it should read “Attack type spell”.

**Page 74: Kitsune-Yuki-**

**Quality-** The Kitsune-Yuki is actually a tanto, not a dagger, so replace all instances of dagger with tanto. Also add the following “The Kitsune-Yuki always has a Secondary Attack Type of Cold”.

**Ice Reflection-** Where it reads “This power is Automatic, although the character must take an Action to activate it.”, it should read “This power is Automatic, although the character must be able to take actions to activate it.”

**Statblock-** The Secondary Attack Type should read “Cold”, not be blank.

**Page 78: Zephyrs, the Wind Fan-**

**Gale-** This attack hits with an Attack Type of Impact.

**Missile Screen-** Where it reads “without not damage limit” it should read “with an unlimited damage limit”. Also where it reads “activating the Missile Screen takes an Active Action.”, it should read “Missile Screen is a complete action, so whoever uses it cannot perform any other active actions that turn.”

**Page 78: Kasaneru Tsumi-**

**Statblock-** The Primary Attack Type should read “Energy”, not “Cut”.

**Page 80: Gilgamesh, Staff of the Dominator-**

**Arcane Cancellation-** This should be called Arcana Cancellation. Also where it reads “an Arcane Summon Ability of 320” it should read “an Arcana with a Summon Difficulty of 320”.

**Page 82: Nekonosekai-**

**A World of Cats:** The check required should be “Psychic Resistance Check”, not “Physical Resistance Check”.

**Page 82: Gift of Uruz-**

**Statblock-** The Primary and Secondary Attack Types should be blank, and the Weapon Type should read “Projectile”, not “Firing”.

**Page 84: Nill, the Absolute Antidote-**

**Overdose-** Where it reads “but no other antidote besides Nill has any effect on him.” It should read “but from then on neither Nill nor any other antidote will have any effect on them.”

**Page 86: Lok-Nar, Claws of the Mantis-**

**Statblock-** The Special should read “Throwable, Trapping (Strength 8)”, not “Throwable, Damage (Strength 8)”.

**Page 88: Triterparzerton-**

**Descent into Nightmare-** The check required should be “Psychic Resistance Check”, not “Physical Resistance Check”.

**Page 88: Gy-goronak, Unicorn of Death**

**Drill-** This only reduces AT from body armour of the target.

**Mental Rupture-** The check required should be “Psychic Resistance Check”, not “Physical Resistance Check”.

**Madness-** The check required should be “Psychic Resistance Check”, not “Physical Resistance Check”.

**Page 89: Silfur-**

**Scythe Form-** Where it reads “it can attack all opponents within 15 feet.” It should read “it can attack all opponemts within 15 feet with an area attack.”

**Page 89: Zelber-**

**Lethal-** Where it reads “including when striking creatures with Damage Resistance” it should read “counts as a vulnerable point for creatures with Damage Resistance”.

**Page 89: Zabel-**

**Absolute Armor-** Where it reads “The wearer of Zabel can only be damaged by Energy attacks, and reduces the Base Damage of Energy attacks that strike the wearer by 20 points.” It should read “The wearer of Zabel can only be damaged by attacks that can affect energy, and reduces the Base Damage of these attacks that strike the wearer by 20 points.”

**Linked to the Body-** Where it reads “Zabriel negates the normal penalties to Stealth and Swim Secondary Abilities while using the Wear Armor Secondary Ability.” It should read “Zabriel negates the normal penalties to Stealth, and Swim disappears as well as any other Secondary Abilities by using the Wear Armour Ability.”

**Page 91: The Lawbringers-**

**Supernatural Resistance-** Where it reads “Physical Resistance” it should read “Psychic Resistance”.

**Page 93: Sacred Hymn-**

**Sonic Reaper-** The two checks should be “Notice” and “Search” respectively.

**Sound Shield-** Where it reads “Enabling this defence requires an Active Action during the user’s Combat Turn.” It should read “Activating this defence is a complete action so the bearer cannot perform any other action the turn it is activated.”

**Page 94: Aldebaran-**

**Dowry of Blood-** Where it reads “Aldebaran has the Mystic Defender and Channeling Lawbringer Powers.” Replace with “Aldebaran has the Magic Sundering and Calibrated Lawbringer Powers.”

**Page 95: Rukbat Al-rami-**

**Sagittarius Wings-** Where it reads “the Free Movement Ki Ability” it should read “the Weight Elimination Ki Ability”.

**Major Reaction-** The values given are the difference needed to be acquired above the enemies Initiative to achieve Surprise, you do not gain Surprise for simply gaining an Initiative of 100 or 80 respectively.

**Page 96: Jared Apocrytus-**

**Impact-** Where it reads “Awareness Check” it should read “Notice Check”.

**Statblock-** The Special should read “One- or Two-handed, Throwable”, not just “One- or Two-handed”.

**Page 98: Asclepius-**

**Perfect Counterattack-** The bonus is only gained from a counter attack where Asclepius is used to Block the attack.

**Gate Opener-** Where it reads “can cast Free Access spells” it should read “can cast the Free Access spell Opening”.

**Zeon Container-** This should be called “Magic Container”.

**Page 100: Nothung-**

**Giant Killer-** Where it reads “Huge size or larger” it should read “Enormous size or larger”.

**Edge of Dawn-** Where it reads “He can use this ability only one per attack.” It should read “He can use this ability only one per turn.”

**Page 101: Mjolnir-**

**Gale-** Where it reads “When making an attack” it should read “When making an area attack”.

**Earthquake-** Where it reads “a Damage Barrier of 100 or more” it should read “a Damage Barrier of 100 or less”.

**Page 102: Carnwennan-**

**Cancellation-** This ability only cancels bonuses to Resistances.

**Condemn-** Where it reads “lost Life Points do not recover” it should read “lost Life Points caused by Carnwennan do not recover”.

**Page 108: Yata no Kagami-**

**Wisdom-** This ability should increase Intelligence by 2 points, not 1.

**Seal-** Where it reads “The Mirror can be used to call off any kind of Spirit or Being Between Worlds reflected in it.” It should read “The Mirror can be used to Banish any kind of Spirit or Being Between Worlds reflected in it.”

**Appendix III: Cost of Artifact Powers-**

The Inner Palace was left out, its stats are as follows:

**Inner Palace**

**Opening / Palace / Portals:** 50 Lv 4

**Mystical Prison:** 75 Lv 3