

Demongate High Errata (First printing, updated 3/1/08)

p. 10: Consecration, change the third paragraph to read:

If water is the target object, it becomes blessed holy water and damages demons as if it were acid; a single flask or cup of water initially inflicts HDL[Holy Chosen's Resolve] damage, and the damage HDL decreases by 1 each turn thereafter. Water is treated as a weapon, above, but it has an effective size modifier of 1 per liter. Thus blessing 3 liters of water requires 6 Energy, and would have a difficulty of 8 (see below).

p. 16: Energy Detonation is based on MAN (not COO)

p. 18: Upper right of page, under the rules for cooperative summoning, the last sentence should read: *Each member of a group adds 1 for every 5 rolled to the check of the primary summoner, as per the normal rules for assisting.*

p. 19: Banishing, change the description to read:

Summoner Skill: Banishing (PER)

Summoners also banish demons back to the Demon World. The target is allowed a Resolve check, or the demon's original summoner's Summoning check, whichever is higher (if necessary assume the minimum roll needed to summon the demon). If successful, it sends a summoned demon back to the Demon World. If the demon has the ability to return on its own, it cannot do so for as many days as the summoner's Banish rating.

The summoner can choose two ways of targeting this effect: against any single demon, or against a group of demons with a combined Draw rating no greater than half his rating in Banishing. When targeting multiple demons, the summoner affects the closest demons first, and cannot single out individual demons. His check suffers a -2 penalty per demon to be banished in this way. A summoner can banish a demon he summoned himself with no check (but must still perform the ritual to do so).

Banishing expends two active actions of concentration, gesturing, and speaking. The range on banishing is the summoner's skill rating, in meters. As with Summoning, a Summoner can spend Energy to improve his chances of banishing a demon.

p. 26: Shy should have a value of -1 point.

p. 49 & 51: Patrick Foxtail and Carter Reid, change "Paranoia and Temptation" to "Paranormal Studies"

p. 60: Fourth paragraph, last sentence should read: *It becomes visible as soon as it attacks.*

p. 72: Elemental Attack, change the second paragraph to read:

An elemental attack follows the same rules as a Spirit Energist for the purpose of damage and targeting enemies, but is actually treated as its type of damage (i.e., fire can ignite combustibles, lightning is conducted through metal, acid continues to eat away at its target), and the demon cannot "charge" Energy into the attack the way a Spirit Energist can. Elemental attacks with a damage type (E, B, or P) indicate such. An attack with an ongoing effect, such as acid, inflicts initial damage of half the normal HDL (see Acid in the HDL Basic Rules).

p. 85: Cerberus, change skill entry for Poison Spray to: Poison Spray (CMB), 11

p. 95: Goblin, change Damage to the following: Unarmed (size -2), TR 1, HDL 1

p. 101: Add Teleport to the list of Harpy demonic abilities. Correspondingly increase its Summon to 16, and its Draw to 3.

p. 124: Se'irim, hand-to-hand should read 1d12+5