

# Demongate High Errata

## Demongate High Errata

As we develop our games, we try our best to ensure quality, but inevitably things slip through the cracks. This errata will be updated, as necessary, as any tweaks or changes are found. Simple typographical or layout issues are not indicated here, but any rules changes or clarifications are. All PDF versions of our books will contain all the latest errata, as given in each revision listed below. On-demand print books will also be updated with the latest errata.

You can locate your revision number on page 2 of your book (on the back side of the title page), just below the copyright notice.

### Revision: 2.0.3, 11/20/14

#### Chapter 2:

Updated individual skill entries to indicate skills that allow characters with the proper power archetype to spend Energy to directly increase the skill roll.

#### p. 88: Eyes of Far Seeing

Those in this prestigious family, whose eyes are always pure white...

#### p. 106: Banishing:

Banishing does not function on non-summoned demons when in the Demon World, though it affects summoned ones normally.

#### p. 258: Zombie:

Close Combat (CMB), 1d2+5

#### p. 313: Valkyrie:

Delay: 2 (shield)

#### p. 432: Peryton:

Delay: 8/4 (base), 7/3 (aerial, close)

#### p. 480: Martin DeVille:

Sifting (BRS), 1d8+1d6+10

The Demongate High setting is available in hard copy from Lulu:

<http://www.lulu.com/spotlight/Tremorworks>

