

Valor Errata

Core Rules

Pg 2: Under Assigning Base Attributes, add the following sentence at the end of the section: The only major requirement for assigning Attributes is you should always have at least one Primary Attribute at its maximum possible value, with two Primary Attributes at maximum being common.

Pg 21: Inspire - change text to: Give an ally who has less Valor than you 1 Valor, change progression to Fixed, change cost to 5 SP

Pg. 26: Impaired Accuracy now has a +4 SP Value. Add Special text: This cannot be taken at the same time as Impaired Evasion. If both are granted, the most recent skill overwrites the other.

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Pg 27: Bravado --6/6 Cost

Pg 27: Improved Damage Increment--4/+2 Damage Increment, 4/2 Cost

Pg 27: Increased Size--2/1 Cost

Pg 27: Unyielding Determination - Moved to Situational Skills, text changed to 'Whenever you are awarded Valor by your GM, gain an additional 1 Valor.'

Pg 28: Protector - clarify description to read: Whenever you use the Cover Skill to defend a specific person, gain 1 Valor.

Pg 28: Rising Attack: correct SP cost to 6

Pg 29: Attack Node--progression fast.

Pg 30: Battle Analysis -- Support Action: Roll Intuition versus Intuition or Dexterity to get +5 to a future Defense Roll.

Pg 30: Swift Step--Support Action, up to 4/+1 ST: move that many spaces (change wording). Fast progression. 4/1 cost.

Pg 30: Exploit Weakness -- Support Action: Roll Intuition versus Intuition or Dexterity to get +5 to a future Attack Roll.

Pg 30: Refraction Chain - change text to "Do an extra increment of damage if you refract a Technique through a node.

Pg 32: Challenge technique: correct "role" to "roll"

Pg 35: Despair grants +4 SP, not +3. Add Special text: Despair only causes 1 Valor loss for Soldier or Summon allies, and 0 Valor loss for Flunky allies.

Pg 36: Malevolent Entity - change text to "When you first obtain this Flaw, the entity has a Resolve score equal to your Resolve -3. This Resolve score can be a negative number."

Pg 38: Weak Aura Level Progression changed to "Fixed"

Pg 38: Impaired Accuracy now grants +4 SP. Add Special text: This cannot be taken at the same time as Impaired Evasion. If both are granted, the most recent skill overwrites the other.

Pg 38: Impaired Evasion now grants +4 SP. Add Special text: This cannot be taken at the same time as Impaired Accuracy. If both are granted, the most recent skill overwrites the other.

Pg 39: Bravado - Cost 6/6, text changed to "start of scene."

Pg 39: Extra Action: add to special - "If you gain this Skill through a Boost or Transformation during your own turn, you don't get an additional Support Action until the following turn."

Pg 40: Improved Damage Increment-- Cost 4/2, Effect: Damage increment is increased by 4. Level up: Damage Increment is increased by a further 2.

Pg 40: Increased Size-- Cost 2/1

Pg 41: Teleportation skill add to Special text: Movement cannot be interrupted by Interrupt Attack skill

Pg 41: Unyielding Determination moved to Situational skills, text changed to: Whenever you are awarded Valor by your GM, gain an additional 1 Valor.

Pg 43: Discretion - change text to "Any time you make an opposed roll against any Enemy or Ally, you may take a -3 penalty after the roll has been made."

Pg 45: Revenge: Only gives Valor for PC, Elite, Swarm, or Master allies.

Pg 46: Underhanded: Reduced to Season 1

Pg 46: Unmovable: Reduce skill point cost to 4/2

Pg 48: Battle Analysis - Change text to "Make an opposed Intuition roll against a target within 5 spaces that may be defended with either Intuition or Dexterity", add to Special text: if multiple allies have successfully used this Skill against the same target, no more than one instance of Battle Analysis may be used in a single action.

Pg 49: Duel add to Effect text: "Challenge a foe within 5 spaces to single combat." Amend sentence 4 in the first paragraph to read "When one of the challengers is defeated, the Duel ends and all Valor bonuses are retained."

Pg 50: Effect Transfer add to Effect text: "Move any Attack Node, Portal, or Persistent Effect within 5 spaces".

Pg 50: Exploit Weakness - Change text to "Make an opposed Intuition roll against a target within 5 spaces that may be defended with either Intuition or Dexterity", add to Special text: if multiple allies have successfully used this Skill against the same target, no more than one instance of Exploit Weakness may be used in a single action.

Pg. 50: Effect Capture add Special text: If targeting an Ultimate ability, the owner of the Ultimate Technique gains +5 to their roll

Pg. 50: Effect Transfer specify range (5), add Special text: If targeting an Ultimate ability, the owner of the Ultimate Technique gains +5 to their roll

Pg. 50: Flunky Domination specify range (5)

Pg. 51: Inspire: Change progression to Fixed and SP cost to 5

Pg. 52: Nullify specify range (5), add Special text: If targeting an Ultimate ability, the owner of the Ultimate Technique gains +5 to their roll. Nullify cannot cancel Transformations.

Pg. 55: Swift Step--fast progression, cost 4/1. Effect revised to read: Expend up to 4/1 ST, move a number of spaces equal to the Stamina you spent when using this ability.

Pg 56: Combination Attack add text: This may only be used once per scene, and participating in a Combination Attack you did not initiate still counts as your use of this skill.

Pg 57: Interrupt Attack add Special text: You must have the Counterattack skill to take this skill.

Pg 61: Great Accuracy now costs 8 SP. Add Special text: This cannot be taken at the same time as Great Evasion. If both are granted, the most recent skill overwrites the other.

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Pg 65: Change Attributes - Add to special text: This can only be used on a Transformation.

Pg 69: Add "or +4/+4 for Dexterity and Spirit" to Ranged Technique description

Pg 79: Add "If successful, the movement continues and the barrier is destroyed. If unsuccessful, the movement stops and the barrier is not destroyed" to the end of the Effect text.

Pg. 80: Healing Core value equation change to 9 + 3 per Core Power + half of Primary Attribute. Addition to Special text: the Stamina cost of a Healing Core Technique cannot be reduced below 2.

Pg. 80: Mimic Core: Change text from "As a Free Action, you can dismiss a Mimicked Technique, replacing it with the original Mimic Core Technique." to "As a Support Action, you can dismiss a Mimicked Technique, replacing it with the original Mimic Core Technique."

Pg. 81: Summoning Core: Change text at the end of the first paragraph as follows: "All healing Techniques possessed by Summons are ½ effective. Summons do not gain Ultimate Techniques. Summons do not gain Valor and cannot take the Bravado Skill. If a Summon loses Valor, it instead becomes Shaken."

Pg. 82: Blast Radius change Special text, "The user is not affected by the Technique, even if they are in range unless the Technique is a Healing or Boost core."

Pg. 83: Indirect Attack "Cannot be combined with any other Alteration Modifier except Multiple Targets" change to "Cannot be combined with any other Target Modifier except Multiple Targets"

Pg 84: Drain Attack: change text to "After resolving the attack, you gain Health equal to the largest amount of damage you inflicted on a single target."

Pg. 87: Reposition can be applied to Weaken, Boost, and Healing Cores. If used on an Ally through a Boost or Healing core, it ignores Unmoveable

Pg. 88: Increase Level to +2. Add text to Special: If the Technique is a Damage Core inflicting Strength damage, the level is decreased to +1.

Pg. 90: Health limit change to; "Special: Cannot take limit above level 5."

Pg. 91: Immobile Limit add additional special text: "You cannot use this Limit on Techniques with the Rush Attack or Ramming Attack modifiers".

Pg. 94: Transformation change initial Effect to: Technique changes the user into an alternate form. When using this Technique, heal 10 health per character level. All Active Attributes are increased by 1.

Pg. 95: Change Unerring Attack effect to "If this Technique misses all targets, you may attempt to use it again on a future turn, paying all costs as normal."

Pg.95: Final Limit change, effect; "Add +5 to all of your attack rolls made with this Technique."

Pg. 95: Intimidating Transformation, change effect to: "When you use this technique, and on each subsequent turn while the Transformation remains active, make a Resolve or Aura roll against all enemies within 1 space, which can be defended by either Aura or Resolve. If you succeed, they become Shaken."

Pg. 96: Ultimate Health Limit remove Special text, this Limit now reduces Stamina by 20 no matter what season.

Pg. 100: Add text to Flunkie column; "Flunkies do not get Ultimates."

Pg. 100: Change "1 Health" to "Go down in one hit"

Pg. 100: Add bullet point for Flunkies; "Do not track health"

Pg. 101: Add text to Soldier column; "Soldiers do not get Ultimates."

Pg. 101: Add text to Swarm column; "Swarms do not get Ultimates."

Pg. 114: Replace all instance of "Barrier" with "Terrain"

Sample Characters

Hiiro character sheet: Swordplay core power should be 1. Resistant costs 4 SP (calculation is correct, error is only on the page)

Shuuichi character sheet: Spirit attack listed as 48, should be 6. Mind attack listed as 8, should be 18. Damage increment should be 10. Improved Damage Increment costs 4, gives +4 damage increment. Knife Flurry lists Dexterity as 10; should be 5. On Firebomb, remove listed individual TP cost for Blast Radius. On Blade Run, correct spelling of Rush Attack and omit the individual TP cost.

Gabrielle character sheet: Resistance should be 14. Chain Lightning name is changed to Multibolt, change Chain Attack to Multiple Targets. Multibolt should cost 3 stamina.

Muranaka character sheet: Move should be 4. Remove Line Variation from Earthspike and increase Core Power by 1 and Damage by 5. On Healing Wave, omit individual modifier TP cost. Healing Wave's healing value should be 19.

Tora character sheet: Critical Health value should be 84. Don't Give Up! heals for 22. Omit cost listing for all Technique modifiers.

Hiiro Level Up Suggestions: Remove instruction to increase Phoenixflame Slash's core power at level 2. On Blade Dash, omit the listed TP cost of Rush Attack.

Shuuichi Level Up Suggestions: Change action on Sniper Rifle from Attack and Move Action to Attack action, change Arsenal of Fury damage to 96. Specify Arsenal of Fury does Agility damage.

Gabrielle Level Up Suggestions: In Shock Bolt, change 'Bestows' to 'Inflicts'. Specify Devastating Storm does Spirit damage. Devastating Storm deals 108 damage. Italicize all Skill names.

Muranaka Level Up Suggestions: Change Sharpen Mind to Mind Boost, Core Power 4 with no range modifier. Stamina cost should be 8. Change Sharpen Mind's description: Should read 'Muranaka opens someone's mind'. Remove Ammunition Limit from Sharpen Mind. Power Sap, replace 'bestows' with 'inflicts'. Arcanum Reinforcement, bonus health value should be +50, not +60. Replace Unyielding Determination with Bravado.

Tora Level Up Suggestions: Wall Smasher, the reposition value should be 5. Specify Hidden Technique – Dance of the Four Heavenly Guardians does Strength damage.

SAMPLE CAMPAIGN

Scene 1

Zombie

Health should be 98, and Health Increment should be 20, with 40 as critical health.

Stamina increment should be 6

Technique 'Claw' should cost 4 stamina

Technique 'Consume' should deal 33 damage, and return full value as health

Scene 2:

'Any of the zombies that were laid to rest will be emanating a strong degree necromantic magic' should read 'Any of the zombies that were laid to rest will be emanating powerful necromantic magic'

Scene 3:

Carlo

Stamina Increment should be 6

Technique 'Blade Toss' should cost 3 stamina

In Technique 'Blade Toss', 'may only be used 3 times per scene' should be listed as a Limit

Technique 'Hamstring' should read 'Inflicts Slow'.

Technique 'Shank' should deal 42 damage

Death Skull

Health should be listed as blank

Technique 'Bash', the cost should be listed as '5 Stamina'.

Scene 6:

Cultist Arcana

Aura should be 5

Intuition should be 4

Resolve should be 2

Strength Attack should be 5

Agility Attack should be 8

Spirit attack should be 11

Mind attack should be 10

Stamina Increment should be 12

Technique 'Necrotic Bolt' should deal 36 damage

Technique 'Necrotic Bolt' should cost 6 stamina

Technique 'Necrotic Mire' should deal 26 damage

Technique 'Necrotic Mire' should cost 6 stamina

Haunted Chains (Trap)

Active attribute should be 6

Damage should be 31

Scene 8:

Cultist Arcana

See scene 6

Crawler

Strength attack should be 9

Agility attack should be 11

Spirit Attack should be 4

Mind Attack should be 8
Stamina should be 32
Stamina Increment should be 7
Resistance should be 12
Technique 'Darting Claw' should deal 36 damage.
Technique 'Pouncing Tackle' should deal 36 damage.

Scene 10:

Seekers of Eternity (Assassin)
Strength attack should be 9
Dexterity Attack should be 14
Spirit Attack should be 5
Mind attack should be 11
Health should be 60
Health Increment should be 12
Critical health should be 24
Technique Knife toss should do 34 damage
Technique Cloak and Dagger should do 49 damage

Zombie Sam
Drop skill Bravado
Technique Smash should deal 52 damage and cost 4 stamina
Technique Roar should cost 2 stamina
Technique Wild Charge should deal 57 damage
Technique Reckless Bash should require 7 stamina and deal 52 damage

Scene 11:

Necrotic Archer
Strength attack should be 8
Dexterity attack should be 10
Spirit attack should be 16
Mind attack should be 14
Health should be 58
Health increment should be 12, critical health 24
Stamina should be 56
Stamina Increment should be 12
Technique Cursed Arrow should deal 36 Spirit damage, have range 2-4, and cost 6 stamina.
Technique Necrotic Barrage should deal 41 damage

Seeker of Eternity (Cleaver)

Strength Attack should be 14
Agility Attack should be 14
Spirit Attack should be 6
Mind attack should be 5
Technique Chain Sickle should deal 34 damage
Technique Bloody Cleaver should deal 39 damage

Scene 12:

Plague Bomb

Agility should be 7
Spirit should be 9
Dexterity should be 4
Aura should be 5
Agility Attack should be 9
Aura attack should be 14
Mind attack should be 6
Stamina should be 36
Stamina Increment should be 8
Add Sprinter lv 1 skill (+1 Move)
Technique Self-Destruct should deal 44 Spirit damage

Seekers of Eternity: Spellslinger

Spirit attack should be 16
Mind attack should be 10
Stamina should be 48
Stamina Increment should be 10

Technique Necrotic Ray should deal 46 spirit damage

Scene 14:

Carlo

Muscle should be 7

Aura should be 4

Intuition should be 4

Resolve should be 7

Resistance should be 11

Damage Increment should be 12

The text of skill Improved Damage Increment should read "+4 Damage increment"

Technique Shank's stamina cost should be expressed as 'Stamina', not 'ST'

Technique Blade Toss should do 57 Agility damage, and cost 3 stamina to use

Technique Hamstring's Effect text should read "Agility weaken, inflicts Slow (-1 move) and Weak Defender (-4 defense)

Death Skullz Biker

Strength attack should be 7

Dexterity attack should be 11

Spirit attack should be 4

Mind attack should be 3

Health should be 100

Health Increment should be 20

Critical Health should be 40

Technique Bashing should deal 46 Agility damage, cost 6 stamina to use

Technique Drive By Bashing should deal 36 agility damage

Scene 15

Headless Guardian

Strength attack should be 10

Agility attack should be 9

Spirit attack should be 18

Mind attack should be 12

Defense should be 14

Technique energy burst should deal 48 Spirit damage, and cost 6 stamina

Technique Eye Laser should deal 48 Spirit damage

Technique Defense Breaker should cost 3 stamina

Scene 16

Dullahan

Remove skills Exploit Weakness, add skill Balanced Fighter

Active attributes should be 7, 7, 3, 7, 3

Dexterity attack should be 26

Health Increment should be 34

Critical health should be 68

Technique 'Chaos Blade' should deal 52 Strength damage and cost 5 stamina

Technique 'Chaos Chain' should deal 56 Agility damage and cost 4 stamina

Technique 'Hypnotic Gaze' should only inflict Impaired Evasion, and have range 3.

Abductor

Dexterity should be 4

Resolve should be 5

Strength attack should be 13

Dexterity attack should be 10

Spirit attack should be 8

Mind attack should be 4

Stamina should be 32

Stamina increment should be 7

Technique 'Dragging Claw' should do 48 damage and cost 6 stamina

Scene 17

Mana

Technique "Restricting Net" should do 65 damage and cost 8 stamina

Technique "Energy Drain" should reflect the new Drain language

Technique "Energy Transfer" should cost 8 stamina

Hulking Zombie

Strength Attack should be 15

Dexterity attack should be 9
Spirit attack should be 10
Mind attack should be 6
Health increment should be 28, Critical should be 56
Add flaw Energy vulnerability, resistance should be 12
Technique 'Hulking Hurl' should deal 45 Strength damage and cost 6 stamina
Technique 'Kilaton Punch' should deal 55 Strength damage

Scene 19

Dead Tracker
Strength attack should be 13
Agility attack should be 20
Spirit attack should be 9
Mind attack should be 17
Move should be 5
Technique Trap Cell should mention that it is core power 6
Technique "Crossbow Sniper" should deal 50 damage

Scene 20

Carlo
All active attributes besides Dexterity should be 1 point higher
Damage increment should be 13
Text on Improved Damage Increment should read '+4 increment'
Technique 'Backpedal' should deal 61 Agility damage
Technique 'Spinning Shivs' should deal 76 Agility damage
Technique 'Blade Toss' Should deal 66 Agility damage and cost 4 stamina

Undeath Skullz Biker
Strength attack should be 10
Agility attack should be 15
Spirit attack should be 9
Mind attack should be 5
Health increment should be 26
Critical health should be 52
Technique 'Bashing' should deal 55 Agility damage and cost 7 stamina
Technique 'Drive-By Bashing' should deal 45 Agility damage and cost 7 stamina

Scene 24

Carlo
All active attributes besides Dexterity should be 1 point higher
Damage increment should be 14
Text on Improved Damage Increment should read '+4 increment'
Technique Backpedal should deal 65 Agility damage
Technique 'Spinning Shivs' should deal 80 Agility damage
Technique 'Blade Toss' should deal 80 Agility damage and cost 6 stamina to use

Skull Riderz!

Carlo mounts his motorcycle and takes off, running over his enemies while slashing wildly with his daggers.
Effect: 104 agility damage, +2 to Attack roll, move while ignoring Zone of Control and attack all targets you move through, on hit, targets are knocked Prone
Limit: Requires 2 Valor to use, expend 1 Valor to use
Cost: 6 Stamina

Corpse Ascetic

Stamina increment should be 11
Strength attack should be 18
Agility attack should be 16
Spirit attack should be 6
Mind attack should be 12
Technique 'Kung Fu of the Dead' should deal 46 Agility damage
Technique Extending Punch' should deal 46 Agility damage
Technique 'Pressure Point Jab' should deal 38 Strength damage

Scene 26

Should be numbered 25
Hulking Zombie

Strength attack should be 15
Agility attack should be 9
Spirit Attack should be 10
Mind Attack should be 6
Health Increment should be 28
Critical Health should be 56
Move should be 3
Add flaw: Slow (-1 Move)
Technique 'Hulk Up' should cost 3 stamina
Hulking Hurl should deal 35 damage
Kiloton Punch should deal 55 Strength damage and cost 6 stamina

Boneshooter
Strength Attack should be 10
Agility attack should be 14
Spirit Attack should be 20
Mind Attack should be 17
Technique Bone Bind should deal 40 Spirit damage and cost 7 stamina
Skeletal Barrage should deal 55 Spirit damage and cost 7 stamina

Scene 27

Should be numbered 26
Boneshooter: repeat changes from previous scene

Crawling Ghoul
Intuition should be 3
Strength Attack should be 17
Agility Attack should be 20
Spirit Attack should be 10
Mind Attack should be 7
Move should be 6
Add skill: Physical Attacker: +3 Strength and Agility Attack
Add skill: Sprinter: +1 Move
Technique Tornado Claw should deal 65 Agility damage

Scene 28

Should be numbered 27

Scene 29

Should be numbered 28
Lunet
Strength should be 3, Agility should be 12
Muscle should be 4, Dexterity should be 9
Strength attack should be 25
Dexterity Attack should be 52
Spirit attack should be 52
Mind attack should be 22
Health should be 390
Health Increment should be 78
Critical Health should be 156
Stamina should be 112
Stamina Increment should be 23
Defense should be 21
Resistance should be 24
Technique Ice Lance should deal 82 Spirit damage
Technique Gouge should deal 54 Agility damage
Technique Run Through should deal 92 Agility damage
Technique Frost Bind should cost 7 stamina
Technique Ruinous Blizzard should deal 72 Spirit damage, affects within 2 spaces of the target, cost 4 stamina
Technique Ice Nova should deal 92 Spirit damage, cost 4 stamina
Technique Absolute Zero should deal 124 Spirit damage, health must be 156 or lower

Mana

Add Skill: Tireless: +8 Stamina
Technique Curse of Agony should deal 44 Mind damage