

HERMETIC RITE ERRATA

Eldritch Eruption

Difficulty: 5

Time: 4 Rounds/2 Rounds

Duration: Instantaneous

Strain: 8

Description: After mastering the Eldritch Blast, which **must** be learned before this spell, the Hermetic magician can choose to further excel in their training and mastery over the mystical energies of the world around them.

After making a D5 Sorcerous Tradition (Education) roll, the magician channels the majority of the surrounding area's mystical power through their own body. **Unlike other Hermetic rites, this rite must be enacted immediately upon completing preparation.** While charging up their power, all other rites being that are attempted within 30 yards are at +2 difficulty to succeed, as the caster is currently drawing the majority of the mystical energy into themselves. When they have enough power, they explode with extreme force, with a damage of 15 hits to everyone within a 10-yard radius. There is no way to control this sheer force of power to only affect opponents. Those in the blast radius may spend Defense and Armor points as normal, each point spent taking away 1 hit from the damage, but few are able to totally avoid this amount of raw power. If the roll to cast is botched, the magician takes the entire brunt of the 15 hits upon his own body with no opportunity of avoidance.

Sacred Flame

Difficulty: 2

True Faith: 1

Time: None/1 Round

Duration: 4 hours, +2 hours per additional success

Strain: 1

Description: Fire is the ultimate power given to humanity by God and has the ability to cleanse the unholy of their sins, returning them to the arms of Heaven. This rite allows for the summoning of such a holy flame approximate the size of a camp fire. If used in this way, the caster has absolute control over the flame and it cannot cause a wildfire or accidental burnings, only give off heat to warm the caster any traveling companions.

While this can be used for mundane purposes, its true purpose, while costly, is to cleanse the wicked. In times of need, the caster can create a concentrated ball of sacred flame in the palm of their hand, instill it with the power of their True Faith, and fling it at their opponent. The fire has a DM equal to 3 hits plus 1 per True Faith point they spend (to a maximum of the target's Damnation plus 3). This damage cannot be reduced by any means. However, if the opponent has no Damnation, then their pure souls remain undamaged. This flame is used at many the burning of a heretic .

NEW ALCHEMY & KABBALAH TALENTS

Basic Alchemist (Basic)

Requirements: Research 1, Herbalism 2

Description: You have mastered the basic principles of Alchemy and may learn basic Alchemist rites via the Basic Rite talent.

Greater Alchemist (Greater)

Requirements: Basic Alchemist, Research 3, Herbalism 3

Description: You have been privileged to learn some of the more arcane and mysterious secrets of Alchemy and may select greater Alchemist rites via the Greater Rite talent.

Heroic Alchemist (Heroic)

Requirements: Greater Alchemist

Description: You are a master of the mysteries and properties of matter. You may learn heroic Alchemist rites via the Heroic Rite talent.

Basic Kabbalah (Basic)

Requirements: Knowledge (Theology) 3, Speak Hebrew 3, and either Jewish faith or Basic Hermeticism

Description: You have learned to walk the branches of the tree of life and have peeled back the first of the sepherot. You may learn basic Kabbalah rites by selecting the Basic Rite talent.

Greater Kabbalah (Greater)

Requirements: Basic Kabbalah, Knowledge (Theology) 5, Speak Hebrew 5

Description: You have delved deeper into the mysteries of the Torah and have more understanding of the universe. You may learn greater Kabbalah rites by selecting the Greater Rite talent.

Heroic Kabbalah (Heroic)

Requirements: Greater Kabbalah, Occult Knowledge 3

Description: The secrets of the universe contained within the Words of God course through your being. You may learn heroic Kabbalah rites by selecting the Heroic Rite talent. You may also learn basic Hermetic rites by selecting the Basic Rite talent, and this talent also satisfies any requirements as if it were the Basic Hermeticism talent.