

Fortune's Fool Errata

updated 10/12/11



Page 8—Change the last sentence of the Discard Fortune definition to: “The GM then finds that card (or makes a note of it) and places it in the boneyard or under the Tower if it is on the table.”

Page 11—Add the following sentence to the last paragraph on the page: “If you have the choice of two skills from a single bracketed group, you must pick two different skills.”

Page 44—In Step 13: Select Martial Skills, replace the first sentence with “Your starting number of martial skills is equal to your Martial Training plus 1 (minimum 1).”

Page 47—The Major Arcana Fate Twist Table is missing an line for The Hanged Man, which when drawn gives you the House of Misery Fate Twist.

Page 90—Replace the text for the Balance Ledger Fate Twist with the following: “Wherever it is, the GM should find Temperance and shuffle it into the top 3. This is true even if the card is currently held or in the boneyard. However, this twist will not remove a card from under the Tower. Note that drawing Temperance knocks the Fool off the table.”

Page 90—Add the following sentence to the Borrowed Trouble Fate Twist: “You cannot use this Fate Twist when the Fool is on the table.”

Page 90—Add the following sentence after the second sentence of the Devil's Laugh Fate Twist: “However, this twist will not remove a card from under the Tower.”

Pages 91-92—Add the following sentence to each House Fate Twist: “However, this twist will not remove any cards from under the Tower.”

Page 93—Add the following sentence to the New Day Fate Twist: “However the GM should not reshuffle the Tower or any cards under it.”

Page 93—Replace the text for the Rising Star Fate Twist with the following: “The GM should reshuffle the boneyard back into the remaining Fate Deck, not including held cards, cards on the table, or cards under the Tower.”

Page 119—Add the following sentence to the last paragraph on the page: “If the Tower is on the table, the Fortune Counter or Discarded Fortune is placed under the Tower.”

Page 124—Replace the text for Faery Song with the following:

Faery Song

You sing a hypnotic song. Anyone that falls under its effect cannot bring themselves to attack you.

Type: Word.

Target: You target all living creatures within earshot at the spell's inception. Targets that come within earshot during the spell are not targeted. Elves are immune to Faery Song.

Required: You must be able to clearly sing at full voice.

Draw: You automatically sing the song, but should make a single Heart draw against all targets in earshot collectively. If you have the Performance skill, this is a double draw. Determining which targets are affected is based on the level of your successful Heart draw as follows.

FORTUNE FROWNS: Spell affects all targets, except those who impart a penalty to PC Heart draws.

FORTUNE SMILES: Spell affects all targets, except those who impart a penalty larger than -1 to PC Heart draws.

FORTUNE SHINES: Spell affects all targets.

Effect: No affected target may take any hostile action toward you. This includes attacking you with a weapon or targeting you with a spell. You are not invisible, and the targets do not consider you a friend, they simply cannot bring themselves to do you any harm while you sing.

Duration: It takes a minor action to keep this spell going each round, and you may release it at any time. If you attack an affected target, either with a weapon or with a spell, the effects of the spell end for that target only. If a target is no longer within earshot, the effects of the spell end for that target only. You must audibly sing for the spell's duration, and the spell ends whenever you cannot continue singing. Until you release this spell, you cannot heal or gain Fortune Counters.

Casting Cost: 1 Fortune Counter or Discard 1 Fortune.

Page 144—Replace the Draw text for Resurrection with the following:

Draw: The target must make a Heart draw based on their Heart when alive. If you have no components in hand, this is a black double draw.

Page 161—Replace the first sentence of the Wheel of Fortune description with the following:
“Whenever you draw the Wheel of Fortune, the Fate Deck must be shuffled. This includes all held cards and cards on the table, but it does not include the Tower or any cards under it.”

Page 162—Replace the text for the Tower description with the following:

While the Tower is on the table, all spent Fortune Counters and all Discarded Fortune are placed under the Tower instead of in the boneyard. The Tower and all cards under it ignore the Wheel of Fortune and the New Day Fate Twist. This means these cards are effectively removed from the game for the rest of the play session.

Once the Tower is drawn, it remains on the table for the rest of the play session.

Page 163—Replace the text of the first paragraph with the following: “The Fool is knocked off the table into the boneyard by drawing the Devil or Temperance. The Fool is also shuffled into the Fate Deck if the New Day Fate Twist is played or the Wheel of Fortune is drawn.”