

"Lord, what fools these mortals be!"

A Midsummer Night's Dream Act 3, scene 2, 110-115

"Experience is the name every one gives to their mistakes."

Oscar Wilde

Errata

I'm sure this has happened to you. You go and make your new game, publish it and suddenly realize that there are mistakes. To err is human, right? And KC is all about stories of the human condition.

Chapter 7

Prowess Advantages (P. 114) - Ignore the last paragraph: *It should be noted that there are Optional Rules in the Appendix concerning when one character has a Prowess of double (or more) than their opponent.*

Chapter 8

Hallow (P. 149) - When Hallow talks about Banishment it refers to the Kill/True Death roll. This was meant to reference the Mercy/True Death roll.

Perversion (P. 179) - The second Potent Effect should read: the Target will not spend a Maneuver this round. This third Potent Effect lasts only 1 round.

Chapter 11

Devoted District (P. 225) - An Immoral Invested District is a Slum. An Immoral Devoted District is a Hellhole.

Chapter 12

Tricks of the Trade (P. 260) - The Perfect Loyalty Vice was omitted from the Boons and Vices section because this was meant to be an NPC only Vice. This section accurately describes what the Vice does. It reads more like a PC Vice, because, well, let's face it, somebody is going to let them in as PC's in their game.