



# Rosette Diceless Errata 1.0.1

## Summary of Changes

- ☞ Afflictions and Stress boxes are now recorded separately. You have as many Affliction slots as you have Stress boxes. Triggered Afflictions stay crossed-out on your sheet, occupying a slot, until the end of the scene. [1.0.1]
- ☞ A Resource may be used to block Edges multiple times in a single Conflict. If a Resource is used to block an Edge, it may not be used to gain an Edge in that scene. If it is used to gain an Edge, it may not be used to block an Edge in that scene. Blocking Edges with Rare Resources also boosts your Defense and prevents Wear. Using a Rare Setback also boosts the Attack. [1.0.1]

## Full Changes

### p. 4

At the end of the "Resource" entry, insert "or blocks Edges used against you". [1.0.1]

### p. 10

Replace "Beside each box is a line to record Afflictions" with "You have a matching number of lines for Afflictions". [1.0.1]

### p. 22

- ☞ Replace the paragraph starting "Characters have a condition track..." with "Characters have a condition track that records Stress taken (three boxes by default), as well as a matching number of slots for Afflictions. Whenever you take Stress, you mark off the first unmarked box in the condition track." [1.0.1]

- ☞ In the paragraph starting "Whenever you would..." replace the words "in that slot" with "in an open slot". [1.0.1]

### p. 23

- ☞ Replace the paragraph starting "When you take..." with "You may only take as many Afflictions in a Conflict as you have Stress boxes, usually three. If your Affliction slots are already full, even if some have been triggered, you may not take another Affliction." [1.0.1]
- ☞ Replace the paragraph starting "Any player..." with "Any player, including you, can trigger one of your Afflictions for a Challenge if it's relevant. You lose the Challenge and cross out the Affliction, but leave it on your sheet for the rest of the scene." [1.0.1]

- ☞ At the beginning of the paragraph starting "At the end of the session", insert "At the end of each scene,

remove any crossed-out Afflictions, making their slots available." [1.0.1]

### pp. 27-28

- ☞ Replace the first paragraph under "Resources and Edges" with: "Resources grant Edges and block Edges. When a Resource could help with an Attack, it may provide an Edge of the same name. If you gain an Edge from a Resource, you may not use it to block in the same Conflict scene. Additionally, avoid using multiple similar Resources to gain extra Edges; even if you have two swords, you may only use the 'Sword' Edge once." [1.0.1]

- ☞ After the above paragraph, add: "When it makes sense for a Resource to interfere with the Edge of an Attack against you, you may use it to block that Edge. You may do this for any number of Edges used against you in that Scene. If you use a Resource to block an Edge, you may not use it to gain an Edge in the same Conflict scene." [1.0.1]

- ☞ At the end of the paragraph that starts "When you use an Edge from a Rare Resource", insert: "When you use a Rare Resource to block an Edge, your Defense is automatically boosted and you take no Wear from that Attack." [1.0.1]

- ☞ At the end of the paragraph that starts "Setbacks may be triggered", insert "When a Rare Setback is used to gain an Edge, the Attack is boosted and can inflict Wear as normal." [1.0.1]

### pp. 29-31

For each Resource other than "Armor" and "Weapon", change the text to reflect that you gain *or block* an Edge on relevant Attacks. [1.0.1]

### p. 34

- ☞ In the paragraph starting "If appropriate," replace "pick or make up a Trait or two" with "pick or invent up to five Traits".

- ☞ Replace the paragraph starting "Think of" with "Think of and note several example Attacks that an Adversary might use, including some Crisis Attacks (see below). Each Attack should have a potential Edge, either one of the universal Edges or one provided by a Resource you select. You may add other Resources that could provide or block Edges if you anticipate them being useful. Be prepared to improvise if the Conflict goes in a direction you didn't anticipate; you may add Resources mid-Conflict if you think it will benefit the story."

### p. 37

Before the last paragraph, insert the paragraph

"Assign as many Resources to an Extra or Expert as you think would be useful."

**p. 39**

Replace the entry for Boundless Endurance with "You have an extra condition level, letting you mark a total of four Stress before becoming incapacitated. You have a matching number of Affliction slots. At the end of a Conflict scene, you remove all Afflictions. You never get tired and are never penalized due to exhaustion." [1.0.1]

**p. 52**

In the "Spaceship" entry, replace "Gives you an Edge" with "It grants or blocks an Edge". [1.0.1]

**p. 55**

☞ At the start of the "Physical Armor" entry, insert "When you are wearing this". [1.0.1]

☞ In the "Magical Item" entry, replace the final sentence with "It grants or blocks an Edge when this effect would be relevant to an Attack." [1.0.1]