

Rules Errata & Clarifications:

Page 17 [Table 4-2]

Damage Absorption [discovered by *Brasten*]

Damage Absorption is listed on Table 4-2 as a cost of 15/20. This is incorrect as it can cost 10 (base) or 15 (with Boosting) and Effect both HP and EP for an extra 10 points on top of that for a total of 20 (base for HP & EP) and 25 (HP & EP with Boosting). The final possible costs are then 10/15/20/25 depending on what variables are used.

Pages 26-27:

Damage Conversion [spotted by *Silverwings of Glory*]

In both the Attribute information and in Table 4-3, it lists Damage Conversion as costing 10 or 15 points per level. However, in the body of the description, it lists 10 and 20 points per level. As a discrepancy, it is assumed at this point that majority rules and the correct value is to be 10 and 15 CP per level.

Page 36:

Illusion [discovered by *Ashes Ascending*]

In the explanation under Multiple Illusions, the example give uses Illusion Level 3 at a cost of 10 points. With Illusion costing 2pts/level, it is assumed it should be referring to Illusion at Level 5. The variable costs and examples appear correct if this is the case.

Page 39:

Land Speed [spotted by *Doresh*]

- Clarification: Under the Land Speed Custom Restrictions it indicates a -1 for half speed for off-road and a -2 for 'Road Bound' vehicles (those that cannot be used off-road). This may seem to contradict all the example vehicles in the Core Book, which list 'Road Bound' at -1. However, none of the vehicles in the core book are truly 'Road Bound' and are more realistically to suffer the half-speed penalty of -1. As such, this appears to merely be poorly worded or described.

A better way to describe such a Restriction is to indicate levels of 'Road Bound' at levels -1 (half-speed) or -2 (unable to go off-road). Examples of 'Road Bound' (-2) vehicles would be Trains, Trolleys and Monorail systems; those simply unable to operate without the 'track' system they utilize. Otherwise, a vehicle with this restriction at level -1 are simply reduced to half-speed, as they are not designed to take advantage of off-road situations at full Land Speed.

Page 52 vs Page 89:

Table 4-5 versus the first column in Table 6-1 [spotted by *Strongblade*]

There is a single discrepancy between Table 4-5 and the first column of Table 6-1: Foreign Culture on Table 4-5 is listed at 1 point/level and on the first column of Table 6.1 is it listed at a cost of 2points/level. Since the two supplied templates in the book (Adventurer and Demon Hunter) show Foreign Culture as being purchased at 2pts/level, it is assumed the error is in Table 4-5. The Multiversal cost of the Skill: Foreign Culture should be 2pts/level.

Pages 61 vs. 147:

Unarmed Combat Damage versus Weapon Level 0 [pointed out by the *pugilist* and *arcady*]

- Clarification on the amount of damage done with Unarmed Attack on page 61 may at first appear to contradict the rules for Weapon Level 0 on page 147 which says it does no damage. Technically both of these are correct, but in the case of Unarmed Attack, one will add ACV to the damage where Weapon Attack 0 will not. Clarified by Mark MacKinnon, the two differ in subtle ways:

1. Unarmed Attack is a "Free" Weapon 0+ACV damage attack all characters have. It is non-lethal damage by nature. It is in essence a 'special case'.

2. Weapon Level 0 does not add ACV by design in order to allow creation of attack forms, weapons, and items that do no damage, but can have a wide variety of effects such as a net or webbing only entangling an opponent without providing any physical damage, lethal or non-lethal.

Page 81:

Modifying Attributes/Adjusting Costs Box [spotted by *GFBeach*]

In the adjusting costs of an attribute based on modification of an attribute at the bottom of the page, the example uses Healing with a cost of 8CP, being modified to a cost of 4CP due to the reasons outlined in the example. Since Healing actually costs 4CP per level in the Core Rules, it is suggested that the example numbers should be 4 instead of 8 and most probably 2 instead of a 4, with a reduction of 2CP/Level.

Page 83:

Keeping It Simple Box [discovered by *Doc Halloween*]

The Keeping It Simple box references the Multi-Genre Skill costs on Table 4-3, however this is supposed to be referencing Table 4-5 (which is on Page 52).

Clarification: The Table 4-5 (Page 52) and the first column of Table 6-1 (Page 89) should be identical (they aren't, see Page 52 vs. Page 89 above), and the Keeping It Simple Box should probably reference BOTH Table 4-5 and the first column of Table 6-1 (located on Page 89).

Page 141:

Character Action [reported by *Strongblade*]

An error in the last paragraph on Page 141 references: (Attacks - Offensive Action, Page 141) where that subsection is actually on Page 142.

Page 232:

Column of White Space on Index Page [reported by *Intrope*]

Although it doesn't appear to be missing any entries, the section of the Index in 'C' section shows a long white expanse in the lower two-thirds of the column, between the entries for Coincidence 205 and Collateral Damage 180. This appears to be mostly a layout formatting glitch and no data is lost.

Template/Sample Character and Item Errata:

Page 106:

Sample Character of Tabitha [discovered by *Jon Snow & Emperor Xan*]

- The character should have 65 HP instead of 60. This would increase the Shock Value from 12 to 13.
- The character should also have only 55 EP, not 60 EP.

Page 115:

Half-Oni Template [reported by *Doresh*]

The defect Blind Fury is listed as only -1 (whereas the actual defect in the Defect section is a -2, -4, -6 type of Defect). Since no special reason is given, it is assumed the Defect should be listed as -2 and the final cost of the template becomes 59 CP

Half-Orc Template [spotted by *Strongblade*]

The defect Inept Attack (Ranged Attacks) is listed twice (at -5 points each). The second listing is supposed to be Inept Defence (Ranged Attacks) because it then matches the Size template for Large size.

Page 117:

Nekojin Template [discovered by *Strongblade*]

The Skill: Stealth Attribute should have a cost of +6 as based on the Multi-Genre Skill cost Table (which all Templates were built using). This would raise the Template to a total cost of 22 CP.

- Alternatively, one could also add 2 points in Defects of the Player's choosing to re-adjust the cost back

down to 20 CP.

Slime Template [discovered by *Strongblade*]

- Features is incorrectly calculated in cost as +3 Levels for +6 CP. The Cost should be +3 CP which would make the Total Cost +7 CP. Since Templates typically have values that are divisible by 10, it has been suggested by Mark MacKinnon that you can simply add +3 more levels to Features which can be defined by the person creating the character as Slime-related features of the players choosing. This would keep the cost accurate and simply need to have the Levels become +6 instead of +3.
- Clarification has been given regarding the Features Attribute for this template also by Mark MacKinnon, who explains that the Features consist of 1 level in Appearance: Cute and 2 levels of Light Armour (1 AR) due to the feature 'Slippery' which give the Slime an Armour Rating of 2. As well, to make the total template cost correct, add +3 more levels in Features definable by person creating the character. Extra levels in Appearance or other slime-related features a player may think of are of course the most appropriate.

Page 120:

Vampire Template [spotted by *Doresh*]

- Metamorphosis Attribute still has a Duration at default of 1 minute (level 3) as per core rules. To make this permanent would be +13 more levels of Duration costing +13 more points. This would bring the cost of Metamorphosis up from it's +64CP to +77CP and increase the Template cost to +123CP.

Page 122:

Demon Hunter Template Description [discovered by *Jon Snow*]

- The Description lists the associated Artwork on as being on the same page, however it is actually on Page 164.

Page 124:

Guardian Gryphon Stats (Sample Character) [discovered by *Jon Snow*]

- The word Gryphon is misspelled in the title bar.
- The Damage Multiplier for the Gryphon Character sheet should be 14, not 8. Confirmed by Mark MacKinnon.

Page 126:

Master Thief Template Description [discovered by *Jon Snow*]

- The Description lists the associated Artwork on as being on page 165, however it is actually on Page 122.

Page 129:

Samurai Template [reported by *Doresh*]

The Attribute Skill: Area Knowledge is incorrectly listed at +2 Levels and +4 Cost. The correct values should be +4 and +4 for each (Skill: Area Knowledge should be 1CP/ Level)

Page 172:

Sailing Vessel Item Cost [discovered by *Doresh*]

The cost of Water Speed is incorrectly priced. At 4CP per level (not 2CP) for Level 2 of Water Speed would make the attribute cost 5 with the modifiers listed (as opposed to 1) and increase the overall cost 12 points (6CP).

Page 175:

Powerboat Item Cost [spotted by *Dr-Faustus*]

The cost on Powerboat shows as being 20 points (01CP) which should actually be 20 points (10CP).

Page 175 & 176:

Assault Mecha Item Costs [reported by *MagusRogue*]

The cost for the Item Assault Mecha is incorrect due to a miscalculation of the Superstrength Attribute. Superstrength Level 3 should cost 24 points, not 6 points. This will increase the Item cost of the Assault Mecha from 150 points (75 CP) to 168 points (84 CP).

The error is duplicated in Table 12-4, where the costs should be bumped to the correct 168 points and 84 CP respectively.

Space Freighter Hit Points [discovered by *Doresh*]

The Attribute Armour for the Item Space Freighter on Page 176 incorrectly value it at Armour 40, Hit Points 20, where it should be Armour 40, Hit Points 40. The accompanying Table 12-4 lists it correctly.