

Mutant Chronicles 3e

Errata & Rules Clarifications

Compiled by Bill Heron & Mateusz (Shadow Walker) Płoszczyca

The Mutant Chronicles Core Book is a huge tome, and despite the best efforts of the Brotherhood, the Dark Symmetry crept in. On the following pages are the various errors and clarifications where needed.

[ERRATA]: Mistake, omission or error.

[CLARIFICATION]: Additional explanation or clarification.

MUTANT CHRONICLES CORE BOOK ERRATA

Credits

[ERRATA] Lars Nordbeck should be credited as an Artist. Bill Heron and Marc Langworthy should be credited as writers. Mateusz Płoszczyca as a Proofreader.

Table of Contents

[ERRATA] In Chapter 03, “THE TIME LINE” should read “THE TIMELINE”

[ERRATA] In Chapter 08, “GAINGING AND SPENDING MOMENTUM” should be “GAINING AND SPENDING MOMENTUM”.

[ERRATA] In Chapter 40, “SCENES AND ENVIROMENTS” should be “SCENES AND ENVIRONMENTS”

CHAPTER 01: WELCOME TO MUTANT CHRONICLES (page 08)

Page 10

[CLARIFICATION] In **The Factions** section, the “guidebooks” are actually referred to in the product line as “sourcebooks”.

Page 11

[CLARIFICATION] In the **Luna City** section, the Straffar Gatan 39 Adventure is part of the free Quickstart and also features in the Dark Symmetry Campaign book.

CHAPTER 02: MUTANT CHRONICLE FACTIONS (page 12)

CHAPTER 03: THE TIMELINE (page 14)

Page 14

[ERRATA] In the **Mid 22nd Century** section, the line “Mars Venus and Mercury.” should read “Mars, Venus, and Mercury.”

Page 20

[ERRATA] In the section **2580 AD / 0 YC: Year Of The Cardinal**, the line “...for humanity, the old Gregorian calendar is abolished and replaced with a new calendar beginning.” should read “...for humanity, the old labelling of years is abolished and replaced with a new epoch beginning...”

[ERRATA] In the section **1YC: Breaking Of The Seal Of Repulsion**, the Zephyr is misspelt "...aware of the Zephyr's final transmission..." should be "...aware of the Zephyr's final transmission..."

Page 22

[ERRATA] **GM REF: 1.01:** Edit text: "Though contained by the Great Seal, the Dark Soul is able to reach through minute fractures in its prison caused by the seismic activity. Its vile tendrils slowly infect and corrupt the dreams of mankind, spreading suffering as its power increases..."

[ERRATA] **GM REF: 1.02:** change "...See the Mutants & Heretics supplement for more information on the Guardians and their forebears." To "The Guardians and their Ancient progenitors have been covertly guiding mankind for millenia."

Page 23

[ERRATA] **TIMELINE SECRETS: GM REF: 3.03** change "The seek to refine and teach..." -to "They seek..."

CHAPTER 04: GAME MECHANICS (page 28)

Page 28

[CLARIFICATION] **Skill Tests:** A player character can use Chronicle points and DSPs on the same roll.

Page 30

[CLARIFICATION] **Voluntary Failure** is used in situations where a player character has little chance of success in the first place (maybe an attribute of 6 and no relevant skill training), and they want the extra Chronicle point.

Page 34

[CLARIFICATION] **Attributes:** The 6-12 range is a suggested "normal range", but there is no mechanical restrictions there - the text is there to point out that characters with 13+ in an Attribute are exceptional.

CHAPTER 05: CHARACTER LIFEPATHS (page 34)

Page 19

[CLARIFICATION] **Career Event Roll 19:** Curse of the Mayfly. The **Ageing Table** can be found on page 71.

Page 36

[CLARIFICATION] **Decision Two: Birth Faction.** If a player rolls Freelancer, Criminal, or Microcorp, for a faction event they roll to determine their family's origin (one of the corporations or Brotherhood) and then use the relevant table.

Page 42

[ERRATA] In Column C of the **Education Table**, change "Officer Trained" to "Officer Training".

Page 44

[ERRATA] In the **Military Academy Talents**, change "Ranged Combat" to "Ranged Weapons".

Page 46

[CLARIFICATION] **Traits:** Traits are not listed in the book. Traits are a reason to roleplay and gain Chronicle Points (see page 118)

Page 50

[CLARIFICATION] **Attribute Bonuses:** Player Characters don't get any Attribute bonuses from any careers after the first.

Page 54

[ERRATA] In **D3-4 Ship Crew** replace the Elective Skill "Gunnery" with "Space", and the Signature skill "Pilot" with "Space".

Page 54

[CLARIFICATION] **D5-6 Intelligence Officer Career:** The Fake ID is Restriction 3 (unless the GM rules otherwise).

Page 57

[CLARIFICATION] **Iconic Careers:** A Player Character can only take a single Iconic Career, and cannot repeat it – it is a one-phase-only option, because Iconic Careers give so much more than Primary Careers (twice as many skill ranks, several talents, and often some fairly impressive equipment). A Player Character can take it as a third or fourth career phase, but get a little less for doing so (Iconic Careers give two ranks of each chosen skill, including their Signature Skill choices, rather than the normal one, but they only get Signature Skills from their first two career phases), and have to pay a life point to open up the 3rd and 4th career phases regardless of what career they are taking.

The first two career phases are free, but taking a third or fourth cost an extra Life Point each (on top of any spent to pick a specific career/reduce the difficulty of an iconic career if they don't already have one).

Player Characters cannot have two different Iconic Careers.

Page 70

[CLARIFICATION] **Influence Bonus:** The main purpose of the Influence Bonus is in regard to acquisitions. Other uses for it are under consideration for expanded elements of the game.

Page 71

[ERRATA] Replace the **Aging Table Heading** "2D6 ROL" with "2D6 ROLL".

CHAPTER 06: EXPERIENCE AND GAMEPLAY REWARDS (page 74)

Page 74

[CLARIFICATION] Experience is always awarded per character.

CHAPTER 07: SKILLS AND TALENTS (page 76)

Page 78

[CLARIFICATION] **Unskilled Skill Use:** As described on page 76, under Advanced Skills, lacking at least Expertise 1 in the Parent Skill means that, regardless of how many ranks a character has in the Advanced Skill, they suffer the untrained penalty on the Advanced Skill. So, if they have Command (Expertise 1/Focus 0) and Persuade (Expertise 0/Focus 0), they suffer the Untrained penalty on Command tests (+2 Repercussion range, +1 difficulty).

[CLARIFICATION] Repercussions for NPCs: If the GM rolls a repercussion, it is similar to what happens for a PC - the GM either creates a complication for the NPC there and then, or he removes two points of Dark Symmetry from the pool. Any interaction with the Dark Symmetry Pool that the players can make, NPCs can make "in reverse" - if a player action adds DSP, an equivalent NPC action removes DSP. As an aside, if you have NPCs allied to the players, the GM can flip this around, so a squad of soldiers accompanying a group of PC Doomtroopers could use their normal NPC DSP spends in reverse, adding to the pool instead of taking from it. In this instance, those NPCs should be placed under the control of one of the players (and the command of that player's character, potentially). The GM is able to use the squad and mob rules to group a load of NPCs around a PC as well, which can be useful for mass battles.

Page 83

[CLARIFICATION] Acrobatics Talent: a PC can re-roll a die with "Graceful" Acrobatics talent even if they use "Reflexive block" to dodge with their Close Combat skill. "Hard Target" does not give them a bonus in this situation, because it only affects Acrobatics focus.

Page 86

[CLARIFICATION] Close Combat Talent: Unarmed strikes are weapons (they are listed alongside weapons), but they use the Unarmed Combat skill, so they cannot benefit from talents that specify the Close Combat skill. As Specialist and Weapon Master do not specify a particular skill, only a close combat weapon, unarmed strikes (and any other melee weapon that uses Unarmed Combat, such as brass knuckles) still benefit.

Page 99

[ERRATA] In the **Sense Memory** description, replace

"The character has a knack for recalling patterns of sounds, smells, or colours. He is more likely to recognise people, places, and objects he has interacted with, even when attempts have been made to obscure, disguise, or hide them. When trying to detect, locate, or recognise such targets, he gains a bonus 1d20 to any related skill tests."

with

"The character is more likely to recognise people, places, and objects he has interacted with, even when attempts have been made to obscure, disguise, or hide them. A successful Observation test when attempting to detect, locate, or recognise such targets provides one bonus Momentum for each rank of Sense Memory. Sense Memory may be purchased up to three times."

Page 103

[ERRATA] In **Precise Targeting** description, replace

"...shift the hit location roll by up to two points."

with

"...shift the hit location roll by up to two faces of the damage die."

[ERRATA] In **Through and Through** description replace

“When the character spends Momentum on a Secondary Target effect for a Ranged Weapons attack, it only costs one Momentum. In addition, the character can select a number of Secondary Targets equal to his ranks of Through and Through. Through and Through may be taken up to three times.”

with

“When the character spends Momentum on a Secondary Target effect for a Ranged Weapons attack, it only costs one Momentum. In addition, the character can select an additional Secondary Target for each Momentum spent, equal to his ranks of Through and Through. Through and Through may be taken up to three times.”

Page 106

[CLARIFICATION] Researcher Talent: When using Sciences instead of Mechanics/Education, the test remains as it was – a character just gets to use the attribute, expertise, and focus from the substituting skill.

Page 108

[ERRATA] In the **Living Shadow** description replace

“When attempting to remain unseen or unnoticed, the character may add a number of d20s to his Stealth pool equal to the total number of Stealth talent ranks he has purchased.”

with

“A successful Stealth test when attempting to remain unseen or unnoticed will provide an amount of additional Momentum equal to the total number of Stealth talent ranks the character has purchased.”

CHAPTER 08: GAINING AND SPENDING MOMENTUM (page 116)

Page 116

[CLARIFICATION] Banking Group Momentum: Momentum is only useful on a successful roll, and banked Momentum (or Bonus Momentum from certain items, talents, etc.) is not a substitute for successes. The important part is that a character does not need to spend Momentum until it is needed - if they know that you want to use it for a particular effect in advance, they can spend it then, or they can wait until after the roll to see what they want to use it for, in conjunction with whatever Momentum they have generated on that roll

CHAPTER 09: CHRONICLE POINTS (page 118)

Page 118

[CLARIFICATION] Extra Action: One extra action from a Chronicle point per round at most.

[ERRATA] In **Recovery**, replace

“For each Chronicle point spent, the character recovers one Mental Wound and one Light Wound box in each hit location.”

with

“For each Chronicle point spent, the character recovers one Mental Wound and all Light Wound boxes in one hit location.”

CHAPTER 10: PERFORMING ACTIONS (page 120)

Page 120

[ERRATA] In **Types of Actions**, replace

“The four main types of actions are Free Actions, Restricted Actions, Standard Actions, and Response Actions.”

with

“The four main types of actions are Standard Actions, Restricted Actions, Free Actions, and Response Actions.”

[ERRATA] Under the Free Actions section, replace the section “Free Actions” with:

“Standard Actions

Standard Actions generally either take some effort to perform, or require time to accomplish. Many Standard Actions require a skill test. A character can perform one Standard Action on his turn, unless a special ability (or spending a Chronicle point) allows more. Most attacks and other combat actions requiring a skill test are Standard Actions. A character may substitute a Restricted Action for his Standard Action should they wish.

Shooting an enemy with a pistol, grappling with a foe, or assembling a mounted weapon are examples of Standard Actions.”

[ERRATA] Under **Restricted Actions** section, replace

“A character can perform only one Restricted Action on his turn. If a character takes a Restricted Action, he can only perform one Free Action that turn.”

with

“If a character takes a Restricted Action, they can only perform one Free Action per Restricted Action taken that turn.”

Page 121

[ERRATA] In the **Standard Actions** section, replace “Standard Actions” with:

“Free Actions

Free Actions are minor, often narrative, things a character does that do not require much energy or effort. A character can perform any number of Free Actions on his turn, but cannot perform the same Free Action more than once.

Talking to another character, dropping an item being carried, or falling prone are all examples of Free Actions. Some talents allow a character to perform a task, attempt a skill test, or trigger an effect as a Free Action. A character can take any number of Free Actions on his turn, or he may take a Restricted Action and one Free Action.”

CHAPTER 11: COMBAT BASICS (page 122)

Page 122

[CLARIFICATION] **Unarmed attacks** are covered on page 234.

Page 125

[CLARIFICATION] **Withdraw Action:** The opposed Test is Average (D1).

Page 126

[ERRATA] change 2nd sentence's "Corporate David Faxe" to "Corporal David Faxe"

[CLARIFICATION] **Dodge or Parry:** If both tests beat their difficulty, compare the Momentum generated to determine the overall winner. The winner's total Momentum is not reduced by the loser's total Momentum - the values are simply compared to see who got more. The loser does not get to spend or bank the Momentum generated.

Page 127

[CLARIFICATION] **Momentum Spend:** The Momentum with a scaling effect (a "+") can be applied multiple times per turn, but the others cannot be. Also, assume in all cases that a character cannot re-roll a die of any kind they have already re-rolled, whether it is a d20, a d6, or a [DS]/damage dice - the second result stands. Where Momentum spends are described in the text, if a Momentum spend is described as "for X Momentum", then it can be used once per roll. Where it can be used multiple times, it will be written as "for each Momentum spent" or "for every X Momentum spent".

[CLARIFICATION] **Swift Strike Momentum Spend:** It can be used after any action or response action - any test - but once per round at most (so a character only gets one extra action that way, regardless of when they use or spend).

Page 129

[CLARIFICATION] **Movement:** The eligibility to make an attack refers to extra standard actions gained from Chronicle Points/Swift Attack, hence the "If" – it is referring to a particular situation, rather than the usual state of affairs.

Page 130

[ERRATA] Replace "Heimberg" with "Heimburg"

CHAPTER 12: DAMAGE, WOUNDS, AND HEALING (page 132)

Page 132

[CLARIFICATION] Damage Dice are actually the Dark Symmetry Dice. They are in Chapter 4, the sidebar on page 28 ("What are Dark Symmetry Dice"). That's mainly because Dark Symmetry Dice are used for purposes beyond damage – they are used for cover, corruption, and a few other purposes. Any situation where the Dark Symmetry symbol (at the top of the sidebar on p28, and used throughout that sidebar) is used, it refers to Dark Symmetry Dice in particular.

Page 136

[CLARIFICATION] **Burning and Incendiary Qualities:** the ongoing damage from Burning X, and a new application of Burning X (say, from an Incendiary X weapon) both work the same way, with each [DS] prolonging the existing Burning effect by one round. See also page 210.

Page 139

[ERRATA] In the fiction text and graphic caption, “Richard Errington...” should read “Richard Errington...”

[ERRATA] The line “...Richard had no qualms about borrowing his body...” should read “...Richard had no qualms about borrowing his body...”

CHAPTER 13: MENTAL STRAIN AND MADNESS (page 140)

Page 143

[CLARIFICATION] **Dread and Repercussion:** The repercussion range is cumulative of the two.

CHAPTER 14 THE DARK SYMMETRY POOL (page 144)

Page 145

[CLARIFICATION] **Player Investment:** A maximum of three extra dice can be purchased with DSP, including any bonus dice for Talents etc.

CHAPTER 15: CORRUPTION AND FALLING TO DARKNESS (page 150)

Page 150

[CLARIFICATION] **Corruption Soak:** There is no maximum limit for Corruption Soak, but numerous sources of Corruption Soak can only apply once to any given person (for example, the Blessing spell can only give a person +1, regardless of how many times it is used on them), so there is a finite number of applicable sources.

Page 151

[CLARIFICATION] **Individual Corruption Soak** is defined depending on the career. Most people have a basic Corruption Soak of 2. Characters with an Earnings rating of 1 or less, or with the Criminal background, have a basic Corruption Soak of 1 instead. Characters who belong to the Brotherhood have a Corruption Soak of 3 – they have a greater degree of spiritual fortitude than most. Doomtroopers increase their Corruption Soak by +1.

CHAPTER 16: GIFTS OF THE DARK SYMMETRY (page 158)

Page 166

[ERRATA] In **SNARE THE UNWILLING MIND**, replace

“While this gift’s effects remain, the Heretic gains additional Momentum equal to the gift’s difficulty when attempting a Persuade test to influence the target. If the Heretic takes any hostile action against the target while the gift remains in effect, the gift’s effects end immediately. If this power is used in combat, the victim gains one free Momentum to resist the Willpower test.”

with

“While this gift’s effects remain, the Heretic reduces the difficulty of attempting a Persuade test to influence the target by one for every success (to a minimum of 1). If the Heretic takes any hostile action against the target while the gift remains in effect, the gift’s effects end

immediately. If this power is used in combat, the victim gains a +1 bonus to resist the Willpower test.”

CHAPTER 17: ARTS OF THE LIGHT (page 168)

Page 168

[CLARIFICATION] **The Mystic Talent:** Once a character gets the Mystic talent, they can use subsequent talent picks from the lifepath, and later spend experience, on talents in the Arts talent trees, with one restriction: unless they have taken a Mystic iconic career, they may only learn from a single Aspect of the Art.

Page 174

[CLARIFICATION] **Distortion Spell:** Spiritual Armour does apply when calculating damage.

Page 175

[CLARIFICATION] **Strike Spell:** The Strike spell gets the bonus damage from Awareness as a Ranged Weapon.

Page 177

[CLARIFICATION] The **Swiftiness Spell** seems to be overpowered? Yes, Swiftiness is powerful. It is also not easily accessible - a 400xp talent, after two other 200xp talents, which is only available to characters with the Mystic talent (and, in most cases, it means passing up similarly potent spells in other Aspects - unless they are First Directorate, they only get one Aspect, remember). But, it is also a supernatural power, which means anyone or anything sensitive to such things (such as, say, a Heretic or mystically-inclined creature of Darkness) will likely single out the character first (Mystics are priority targets), and the spell grants no particular defensive benefits (they want other spells for that). Aspect of Manipulation spells are most potent in combination... but setting up all those spells takes time and effort, and a little risk as a few of them are Concentration (and thus increase Repercussion range). They can always “top up” Momentum gained with Momentum from the group pool as needed, regardless of the effects they are buying.

CHAPTER 18: VEHICLES (page 184)

Page 191

[ERRATA] In the **Industrial Lifter’s** Armaments, the Loader Claws Attack should have the **Knockdown**, not Knockback quality.

[ERRATA] Armoured Security Van has no Cover Soak for passengers/crew in the Notes. It should read “Passengers and crew have 5 Cover Soak”

Page 192

[ERRATA] Replace all entries of “Heimberg” with “Heimburg”

Page 193

[ERRATA] Replace all entries of “Heimberg” with “Heimburg”

CHAPTER 19: SPACECRAFT (page 194)

CHAPTER 20: WEAPONS, EQUIPMENT & GEAR (page 204)

CHAPTER 21: WEAPONS (page 209)

Page 209

[CLARIFICATION] Reloads: Ranged weapons - other than Munitions weapons, which always spend a Reload - can be used freely without spending a Reload, which means they can be used once a character is out of Reloads. However, if they are out of Reloads, the GM is free to impose a Complication describing a character as “completely out of ammo” if he has no more Reloads left.

It should only ever be 1DSP per reload.

Reloads are separate equipment for weapons - characters can carry a number of reloads with their weapon. Under normal circumstances, using the weapon does not use any Reloads - characters are assumed to use their ammunition carefully in normal situations. A character can use Reloads by “letting rip” to get extra dice, or to use Covering Fire, or they can lose them by suffering Repercussions.

As an aside, if a character has no Reloads, they are not out of ammo... they just have a small amount left, so they can keep firing. The GM is free to create a Complication of “completely out of ammo” for a character who has run out of Reloads.

Reloads cost is mentioned before each category of weapons

Page 210

[CLARIFICATION] **Burning and Incendiary Qualities:** the ongoing damage from Burning X, and a new application of Burning X (say, from an Incendiary X weapon) both work the same way, with each [DS] prolonging the existing Burning effect by one round.

Page 211

[CLARIFICATION] **Weapon Qualities:** If an attack causes no damage, the qualities still take effect. Remember that the attacks still hit home. Think of them as inflicting “less than 1” damage - a fractional non-zero amount of damage, too insignificant to remove Wounds, but still representative of a successful attack. There are minor ways a character can be harmed, even draw blood, without losing Wounds (things like paper cuts, scratches, grazes, bruises, etc.).

[CLARIFICATION] **Full Defence X Quality** works the same way as the Parry Quality (see below), only the bonus Soak also applies to ranged attacks as well, as Full Defence allows a character to parry ranged attacks as well as close combat ones.

[CLARIFICATION] **Knockdown Quality:** Knockdown weapons can generate 0 Damage. Remember that the damage roll represents a wide range of variables and other factors; individual bullets don't have variable velocity or mass, but the precise location they strike (does it hit vital organs or major blood vessels?), the presence of absence of interfering objects (belts, thick clothing, items in pockets, etc.) will alter the way they harm the body.

[CLARIFICATION] **Parry Quality:** Once a character makes a Parry response action, for the rest of the round (until the start of their next turn), they gain additional Soak against melee attacks - a number of dice of Soak equal to the Parry quality's rating (the X), representing the character continuing to defend

themselves (as they only get one Response Action per round). So, a character with a weapon with Parry 2 would roll two combat dice (as if he were in light cover, essentially) and add the total rolled to his Soak whenever he was hit with a melee attack.

[CLARIFICATION] Reach Quality: The first attack made against somebody with reach is at +1 difficulty. Does that mean the first attack made per round, or per engagement, or per attacker per combat? First attack per attacker per combat; if a character or their opponent disengage, and then get back into melee, then the quality resets.

Page 212

[CLARIFICATION] Vile Quality: Serious Wounds from Vile weapons count towards critical wounds and death.

Page 219

[ERRATA] In **Mk. Xib 'Invader' Battle Rifle** section, replace "GL3000 Grenade Launcher" with "Mk.XIX Grenade Launcher"

[ERRATA] In **Panzerknacker** section, replace "RESTRICTED" with "RESTRICTION"

Page 236

[ERRATA] In the **Chain Bayonet** section, replace RELIABILITY 5 with RELIABILITY 3

Page 239

[CLARIFICATION] Reloads: Ranged weapons - other than Munitions weapons, which always spend a Reload - can be used freely without spending a Reload, which means they can be used once a character is out of Reloads.

However, if they are out of Reloads, the GM is free to impose a Complication describing a character as "completely out of ammo" if he has no more Reloads left (it's demonstrably untrue, and thus not a valid option, if he tries this before you're out of Reloads).

Oxygen Loads and Fuel Loads are meant to be limits first and foremost (enabling action that would not otherwise be possible). Parts do not actually work like that - like Coagulant and Reagents, they are used to grant a bonus (+1 Momentum per unit spent), rather than to enable an action.

It should only ever be 1DSP per reload.

Reloads are separate equipment for weapons - you can carry a number of reloads with your weapon. Under normal circumstances, using the weapon does not use any Reloads - characters are assumed to use their ammunition carefully in normal situations. A character can use Reloads by "letting rip" to get extra dice, or to use Covering Fire, or they can lose them by suffering Repercussions.

As an aside, if a character has no Reloads, they are not out of ammo... they just have a small amount left, so they can keep firing. The GM is free to create a Complication of "completely out of ammo" for a character who has run out of Reloads.

Reload cost is mentioned before each category of weapons

CHAPTER 24: BELONGINGS (page 250)

Page 255

[ERRATA] In the **Respirator** description, replace:

“A respirator grants the wearer three bonus Momentum on all Resistance tests against airborne hazards.”

with

“A respirator reduces the difficulty by 3, to a minimum of 1, on all Resistance tests against airborne hazards.”

[CLARIFICATION] **Oxygen Loads** and **Fuel Loads** are meant to be limits first and foremost (enabling action that would not otherwise be possible). Parts don't actually work like that - like **Coagulant** and **Reagents**, they are used to grant a bonus (+1 Momentum per unit spent), rather than to enable an action.

Page 261

[CLARIFICATION] **DIANA Systems** are a distinct character, but one with no physical presence and no ability to communicate with anyone else beyond the character it is installed within. So, it can make any test by itself that does not require any physical activity. Further, if it has information or knowledge relevant to a task that its 'host' attempts, it can provide assistance to them. It cannot assist anyone else.

Page 264

[ERRATA] In the **Bolt Cutter** section, replace

“...adds three bonus Momentum to any test made to break chains,”

with

“...reduces the difficulty by 3, to a minimum of 1, of any test made to break chains,”

[CLARIFICATION] **Fake ID:** The Fake ID is Restriction 3 (unless the GM rules otherwise).

Page 265

[ERRATA] In the **Safecracker Kit** section replace

“Destructive methods add two bonus Momentum to this Thievery test”

with

“Destructive methods reduce the difficulty of this Thievery test by two steps, to a minimum of 1”.

Page 267

[ERRATA] The Mechanics Workshop is missing from the **Mechanical Tools** section of the table. It should have the following: Encumbrance Fixed, Restriction 3, Cost 5, Maintenance 2

Page 268

[ERRATA] Remove the **Radar Gun** entry from the POLICE EQUIPMENT section. Remove **Tactical webbing waldos** from TACTICAL GEAR section. Neither are listed in rulebook.

CHAPTER 25: ADVERSARIES (page 269)

Page 269

[CLARIFICATION] When creating NPCs, Troopers have total Wounds as per the Critical Wounds column of the Wounds table. Elites have total Wounds per the Serious Wounds column of that table. Nemesis NPCs calculate Wounds (with hit locations) in the same way as PCs.

Page 271

[CLARIFICATION] **NPC Ammunition** DSP spend: Reloads for NPCs always cost 1 DSP per Reload. Same with similar resources like Coagulant, Parts, Oxygen, as needed.

[CLARIFICATION] **Squads and Hordes:** Say you have a squad of 10 troops. The rule says a max of 5 additional dice. So does that mean 6d20 when they attack until it is down to 5 or less members in the squad then the GM is rolling the equivalent number in the squad? Yes. As a result, it is often better to split larger hordes down into smaller groups (no larger than 5 or 6), partly to avoid 'wasted' dice, and partly to ensure that the NPCs get a decent number of actions among them. You have to pay the DSP cost for every character in the horde (another reason to break hordes into smaller groups).

[ERRATA] In **Common Special Rules**, add “Any bonus attacks or damage are already factored into the profile for each creature.”

[ERRATA] The Ammunition DSP spend for Nemesis NPCs is 1, not 2.

Page 275

[ERRATA] In the **Corporate Security** Attacks, the Punisher Heavy Pistol should have the **Knockdown**, not Knockback quality.

[ERRATA] In the **Hired Killer's** Attacks, the Punisher Heavy Pistol should have the **Knockdown**, not Knockback quality.

[ERRATA] Under the **Hired Killer's** Special Abilities, in **Precise Targeting** replace

“...shift the hit location roll by up to two **points.**”

with

“...shift the hit location roll by up to two **faces of the damage die.**”

Page 277

[ERRATA] In the fiction, the line “Zebulon had meant the transfer to me temporary...” should read “Zebulon had meant the transfer to be temporary...”

Page 281

[ERRATA] change caption from “A citadel of Ilian...” to “A Citadel of Algeroth...”

CHAPTER 26: THE DARK SOUL AND APOSTLES (page 279)

Page 282

[ERRATA] In the **THE DARK PATTERNS**, the beginning of the second paragraph reads "...As mentioned, each Apostle represents a certain aspect as this aspect is intimately tied...". It should read "Each Apostle represents a certain aspect of the Dark Symmetry, as this aspect is intimately tied...".

CHAPTER 27: THE DARK LEGION (page 288)

Page 290

[ERRATA] **Nepharite of Ilian Special Abilities**. Supernatural Strength should be Supernatural Strength (3), not (1)

Page 297

[ERRATA] In the Castigator's description, replace:

"It retain all the powers of the Malignant according to the Apostle but gains abilities from the Marionette."

with

"It retains all the powers of the Malignant according to the Apostle but gains abilities from the Marionette. See the *Dark Soul* sourcebook for details of the Malignants of the other Apostles. The Castigator profile below is for a Malignant of Ilian."

Page 306

[ERRATA] In the **Razide's Attacks**, the Fists and Claws Attack should have the **Knockdown**, not Knockback quality.

[ERRATA] Change image caption from "...its destructive capabilities **unparallel** in the known universe." to "...its destructive capabilities **unparalleled** in the known universe."

[CLARIFICATION] The Razide's **Unstoppable Onslaught** does not affect cover; it only affects difficulty increases from darkness, fog, and similar things that make it difficult to see and target enemies.

Page 328

[ERRATA] In the weapon artwork, the "JAKKT" should be "JAHKT".

Page 333

[ERRATA] In the artwork, the caption should read the "The nightmarish Zenithian Soulslayer."

Page 335

[ERRATA] In the fiction the line "He handed her the sheath of papers he had gathered..." should read "He handed her the sheaf of papers he had gathered..."

CHAPTER 28: LUNA: HUMANITY'S HEART (page 336)

Page 338

[ERRATA] BROTHERHOOD SQUARE should not have a line break.

Page 341

[ERRATA] In the **BAUHAUS DISTRICT** section, replace “Heimberg” with “Heimburg”

Page 343

[ERRATA] CHARITY OF THE BROTHERS AND THE BROTHERHOOD: Change “During the celebrations marking the end of the First **Dark Legion** War...” to “During the celebrations marking the end of the First **Corporate** War...”.

[ERRATA] PRISON: change “...many corporations – such as Capitol, with its Free Marines – offer military services as an alternative to imprisonment.” to “many corporations – such as Capitol, with its Free Marines **and Freedom Brigades** – offer military service as an alternative to imprisonment”.

Page 357

[ERRATA] In **BROTHERS IN ARMS**, “Techrons” should be spelt “Tekrons”

CHAPTER 29: FREELANCERS, EMPLOYEES & JOBS (page 360)

Page 364

[ERRATA] In the fiction, remove “unerring” from the second paragraph to read “...when he began charging towards them.”

Page 372:

[ERRATA] **THE HISTORY OF BAUHAUS**: 2nd paragraph, replace “ 24th Century” with “25th Century”

Page 373

[ERRATA] 1st column, 3rd paragraph: change “...an experimental Imperial frigate outfitted to navigate through **warp rifts**.” To “...an experimental Imperial frigate outfitted to navigate through **rents**.”

CHAPTER 30: CAPITOL (page 366)

Page 375

[ERRATA] In **CAPITOL DIPLOMACY: WHITESTAR** the line "Capitol is wary of Whitestar, though the Earthbound corporation..." should read "Capitol is wary of Whitestar, though the Earthbound faction...".

Page 376

[ERRATA] Replace all entries for the Cardinals (plural) with Cardinal (singular).

[ERRATA] **Image caption**: Change “Venusian Marshall” to “Venusian Ranger”.

CHAPTER 31: BAUHAUS (page 376)

Page 377

[ERRATA] In **THE BROTHERHOOD AND THE DARK LEGION** section, the date is incorrect "In the year 2480 AD, three brothers appeared...". The year 2480 AD is incorrect. It should be 2577 AD (-3YC).

Page 379

[ERRATA] THE NOBLE HOUSES: "House Salavator" is misspelled and should be "House Salvatore".

Page 380

[ERRATA] The image caption reads “Venusian Ranger”, but should be "Venusian Marshal".

[ERRATA] VENUS: 2nd paragraph, 3rd sentence: replace “It is guarded by the elite Umi Legion, who wear the colossal Shogun-class **kote suits...**” with “It is guarded by the elite Umi Legion, who operate the colossal Shogun-class **battlemeke.**”

[ERRATA] **THE PANOPTICON Sidebar**: 2nd para, final sentence; change “magistrate-inspectors.” to “inspector-magistrates.”.

CHAPTER 32: MISHIMA (page 386)

Page 390

[ERRATA] In the **THE CHILD OVERLORD** sidebar “**Setusko**” should be spelt “Setsuko”

Page 393

[ERRATA] In **PRE-IMPERIAL FUKIDO** sidebar, Fukido was created by Overlord **Kaji** not **Kayi**.

CHAPTER 33: IMPERIAL (page 396)

Page 397

[ERRATA] **THE GREAT RESENTMENT** happened during the First Corporate War, not the First Dark Legion War.

Page 398

[ERRATA] In **THE BLOODY MESS** sidebar, the line beginning "During the First Dark Legion War." should be replaced with “During the First Corporate War....”

CHAPTER 34: CYBERTRONIC (page 406)

Page 406

THE THREE PILLARS, line 6: “Each of the Pillars is further subdivided into four even more specialised **departments**, ...” - change ‘**departments**’ to ‘**divisions**’.

Page 408

[CLARIFICATION] In **THE TWELVE DIVISIONS** sidebar: “ADMINISTRATION, ECONOMICS, AND MANAGEMENT (AEM)” should be moved to the top of the column. It is one of the three pillars with RDM and SWI.

Page 410

[ERRATA] In the fourth paragraph of **THE AUGMENTATION AND EVOLUTION OF THE HUMAN SPECIES**, replace “Vernase” with “Veranase”.

CHAPTER 35: WHITESTAR (page 416)

Page 416

[ERRATA] **DEFENDERS OF THE MOTHERLAND**, 2nd column, 2nd paragraph, line 5: replace “...**Oktokki** heavy transport...” with “**Yu Jing Otokki** heavy transport...”

[ERRATA] **DEFENDERS OF THE MOTHERLAND**, 2nd column, 2nd paragraph, lines 8-9: replace “**Oktokki**” with “**Otokki**”

Page 423

[ERRATA] **THE TSARINA** column 1, 1st paragraph, line 5: replace “...Her elite **Night** Hussar bodyguards...” with “...Her elite **Bone** Hussar bodyguards...”.

Page 424

[ERRATA] In **WHITESTAR DIPLOMACY** the line “After the embarrassing defeat of the Cartel mission to Earth...” should refer to the Corporations, not the Cartel.

[ERRATA] **Image caption:** replace “Bone **Hussar’s**” with “Bone **Hussars**”

CHAPTER 36: THE CARTEL (page 426)

CHAPTER 37: THE BROTHERHOOD (page 430)

Page 431

[ERRATA] **Image Caption:** replace “**Dominick** Durand...” - with “**Cardinal Dominic** Durand...”.

[ERRATA] In **PREPARING FOR WAR**, replace the paragraph

The Cardinal got to work immediately, establishing the structure of the Brotherhood and setting in motion the fortification of mankind. This began with the Edict of Thoth, a series of declarations condemning the use of artificial intelligences, cybernetic enhancement of humans, genetic engineering, and a range of other technologies deemed too vulnerable to the influences of the Dark Symmetry.

with

The Cardinal got to work immediately, establishing the structure of the Brotherhood and setting in motion the fortification of mankind. This would culminate in the Edicts of Toth in YC53, a series of declarations condemning the use of artificial intelligences, cybernetic enhancement of humans, genetic engineering, and a range of other technologies deemed too vulnerable to the influences of the Dark Symmetry.

CHAPTER 38: ERAS OF PLAY

Page 441

[ERRATA] **BAUHAUS** Paragraph 2, line 2: change “...dominated by Bauhaus in the First **Dark Legion** War,...” to “dominated by Bauhaus prior to the First **Corporate** War,...”

CHAPTER 39: GAME MASTERING MUTANT CHRONICLES (page 444)

Page 452

[ERRATA] In **TECHNOLOGY AND THE DARK SYMMETRY**, any reference to “Cable Marionettes” should be replaced with “Twisted Marionettes.”

Page 454

[ERRATA] The fiction on this page should read:

The interrogator shone the light into Simon Jones’ eyes. Simon was a good-looking man, his toned and well-muscled physique hinting at his ex-military career. Currently he was tied to a plain metal chair, his arms bound behind his back and his clothes stained with his own blood and

sweat, though none from the face – the interrogators wanted to make sure other people would not be able to see the punishment he had taken. Simon was pleased they had managed at least a little restraint.

They had been at this for hours, attempting to torture the whereabouts of his latest client out of him, but Simon had survived far worse in the field from Bauhaus military interrogators. These guys were amateurs in comparison. The only weapon they had was brute force and persistence.

“What time is it?” he asked, intentionally making his voice sound broken and weak.

“Twelve fifteen,” replied the interrogator, “Why?”

Simon smiled, pulled his arms free of the bonds he had loosened almost an hour ago, and in one smooth move launched himself forward. He pulled the pistol out of his interrogator’s belt and squeezed off four rounds into the man’s chest. As the interrogator collapsed, Simon stood up, brushed himself down, and helped himself to the dead man’s keys, cash, and wallet. Looking down, he answered the dead man’s now-meaningless question.

“Because her flight to Victoria took off fifteen minutes ago. Because I no longer have to play this charade.”

He opened the wallet, pulled out the man’s identity card and grinned.

CHAPTER 40: SCENES AND ENVIRONMENTS (page 455)

Page 459

[ERRATA] In **BUILDING BATTLES**, there should be a space: “Nemesis NPCs are as tough **as player...** “

CHAPTER 41: SESSIONS AND CAMPAIGNS (page 468)

SOURCE BOOK ERRATA

BAUHAUS SOURCE BOOK

Book Spine

[ERRATA] – book spine spelling should be BAUHAUS not BAUHUAS

Page 86-87

[ERRATA] All the Stat Blocks with numbers in parentheses should be preceded by '+' e.g 13 (1) should read **13 (+1)**.

Page 86

[ERRATA] In the Devilcat Rex's Special Abilities, replace Supernatural **Strength (1)** with **Supernatural Strength (2)**, and add **Supernatural Physique (3)**.

BROTHERHOOD SOURCE BOOK

Page 6

[ERRATA] In the Divination fiction, the first word should be capitalized, replacing 'One woman next to me commented, "it's as if he speaks directly into your soul".' with 'One woman next to me commented, "It's as if he speaks directly into your soul".' Also "A little over 150 assassins in all stood..." should be replaced with "A 150 would-be assassins stood..."

Page 17

[ERRATA] The "...hand-crafted Deliverer electrosword" of the Fury is actually the "...hand-crafted Deliverer **power sword**..."

Page 24

[ERRATA] In the Pilgrim Resonator Iconic Career's Equipment, replace "Resonance Helm" with "Resonator Helmet"

[ERRATA] In the Pilgrim Sentinel Iconic Career's Equipment replace "Deliverer sword" with "Deliverer Power Sword"

Page 40

[ERRATA] In the Cell of the Sacred Warriors replace "The famed Avenger powered sword and Protector Shield are.." with "The famed Avenger Power sword and Protector Power Shield are.."

Page 41

[ERRATA] In the Sacred Warrior Iconic Career's Equipment replace "Avenger sword" with "Avenger Power Sword"

Page 42

[ERRATA] The second column is missing a heading for Mortifactors.

Page 54

[ERRATA] The HAC-20 ERUPTOR MACHINE is missing the “GUN”. It should read “HAC-20 ERUPTOR MACHINE GUN”

Page 56

[ERRATA] In the Sacred Warrior Combat Armour, replace “When combined with a power shield...” with “When combined with a Protector Power Shield...”

CAPITOL SOURCE BOOK

Page 13

[ERRATA] In the 'Family' Business Attribute Improvements, Intelligence should be 1.

[ERRATA] In the Athletic Scholarship Attribute Improvements, Awareness is 0 and Intelligence is 1.

Pages 21

[CLARIFICATION] Most of the weapons used by vehicles are Heavy Weapons - only a few use Gunnery (which is used mainly for spacecraft and the really big vehicle guns). Heavy Weapons was chosen in preference to Gunnery as it's used more often, given how few skills are provided by each career.

Page 28

[ERRATA] In the Free Marine Equipment, replace “asic repair kit,” with “**b**asic repair kit,”

Page 30

[ERRATA] In the Martian Banshee Equipment, both “M50 assault rifle” and “Predator Mk. 1 armour (including rocket pack)” should have an asterisk (*).

Page 33:

[CLARIFICATION] Most of the weapons used by vehicles are Heavy Weapons - only a few use Gunnery (which is used mainly for spacecraft and the really big vehicle guns). Heavy Weapons was chosen in preference to Gunnery as it's used more often, given how few skills are provided by each career.

CARTEL SOURCE BOOK

Page 14

[ERRATA] The New Career bullet points are incorrect. They should be replaced as follows:

- CARTEL INVESTIGATOR: Police
- CONSULTANT: Corporate Executive
- LOBBYIST: Corporate Executive
- BODYGUARD: Military

Page 28

[ERRATA] Image caption is missing the leading “S”

Page 83

[CLARIFICATION] In the Regel 114 section, “A sample cell block map is provided for the GM, but he should feel free to populate it with whatever else he wishes.” – the map was cut for space issues.

Page 85

[CLARIFICATION] In Scene 2: Recruiting Inquisitor Hughes, remove “A map is provided for the GM.” (map also cut for space issues).

CYBERTRONIC SOURCE BOOK

Page 16-17

[ERRATA] All “Dr” prefixes should be “Dr.”

Page 67

[ERRATA] In The Silent’s Equipment, replace “sonic dampeners” with “SD99 Sonic Dampener”

Rear cover

[ERRATA] The line “Cybertronic is less than a century old...” should read “...less than **two centuries** old...”.

DARK EDEN SOURCE BOOK

Contents

[ERRATA] Page 41 Entry replace the “Operation **Calvarias**: Paris” heading with “Operation **Calvaria**: Paris”

Page 10

[ERRATA] In The Tribes, replace “centeral” with “central”.

Page 11

[ERRATA] The Brotherhood: in the first paragraph, remove the word “Inquisitor”.

Page 16

In the Void Walker Prerequisites, replace “schoo” with “school”.

Page 16

[ERRATA] Remove all core rulebook page references in the Kameleon Iconic Career Equipment.

Page 17

[ERRATA] In Max Ionescu’s entry replace “Muwahije” with “Muawijhe”.

Page 19

[ERRATA] In the Timeline for 2212AD/-369YC, replace “aboveground” with “above ground”.

Pages 26-51

[ERRATA] In the footer, replace “EURPOE” with “EUROPE”.

Page 57

[ERRATA] In the artwork caption, replace “demoracy” with “democracy”.

Page 155

[ERRATA] In the Sand Eels Awareness Attribute, add “(+1)” .

Page 158

[ERRATA] In the Quicksilver Aberrations table result 4, replace “Chameleont” with “Chameleon”.

Page 164

[ERRATA] Add “Supernatural Awareness (1)” to the Mutant Crocodile Special Abilities.

Page 193

[ERRATA] In the R-75 Retributor Carbine, replace “Restirction” with “Restriction”

Page 194

[ERRATA] In the artwork, replace “Fist of Juda” with “Fist of Judah” and “Scythe” with “Scythe of Maiming”

Page 196

[ERRATA] Infernal Breath SMG Restriction is 3 not 2.

[ERRATA] Martyr's Nail Sidearm Restriction is 2 not 3.

Page 197

[ERRATA] In the Frienhiet HMG entry remove the line “Feed selection and Reload qualities follow the same rules as the Blazer 3100, including the Restriction, Cost, and Encumbrance ratings”

Page 209

[ERRATA] In the Young Adult Eclipse Mammoth Special Abilities replace “Supernatural Physique (2)” and “Supernatural Strength (2)” with “Supernatural Physique (1)” and “Supernatural Strength (1)”

Page 211

[ERRATA] Common Rivetbull Physique should be 12 not 10.

Page 211

[ERRATA] Common Rivetbull Wounds should be 5. not 4.

[ERRATA] In the Stalker Rivetbull Attacks replace “Teeth and Claws....” with “Teeth and Clawed Hooves...”

DARK SOUL SOURCE BOOK

Page 17

[ERRATA] Muawijhe’s Attributes are incorrect: Strength is 15 (+3) , Physique is 13 (+4), Awareness is 13 (+3), Intelligence is 15 (+3), Mental Strength is 14 (+2), and Personality is 13 (+2).

Page 22

[ERRATA] Jedryl's Supernatural Strength Special Ability of (2) should be Supernatural Strength (1)

Page 34

[ERRATA] Nepharite Magus Special Abilities: Supernatural Mental Strength (1) is wrong. Nepharite Magi have Supernatural Mental Strength (2). They additionally have Supernatural Intelligence (2) and Supernatural Awareness (2).

Page 75

[ERRATA] The Immaculate Fury Strength Attribute is 16 (+2) not 16 (+20).

IMPERIAL SOURCE BOOK

Page 5

[ERRATA] In the Foreword Title edit; replace the Title "Foreward" with "Foreword"

Page 9

[ERRATA] Regarding The Sad Struggle, replace "First Dark Legion War" with "First Corporate War"

Page 58

[ERRATA] In the Macguire entry the line "...ensuring that the when needed by other clans they have never been found wanting." Should be replaced with "...ensuring that when needed by other clans, they will not be found wanting."

Page 62

[ERRATA] Oakenfist heights rarely reach "1.7m", not "1.9m" as given.

MISHIMA SOURCE BOOK

Page 31

[CLARIFICATION] The Martial Artist iconic career should be Dark Legion and Dark Eden eras only - Ki talents are not present in Dark Symmetry era, although they may be emerging (at the GM's discretion).

Page 38:

[ERRATA] In the Dragon Boxer talent tree, TORONAGA'S RAGING MIGHT should be written AS TORONAGA'S RAGING MIGHT. Also replace "MORAMA'S PERFECT BALANCE" with "MARAMA'S PERFECT BALANCE"

[ERRATA] In the Hunting Tiger talent tree, THE CHAMELEON'S CAMOUFLAGE should be written as THE CHAMELEON'S SKIN.

Page 39

[ERRATA] In the Storm Warrior talent tree, THE COBRA'S VENOMOUS STRIKE is spelt incorrectly (as VENEMOUS).

Page 44

[ERRATA] Rename the title of “MONURA’S QUICKENED STEP” to “NOMURA’S QUICKENED STEP”

Page 53

[ERRATA] Remove the Dark Symmetry icon from Kimoya.

Page 75

[CLARIFICATION] Reloads for the Deathshrieker Screechgun, Demonfang Rocketgun and Dragonstorm Turbocannon. all have an encumbrance of 1.

Page 83

[ERRATA] The Taiho has Reliability 4. It has room for 20 Passengers, not 2 as given.

MUTANTS & HERETICS SOURCE BOOK

Page 66

[ERRATA] In the Technological influence of the Guardians, replace “Brotherhood Judicator armour” with “Brotherhood Crucifier armour”

Page 89

[ERRATA] Add Supernatural Awareness (1) and Supernatural Strength (1) to the Shadow Hound’s Special Abilities

Page 100

[ERRATA] In the fiction replace all mentions of “Nancy” with “Nina”.

PLAYERS’ GUIDE

Credits

[ERRATA] Lars Nordbeck should be credited as an Artist. Bill Heron and Marc Langworthy should be credited as writers.

Table of Contents

[ERRATA] In header, “PLAERS’ GUIDE” should be “PLAYERS GUIDE”

Page 7

[CLARIFICATION] In the **Luna City** section, the Straffar Gatan 39 Adventure is part of the free Quickstart and also features in the Dark Symmetry Campaign book.

Page 16

[CLARIFICATION] In **The Factions** section, the “guidebooks” are actually referred to in the product line as “source books”.

Page 8

[CLARIFICATION] **Attributes:** The 6-12 range is a suggested “normal range”, but there are no mechanical restrictions there - the text is there to point out that characters with 13+ in an Attribute are exceptional.

[CLARIFICATION] **Skill Tests:** A player character can use Chronicle points and DSPs on the same roll.

Page 10

[CLARIFICATION] **Voluntary Failure** is used in situations where a player character has little chance of success in the first place (maybe an attribute of 6 and no relevant skill training), and they want the extra Chronicle point.

Page 36

[CLARIFICATION] **Career Event Roll 19:** Curse of the Mayfly. The **Aging Table** can be found on page 51.

Page 16

[CLARIFICATION] **Decision Two: Birth Faction.** If a player rolls Freelancer, Criminal, or Microcorp, for a faction event they roll to determine their family's origin (one of the corporations or Brotherhood) and then use the relevant table.

Page 22

[ERRATA] In Column C of the **Education Table**, change “Officer Trained” to “Officer Training”

Page 35

[CLARIFICATION] Career Event Traits are not listed in the book. Traits are a reason to roleplay and gain Chronicle Points (see page 98).

Page 31

[CLARIFICATION] **Attribute Bonuses:** Player Characters don't get any Attribute bonuses from any careers after the first.

Page 34

[ERRATA] In **D3-4 Ship Crew** replace the Elective Skill “Gunnery” with “Space”, and the Signature skill “Pilot” with “Space”.

[CLARIFICATION] **D5-6 Intelligence Officer Career:** The Fake ID is Restriction 3 (unless the GM rules otherwise).

Page 37

[CLARIFICATION] **Iconic Careers:** A Player Character can only take a single Iconic Career, and cannot repeat it – it is a one-phase-only option, because Iconic Careers give so much more than Primary Careers (twice as many skill ranks, several talents, and often some fairly impressive equipment). A Player Character can take it as a third or fourth career phase, but get a little less for doing so (Iconic Careers give two ranks of each chosen skill, including their Signature Skill choices, rather than the normal one, but they only get Signature Skills from their first two career phases), and have to pay a life point to open up the 3rd and 4th career phases regardless of what career they are taking.

The first two career phases are free, but taking a third or fourth cost an extra Life Point each (on top of any spent to pick a specific career/reduce the difficulty of an iconic career if they don't already have one).

Player Characters cannot have two different Iconic Careers.

Page 50

[CLARIFICATION] **Influence Bonus:** The main purpose of the Influence Bonus is in regard to acquisitions. Other uses for it are under consideration for expanded elements of the game.

Page 51

[ERRATA] Replace the **Aging Table Heading** “2D6 ROL” with “2D6 ROLL”.

Page 74

[CLARIFICATION] Experience is always awarded per character.

Page 58

[CLARIFICATION] **Unskilled Skill Use:** As described on page 76, under Advanced Skills, lacking at least Expertise 1 in the Parent Skill means that, regardless of how many ranks a character has in the Advanced Skill, they suffer the untrained penalty on the Advanced Skill. So, if they have Command (Expertise 1/Focus 0) and Persuade (Expertise 0/Focus 0), they suffer the Untrained penalty on Command tests (+2 Repercussion range, +1 difficulty).

[CLARIFICATION] **Repercussions for NPCs:** If the GM rolls a repercussion, it is similar to what happens for a PC - the GM either creates a complication for the NPC there and then, or he removes two points of Dark Symmetry from the pool. Any interaction with the Dark Symmetry Pool that the players can make, NPCs can make “in reverse” - if a player action adds DSP, an equivalent NPC action removes DSP. As an aside, if you have NPCs allied to the players, the GM can flip this around, so a squad of soldiers accompanying a group of PC Doomtrovers could use their normal NPC DSP spends in reverse, adding to the pool instead of taking from it. In this instance, those NPCs should be placed under the control of one of the players (and the command of that player's character, potentially). The GM is able to use the squad and mob rules to group a load of NPCs around a PC as well, which can be useful for mass battles.

Page 63

[CLARIFICATION] **Acrobatics Talent:** a PC can re-roll a die with “Graceful” Acrobatics talent even if they use “Reflexive block” to dodge with their Close Combat skill. “Hard Target” does not give them a bonus in this situation, because it only affects Acrobatics focus.

Page 66

[CLARIFICATION] **Close Combat Talent:** Unarmed strikes are weapons (they are listed alongside weapons), but they use the Unarmed Combat skill, so they cannot benefit from talents that specify the Close Combat skill. As Specialist and Weapon Master do not specify a particular skill, only a close combat weapon, unarmed strikes (and any other melee weapon that uses Unarmed Combat, such as brass knuckles) still benefit.

Page 79

[ERRATA] In the **Sense Memory** description, replace

“The character has a knack for recalling patterns of sounds, smells, or colours. He is more likely to recognise people, places, and objects he has interacted with, even when attempts have been made to obscure, disguise, or hide them. When trying to detect, locate, or recognise such targets, he gains a bonus 1d20 to any related skill tests.”

with

“The character is more likely to recognise people, places, and objects he has interacted with, even when attempts have been made to obscure, disguise, or hide them. A successful Observation test when attempting to detect, locate, or recognise such targets provides one bonus Momentum for each rank of Sense Memory. Sense Memory may be purchased up to three times.”

Page 83

[ERRATA] In **Precise Targeting** description, replace

“...shift the hit location roll by up to two points.”

with

“...shift the hit location roll by up to two faces of the damage die.”

[ERRATA] In **Through and Through** description replace

“When the character spends Momentum on a Secondary Target effect for a Ranged Weapons attack, it only costs one Momentum. In addition, the character can select a number of Secondary Targets equal to his ranks of Through and Through. Through and Through may be taken up to three times.”

with

“When the character spends Momentum on a Secondary Target effect for a Ranged Weapons attack, it only costs one Momentum. In addition, the character can select an additional Secondary Target for each Momentum spent, equal to his ranks of Through and Through. Through and Through may be taken up to three times.”

Page 86

[CLARIFICATION] **Researcher Talent:** When using Sciences instead of Mechanics/Education, the test remains as it was – a character just gets to use the attribute, expertise, and focus from the substituting skill.

Page 88

[ERRATA] In the **Living Shadow** description replace

“When attempting to remain unseen or unnoticed, the character may add a number of d20s to his Stealth pool equal to the total number of Stealth talent ranks he has purchased.”

with

“A successful Stealth test when attempting to remain unseen or unnoticed will provide an amount of additional Momentum equal to the total number of Stealth talent ranks the character has purchased.”

Page 96

[CLARIFICATION] Banking Group Momentum: Momentum is only useful on a successful roll, and banked Momentum (or Bonus Momentum from certain items, talents, etc.) is not a substitute for successes. The important part is that a character does not need to spend Momentum until it is needed - if they know that you want to use it for a particular effect in advance, they can spend it then, or they can wait until after the roll to see what they want to use it for, in conjunction with whatever Momentum they have generated on that roll

Page 118

[CLARIFICATION] Extra Action: One extra action from a Chronicle point per round at most.

[ERRATA] In **Recovery**, replace

“For each Chronicle point spent, the character recovers one Mental Wound and one Light Wound box in each hit location.”

with

“For each Chronicle point spent, the character recovers one Mental Wound and all Light Wound boxes in one hit location.”

Page 102

[CLARIFICATION] Unarmed combat (**Unarmed strike** is listed in Melee Weapons on page 113).

Page 104

[CLARIFICATION] Dodge or Parry: If both tests beat their difficulty, compare the Momentum generated to determine the overall winner. The winner's total Momentum is not reduced by the loser's total Momentum - the values are simply compared to see who got more. The loser does not get to spend or bank the Momentum generated.

Page 105

[CLARIFICATION] Withdraw Action: The opposed Test is Average (D1).

Page 105

[CLARIFICATION] Combat Momentum Spend: The Momentum with a scaling effect (a “+”) can be applied multiple times per turn, but the others cannot be. Also, assume in all cases that a character cannot re-roll a die of any kind they have already re-rolled, whether it is a d20, a d6, or a [DS]/damage dice - the second result stands. Where Momentum spends are described in the text, if a Momentum spend is described as “for X Momentum”, then it can be used once per roll. Where it can be used multiple times, it will be written as “for each Momentum spent” or “for every X Momentum spent”.

[CLARIFICATION] Swift Strike Momentum Spend: It can be used after any action or response action - any test - but once per round at most (so a character only gets one extra action that way, regardless of when they use or spend).

Page 107

[CLARIFICATION] **Movement:** The eligibility to make an attack refers to extra standard actions gained from Chronicle Points/Swift Attack, hence the “If” – it is referring to a particular situation, rather than the usual state of affairs.

Page 111

[ERRATA] Below **Mk. Xib ‘Invader’ Battle Rifle** section, replace the “GL3000 Grenade Launcher” line with “Mk.XIX Grenade Launcher”

Page 113

[ERRATA] In the **Chain Bayonet** section, replace RELIABILITY 5 with RELIABILITY 3.

VENUSIAN APOCALYPSE CAMPAIGN BOOK

Page 34

[ERRATA] In the Devilcat Rex’s Special Abilities, replace Supernatural Strength (1) with Supernatural Strength (2), and also add Supernatural Physique (3).

Page 36

[ERRATA] Add Supernatural Strength (1) to the Anaconda’s Special Abilities.

Page 55

[ERRATA] In the Revenant Templars Special Abilities, add Supernatural Personality (1).

Page 77

[ERRATA] In the Dark Huntsman’s Attributes, replace 17 (+!) Physique Attribute with 17 (+1)

Page 89

[ERRATA] Add Supernatural Awareness (1) and Supernatural Strength (1) to the Shadow Hound’s Special Abilities

Page 163

[ERRATA] In Beruth’s Special Abilities, replace Supernatural Agility (2) with Supernatural Agility (3) and also replace Supernatural Physique (2) with Supernatural Physique (1).

Page 164

[ERRATA] In Calis’ Special Abilities, replace Supernatural Agility (2) with Supernatural Agility (3). Also replace Supernatural Physique (2) with Supernatural Physique (1).