



CORRECTIONS

Character Generation:

Page 55: Bionic Arm – Basic Model

CLARIFICATION: If a bionic character has two bionic arms, their CarryML (the maximum time they can bear their Carry weight) should be N/A. This is due to the fact that two bionic arms can never get “tired” as long as their power source is not interrupted. Similarly, one bionic arm would double their normal CarryML. Carry ML is a derivative of Endurance.

Page 58: Bionic Leg – Basic Model

CLARIFICATION: If a bionic character has two bionic legs, their RunMS (the maximum time period that they can run at top speed) should be N/A. This is due to the fact that two bionic legs can never get “tired” as long as their power source is not interrupted. Similarly, one bionic leg would double their normal RunMS. RunMS is a derivative of Endurance.

Page 105: Dimensional Warp

CLARIFICATION: This power cannot be used on an unwilling target.

Pages 141-142: Sharp Shooter and Sniper

CLARIFICATION: The same character can take these two individual skills because they provide bonuses under different circumstances. However, if a character does have both skills, their bonuses from these skills will not stack. In addition, both of these skill bonuses include the modifiers for aiming, so taking an extra attack to aim will have no effect and no additional bonuses should be received.

Pages 147-150: Tables 77-80

ERROR: All of the **Weapon Lists** indicate a CL of 1 for all weapons, regardless of type. This is incorrect. The correct CL can be found under the individual weapon descriptions.

Page 191: Raise Skill Percentage

ERROR: The description of how to raise a character’s skill percentage does not address probability bonuses provided by some skills. It costs 100 EP (Experience Points) to raise a probability bonus provided by a skill. For example, the skill Pistols provides a +1 probability bonus when firing a pistol. It would cost 100 EP to raise this bonus to +2.

Character Generation Quick Reference

CLARIFICATION: The +1 Mental and Physical Ability Point listed in the quick reference as a bonus for Humans is included in the starting number within the individual special ability sections. The correct number of points for a human to start with, if they chose Mental or Physical Abilities, is 4.

Combat:

Page 9: Chronicle of Events

ERROR: I incorrectly refer to star **HR8210** as HR210. HR210 is incorrect and should be listed as **HR8210**, since there probably is an HR210 that I don't know anything about.

This correction was submitted online by Adam Sterner.

Page 17: Skills and Combat

ERROR: In the 2nd paragraph of this section, an example is given for what percentile roll a character would have to make to be successful in repairing a set of telescopic goggles. Their base percentage is 70% plus 8% for their Intelligence bonus, so 78%. The device is **1 CL** above their own (not 2 as indicated in the book), so they have a -10% penalty. The fully adjusted roll should read **68%** not 60%.

Page 25: Aiming

ERROR: When aiming, the character has a +2 probability bonus and can add **or subtract** 20% to the rolled number (round off to the nearest whole number).

Bonuses: +2 Probability

+/- 20% on die roll

Page 128: Stealth Hyperspace Shuttle

ERROR: The SHS (Stealth Hyperspace Shuttle) first referenced on this page and later in the "Random Adventure Rules" section does not have any stats in this book. **Instead, they can be found in the "Vehicle Statistics" section of the first part of Adventure 1.**

Weapons & Equipment Quick Reference:

ERROR: All CL (Comp Levels) show as 1 oN the tables. Please refer to the descriptions in the Character Generation book to see the actual CL.