

## ECLIPSE PHASE ERRATA ALL 1.0



## FEBRUARY 10, 2010

\*Items marked in blue text appear in the first printing hardcopy version of the core rulebook, but were corrected for the PDF release. Everything else is new.

**p. 3, TOC**

Action and Combat starts on p. 186, not 187.

**p. 5, Credits**

We unfortunately screwed a few of these up. Sorry guys!

Add Michelle Lyons to the Editing credits.

Add Adam Bain to Interior Art credits.

Add Dug Nation to Interior Art credits. Remove John Gravato. “Viktor Tikov” should be “Viktor Titov”

Add Sean Beeb to Playtesting Credits.

Under Playtesting and Proofreading, “Björn Grammatke” should be “Björn Gramatke”

Add a “Faction Logo” credits listing Michaela Eaves, Jack Graham, Adam Jury, and Hal Mangold

**p.8, Fiction**

In the first column, first line, “it’s” should be “its”

In the first column, “proprieception” should be “proprioception”

**p.9, Fiction**

First column, two-thirds down: “reult” should be “result”

Second column, first full paragraph: remove “sizzling hiss and a”

Second column, second full paragraph: “teraherz” should be “terahertz”

**p. 10, Fiction**

Replace the three instances of “neotonic” with “neotenic”

“petulent” should be “petulant”

“fitting the bill” should be “footing the bill”

**p. 11, Fiction**

First column, first full paragraph: “descendents” should be “descendants”

First column, second full paragraph: “wormholes” should be “wormhole”

First column, third full paragraph: “perservered” should be “persevered”

First column, third full paragraph: “reclammers” should be “reclaimers”

**p. 12, Fiction**

“waste-high” should be “waist-high”

**p. 13, Fiction**

First column, first full paragraph: “unphased” should be “unfazed”

**p. 23, Mercenaries**

“seeth” should be “seethe”

**p. 27, Reinstantiated**

Should be “Re-instantiated”

**p. 32, Transcript Intro Box**

Remove the first use of “recovered” in the first sentence

**p. 33, People’s History**

In both the first column, last paragraph and the second column, third paragraph, “off world” should be “off-world”

**p. 33, 4th paragraph**

“draughts” should be “droughts”

**p. 37, BF 60+, 5th bullet point**

“excede” should be “exceed”

**p. 55, Politics and Power**

Both instances of “Europa” in this paragraph should be replaced with “Titan”

**p. 55, The Inner System, 2nd sentence**

Remove “a” from “While there are a many independent habitats ...”

**p. 57, The Libertarian and Utopian Legacies**

In the first paragraph, fifth sentence, change the second use of the word “radical” to “anti-authoritarian”

In the first sentences of both the second and third paragraphs, replace “libertines” and “libertine” with “radicals” and “anti-capitalist” (respectively)

**p. 67, Space Habitats, 3rd paragraph**

“neither of the existing Hamilton cylinders” should be “none of the existing Hamilton cylinders”

**p. 73, Skineasthesia**

In the header and in the first mention in the description, Skineasthesia is twice misspelled (without the middle “s”)

**p. 74, TerraGenesis**

“Caldwell Pandora Gate” should be “Vulcanoid Pandora Gate”

**p. 75, Inner System Politics**

In last line, “Planetary Constellation” should be “Planetary Consortium”

**p. 76, Planetary Consortium**

“marOlympus Infrastructure Authority” should not have the “mar” in front of it

**p. 81, Uplifts**

In the second column, first paragraph, “uplift animal” should be “uplift animals”

**p. 85. Project Ozma**

In the last paragraph, remove the “Standard” before “SOP”

**p. 86, Suryas and Salamanders**

“water and hydrogen” should be “oxygen and hydrogen”

In the next-to-last paragraph, Ukko Jylinä is missing its accent.

**p. 88, Ukko Jylinä, second paragraph**  
There's another instance of Ukko Jylinä missing its accent.

**p. 89, Venus**  
In the second column, second paragraph, replace the last two sentences with:  
"Some 5,000,000 transhumans live in aerostat habitats and another 10,000 on the surface. Roughly 350,000 transhumans live in habitats orbiting Venus."

**p. 90, Octavia**  
The population listed should be 500,000, not 35,000

**p. 90, Aphrodite Prime**  
The population listed should be 300,000, not 190,000

**p. 91, Population, last paragraph**  
"there bodies" should be "their bodies"

**p. 91, Fresh Kills**  
Replace "Earth's L5" with "the Earth-Luna L5"

**p. 91, Luna, second paragraph**  
In the sentence, "When the Fall came, every polity that couldn't hope for a shot at Mars or elsewhere set its sites on Luna.", replace "sites" with "sights"

**p.96, Valles-New Shanghai**  
"principle" should be "principal"

**p. 100, Liberty**  
"processes" should be "processed"

**p. 104, Iapetus, 2nd paragraph**  
"computational" should be "computational"

**p. 106, Titan, 4th paragraph**  
"Deustch" should be "Deutsch"  
"Parapelagia" should be "Patagium"

**p.106, Aarkus**  
In the first paragraph, "offwordlers" should be "offworlders"

**p. 111, Sky Ark**  
Change "offworld" to "off-world"

**p. 116, Criticals**  
"beat" should be "beats"

**p. 124, Identity**  
Replace "the Watch" with "Firewall"

**p. 129, Traits**  
There's an "r" missing from "character's"

**p. 130, Step-by-Step Guide**  
Under 5b, change "400 skill points" to "400 CP"  
Under 5c, change "300 skill points" to "300 CP"

**p. 131, Lost**  
Under Advantages, "Psi trait" should say "Psi trait (Level 1)"  
Under Disadvantages, "(choose two)" should be "(choose two, this includes the one from Psi)"

**p. 134, Venusian**  
"Morning Star Confederation" should be "Morningstar Constellation"

**p. 136, Learned Skills**  
Change the first sentence to:  
"Each character must purchase a minimum of 400 CP of Active skills and 300 CP of Knowledge skills (see *Skills*, p. 170)."

**p. 137, CharacterCreation example, 2nd column**  
The fourth paragraph should end with "... leaving her with 40 CP left to spend."

The first two sentences of the fifth paragraph should read:  
"Looking back at her skills, she decides to raise her Pilot: Spacecraft from 50 to 65. It costs her 10 CP to raise the skill to 60, and another 10 CP to raise it from 60 to 65, for a total cost of 20 CP."

**p. 137, Purchase Gear**  
Add the following paragraph to this section (between the third and fourth paragraphs):  
"The one exception to buying gear with Credit is the purchase of additional morphs. Characters may buy extra morphs during character creation, but they must be bought with CP. The player must choose one morph in which the character is sleeved. Extra morphs also require body bank service fees (p. 331)."

**p. 140, Mentons**  
Under Implants, remove the hyphen from "Hyper-Linguist" (should be "Hyper Linguist")

**p. 141, Neo-Hominids**  
Under Implants, add "Prehensile Feet"

**p. 142, Octomorphs**  
Replace "cranial capacity" with "brain mass"

**p. 142, Novacrab, 2nd sentence**  
"giving" should be "given"

**p. 143, Arachnoid**  
Replace "hydraulics" with "pneumatic systems"

**p. 144, Arachnoid Enhancements**  
"Extra Limbs (6 Arms/Legs)" should be "Extra Limbs (10 Arms/Legs)"

**p. 144, Arachnoid Mobility System**  
Add: "Wheeled 8/40"

**p. 144, Flexbot Enhancements**  
Add: "Nanoscopic Vision"

**p. 144, Reaper description**  
"hour" should be "four"

**p. 144, Reaper Enhancements**  
Add "Mnemonic Augmentation"

**p. 146, Exceptional Aptitude**

Replace the text with the following:

Exceptional Aptitude (Ego or Morph Trait)  
Cost: 20 CP

As an ego trait, the character may raise the maximum for a particular chosen aptitude to 40 rather than 30 (p. 122). As a morph trait, it raises the morph aptitude maximum (p. 124) for a particular chosen aptitude by 10 (30 for flats, 35 for splicers, 40 for all others). Note that this trait just raises the maximum, it does not give the character 10 more aptitude points. This trait may only be taken by a morph or ego once.

**p. 150, Morphing Disorder**

“Cost” should be “Bonus”

**p. 151, Real World Naïveté**

“reinstantiated” should be “re-instantiated”

**p. 152, Uncanny Valley trait**

Remove the last line: “This trait is only available for synthmorphs.”

**p. 153, Specializations**

Replace 20 with 30 in this line: “Specializations may be purchased for existing skills, as long as that skill is at least rating 20.”

**p. 153, Improving Psi**

“see Sleights, p. 136” should be “see Sleights, p. 223”

**p. 157, Brinker Genehacker**

Under Gear, remove “Healing Vat” and change Frequency to “(2 doses)”

**p. 158, Criminal Hacker**

“reinstantiated” should be “re-instantiated”

**p. 159, Extropian Smuggler**

“reinstantiated” should be “re-instantiated”

**p. 162, Lunar Ego Hunter**

Under Traits, remove “VR Vertigo” and add “Mental Disorder (PTSD)”

Under Psi-Chi sleights, add “Downtime”

Under Psi-Gamma sleights, add “Scramble”

**p. 166, Socialite Escort**

Moxie should be 4. Add the Second Skin ego trait.

**p. 169, Venusian Negotiator**

“reinstantiated” should be “re-instantiated”

**p. 178, Control**

Add “(no defaulting)” after WIL

**p. 178, Exotic Ranged Weapon**

Under “What it is,” the entry should read:

“Exotic Ranged Weapon skill includes the use and maintenance of all ranged weapons not covered by the Beam, Kinetic, Seeker, Spray, or Throwing Weapons skills.”

**p. 181, Languages in Eclipse Phase**

Change the beginning of the second paragraph to:

The ten languages with the largest speaking populations are: Arabic, ...

**p. 184, Psi Assault and Sense skills**

Add “(no defaulting)” after WIL and INT (respectively)

**p. 192, Step 5: Determine Outcome**

For clarity, change the second sentence (“If the defender succeeds but the attacker fails, the attack misses completely”) to this:

“If the attacker fails, the attack misses completely”

Change the second paragraph under Criticals to read:

“If the defender rolls a critical success, they dodge with flair, reach cover that protects from follow-up attacks, maneuver to a superior position, or otherwise benefit.”

**p. 193, Combat Modifiers Table**

Under Melee Combat, add this line (after the reach modifier): “Character charging -10”

Under Melee Combat, “Character charging or receiving a charge” should be “Character receiving a charge”

Under Ranged Combat, remove this modifier: “Attacker has reach advantage +10”

**p. 196, Collisions**

Replace the last line with:

“They suffer one half the DV applied to their vehicle (less their own Kinetic armor).”

**p. 196, Attacking Vehicle Passengers**

Replace the last two sentences with:

“Area effect weapons are an exception to this rule, but in this case the passengers also benefit from the vehicle Armor Value.”

**p. 206, Two-Handed Weapons**

Add the following sentence to the end:

“This modifier does not apply to mounted weapons.”

**p. 206, Extra Melee Weapons**

Add this sentence after the second:

“Off-hand weapon modifiers are ignored.”

In the third sentence, change “this bonus” to “these bonuses”

**p. 207, Unconsciousness**

Change “they have been knocked unconscious” to “they have been knocked unconscious (until they are awoken or heal)”

**p. 207, Death**

In the second paragraph on the page, the first line should read:

“If the cortical stack is not retrievable, the character can still be re-instantiated from an archived backup (p. 268).”

**p. 212, Body Dysmorphia Suggested Game Effects**

Replace “players” with “characters”

**p. 213, Impulse Control Disorder Suggested Game Effects**

Replace “player” with “character”

**p. 214, OCD Suggested Game Effects**

Replace “player” with “character”

**p. 214, Schizophrenia Suggested Game Effects**

“Players that have become schizophrenic ...” should be “Characters that have become schizophrenic ...”

**p. 217, Psi-Gamma Sleights header**

“Sleights” is misspelled in the header

**pp. 222-232, Mind Hacks chapter**

The “progress stack” graphic element on the left side reads for the Action and Combat chapter instead of the Mind Hacks chapter.

**p. 223, Psi example**

The 3rd line should read:

“Matric’s WIL is 25, so the duration of this temporary sleight is 5 Action Turns ( $25 \div 5 = 5$ ).”

**p. 231, Deep Learning**

The Timeframe should be Skill Learning Time  $\div$  2.

**p. 239, Augmented Reality, first paragraph**

Replace “AR is not limited to visuals, however, and can also include acoustic sounds ...” with:

“AR input includes acoustic sounds ...”

**p. 240, Skinning, first paragraph**

Replace “seems like your outdoors” with “seems like you’re outdoors”

**p. 241, Experience Playback, first paragraph**

“ones experience” should be “one’s experience”

**p. 244, First paragraph, last sentence**

At the beginning of the sentence, “various” should be capitalized

**p. 245, Non-Standard AIs and AGIs**

In the fourth sentence, delete the extra “is”

**p. 246, Mesh ID, second-to-last sentence**

“their are ways” should be “there are ways”

**p. 258, Joint Hacking/Securing**

In the second paragraph, replace “maximum +60 modifier” with “maximum +30 modifier”

**p. 260, Hacking VPNs, first paragraph**

Both instances of “with” should be “without”

**p. 261, Puppeteering**

The first sentence should begin as follows:

Most cyberbrains also incorporate a puppet sock ...

**p. 268, Accelerated Future chapter**

Across the top of the page, the graphic element stating “Gear” over and over should state “Accelerated Future” instead

**p. 268, Cortical Stack Backups, 3rd paragraph**

“ever” should be “every”

**p. 268, 2nd column, 3rd paragraph**

“incrué” should be “incur”

**p. 269, Uploading-Resleeving Continuity, first sentence**

“with any noticeable loss” should be “without any noticeable loss”

**p. 273, Alpha Forks**

Change “directly from the cortical stack” to “a removed cortical stack in an ego bridge”

Immediately after that sentence, add the following:

“Alpha forks mat be generated from biomorph brains using an ego bridge and the same process as uploading (p. 268).”

**p. 273, Beta Forks**

Change the first sentence of the second paragraph to:

“Beta forks are created by taking an alpha fork and running it through a process known as *neural pruning* (p. 274).”

**p. 274, Neural Pruning**

Remove this first line:

“Most forking is done on the fly—something comes up that the character needs a fork for, so they whip one up on the spot.”

Add the following sentence to the end of the third paragraph:

“If an alpha fork is not available to prune, a delta fork can be whipped up from a biomorph brain with an ego bridge and 1 minute. Many people sleeved in biomorphs keep delta forks on hand in storage, to whip up on the fly as needed.”

**p. 281, Hamilton Cylinders**

“There are only two fully operational Hamilton cylinders in the system” should be “There are only three fully operational Hamilton cylinders in the system”

“Both known Hamilton cylinders orbit Saturn” should be

“Two of the known Hamilton cylinders orbit Saturn”

“neither of the Hamilton cylinders has” should be “none

of the Hamilton cylinders have”

**p. 284, Programming Blueprints**

Replace “Programming: Nanofabrication” with “Programming (Nanofabrication)”

**p. 285, The Programming Test**

Replace both instances of “Programming: Nanofabrication” with “Programming (Nanofabrication)”

**p. 290, Acquire Services table**

There is inconsistent verb usage on this table. All verbs ending in “ing” shouldn’t.

**p. 293, Active Countermeasures**

At the start of the second paragraph, “Additional” is missing its capital A.

**p. 300-301, Cyberbrain**

The sentence that starts on 300 and ends on 301 should end as follows:

... may be remote-controlled, though this option may be removed by those who value their security.

**p. 301, Bioware**

This paragraph should end with:

“Bioware may be used to enhance biomorphs (including pods and uplifts), but not synthmorphs (see *Synthmorphs and Bioware*, p. 306).”

**p. 303, Combined Sensor Systems header**

“systems” should be “Systems”

**p. 304, Chameleon Skin**

Replace the first full sentence with:

“The character must be nude or wearing smart clothing (p. 325) of the same color/pattern. If incompletely camouflaged, or if moving faster, reduce the modifier to +10.”

**p. 304, Emotion Dampeners, 2nd sentence**

“Too” should be “to”

**p. 305, Drug Glands Cost**

Change it from “Low” to “One Cost Category Higher Than Drug Cost”

**p. 308, Hand Laser**

Replace “good for 6 shots” with “good for 50 shots”

**p. 308, Medicines**

The page reference to Drug Effects should be 318, not 317.

**p. 308, Mental Speed**

Remove the extra “the”b

**p. 311, Synthetic Mask**

“teraheerz” should be “terahertz”

**p. 317, Drugs, Chemicals, and Toxins**

There’s a missing period at the end of the first paragraph.

**pp. 323 and 325**

The 2 in BTX2 should be superscript (BTX squared)

**p. 325, Smart Clothing**

Replace the second and third sentences (“More advanced ...” and “When worn ...”) with:

“It can also camouflage the wearer, providing a +20 bonus to Infiltration Tests to avoid being seen, as long as the wearer is stationary or not moving faster than a slow walk, and as long as the wearer is completely covered or also using chameleon skin (p. 303) of the same color/pattern. If incompletely camouflaged, or if moving faster, reduce the modifier to +10.”

**p. 328, Blueprints, third sentence**

Replace “equals” with “exceeds”

**p. 328, Specialized Hive**

Change Cost from “High” to “Moderate, plus Cost of Programmed Nanoswarm”

**p. 329, Nanoswarms and Microswarms**

In the fourth paragraph (the last paragraph before the Cleaners entry), add the following sentence right before the last sentence (“Swarms are not affected by vacuum.”):

“EMP weapons (p. 340) are very effective against swarms, inflicting 2d10 + 5 damage and a -10 modifier to all tests due to their damaging effects on the swarm’s communication abilities until repaired.”

**p. 330, Disassembly Tools**

“adopted” should be “adapted”

**p. 336, Kinetic Weapons tables**

On both tables, the Firing Mode of Sniper Rifles should be changed to “SA”

On the Firearms table, the Machine Gun AP should be -6

On the Railguns table, the Machine Gun AP should be -9

**p. 338, Reactive ammo**

Change the Cost to “[Low]”

**p. 338, Beam Weapons**

The end of the second paragraph should read:

... at the rate of 20 shots per hour; they have a Cost of [Low]

**p. 345, Dr. Bot**

Change the Cost from Moderate to High

**p. 346, Speck stats**

Specks should have Armor —, Durability 5, and Wound Threshold 1

**p. 353, War Remnants**

“TITANS” should be “TITANs”

**p. 359, Social Engineers**

“Knick-named” should be “Nick-named”

**p. 390, Character Creation Summary**

Under 5b, change “400 skill points” to “400 CP”

Under 5c, change “300 skill points” to “300 CP”

**p. 390, Backgrounds**

Under Lost:

“Psi trait” should say “Psi trait (Level 1)”

“(choose two)” should be “(choose two, this includes the one from Psi)”

**p. 390, Factions**

The #5 headers should all be in bold

**p. 392, Combat Modifiers table**

Under Melee Combat, add this line (after the reach modifier): “Character charging -10”

Under Melee Combat, “Character charging or receiving a charge” should be “Character receiving a charge”

Under Ranged Combat, remove this modifier: “Attacker has reach advantage +10”

**p. 394**

Add the *Alien* movie series to the references

**p. 399, Character Sheet Front**

The stat lines for Ranged and Melee weapons are mislabeled, and should be switched.

Under *Stats*, the derived stat bubble for DB should say “SOM ÷ 10” not “DUR ÷ 10”

**p. 400, Character Sheet Back**

In the “Muses Stats” header, “Muse” should be singular (“Muse Stats”)

In the “PSI Sleights” header, “Psi” should be title case, not all caps