

## ECLIPSE PHASE MAJOR ERRATA 1.2.1



## MAY 2011

\*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.

\* Items marked in red text are new errata, only incorporated in the most recent PDF update.

**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. 118, Margin of Success/Failure**

We changed MoS to work more like blackjack. Changed the second half of the first paragraph to:

“MoS is simply determined by what the character rolled on a successful test. For example, a character who rolls a 20 against a target number of 55 succeeds with an MoS of 20. The higher the character rolls while still making it equal to or less than the target number, the higher the MoS. Higher skills thus make it possible to get a higher MoS.”

The example was also changed accordingly.

**p. 121, Initiative**

The second line now reads:

“Your Initiative stat is equal to your character’s Intuition + Reflexes aptitudes (see Aptitudes, next page) divided by 5 (rounded up).”

The example text was also changed:

“Lazaro’s Intuition is 15 and his Reflexes score is 20. That means his Initiative is 7 ( $15 + 20 = 35$ ,  $35 \div 5 = 7$ ).”

**p. 122, Moxie**

We clarified the first bulletpoint to read:

“The character may ignore all negative modifiers that apply to a test.”

In other words, positive modifiers are not negated.

**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. 124, Aptitude Maximums**

Change the third sentence from “If a character’s aptitude exceeds ...” to “If a character’s aptitude (including any bonuses from that morph) exceeds ...”

**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. 136, Purchasing Traits**

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

“... (no matter how many morphs you buy).”

**p. 137, Purchase Gear**

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

“Expensive items with a minimum listed cost that minimum amount.”

**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. 144, Dragonfly and Flexbot**

Both dragonflies and individual flexbots now have the small target modifier in combat listed under Advantages.

**p. 144, Reaper Enhancements**

Remove Heavy Combat Armor. Note that the Reaper still retains Armor 16/16. (We’re saying that this is built-in. The Reaper can have other armor on top of this. Yes, if you add Heavy Combat Armor, it will have Armor 32/32. At that point, it’s a tank.)

**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 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. 148, Addiction, Moderate effects**

Change the last line to:

“Additionally, a character with this level of addiction suffers a penalty of -5 DUR (physical addiction) or -10 to Willpower Stress Tests (mental addiction).”

**p. 148, Addiction, Severe effects**

Change the second line to:

“They face cravings every 6 hours and suffer a penalty of -10 DUR (physical addiction) or -20 to Willpower Stress Tests (mental addiction).”

**p. 150, Morphing Disorder**

“Cost” should be “Bonus”

**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.”

**pp. 154–169, Sample Characters**

All of the sample characters have their INIT scores modified to reflect the change to Initiative. Simply divide their old INIT scores by 10 to get the new result. (INIT 50 is now INIT 5, etc).

**p. 157, Brinker Genehacker**

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

**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. 177, Climbing**

Changed the second sentence to read:

“For heights greater than one story, climbing is handled as a Task Action with a timeframe equivalent to one meter per Combat Turn.”

So that Climbing movement, like other movement, happens across a turn, and is not impacted by Speed.

**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. 189, Initiative Order**

Change the first line to read:

“A character’s Initiative stat is equal to their Intuition + Reflexes aptitudes divided by 5.”

Also change “d100” in the first line of the second paragraph to “1d10”

The examples have also been changed accordingly.

**p. 189, Initiative, Moxie, and Criticals**

Cut the entire second paragraph, as it no longer applies given the new Initiative system.

**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. 194, Layered Armor**

Add the following line:

“The maximum value Armor may be raised to is the character’s Durability.”

Sorry, Munchkins.

**p. 194, Beam Weapons**

Remove the entire last sentence about pulse weapons and replace it with the following:

“Since most beam weapons are invisible to standard sight, an attacker must have vision enhancements enabling them to see the beam or must activate a built-in visible targeting laser to take advantage of these rules.”

**p. 195, Concentrated Fire**

Now increases DV by x 2 rather than 1.5

**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. 198, Burst Fire**

Change the last line to:

“In the case of concentrated fire against a single target, the attacker can choose either a +10 modifier to hit or increase the DV by +1d10.”

So you can now choose whether to get a modifier to hit or extra damage.

**p. 198, Full Auto**

Change the second-to-last sentence to:

“In the case of concentrated fire on a single individual, the attacker can choose either a +30 modifier to hit or increase the DV by +3d10.”

So you can now choose whether to get a modifier to hit or extra damage.

**p. 201 Vacuum**

Change the last line to:

“Additionally, characters trapped in space without adequate thermal protection suffer a -10 modifier to all actions and 2 DV per minute from the extreme cold and other factors.”

**p. 203 Range**

At the end of the first paragraph, add the following:

“Ranges are listed in meters.”

**p. 204, Subdual**

The MoS required to subdue is now equal to the target's Durability (not 30 as before). This reflects that bigger targets are harder to subdue.

**p. 205, Surprise**

Both mentions of the -30 modifier to Initiative changed to -3

**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, “does not apply” should be “do not apply”

**p. 207, Wound Effects**

Noted that the -10 modifier from each wound is -1 Initiative per wound.

**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. 209, Trauma Effects**

Noted that the -10 modifier from each trauma is -1 Initiative per trauma.

**p. 221, Active Psi**

Add the following:

“Active sleights count as mental actions for characters who have augmentations that grant extra mental actions. Due to the concentration required, however, active psi-gamma sleights cannot be used in the same Action Phase with other mental actions that require a Complex Action.”

**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. 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. 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 may 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. 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. 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. 305, Drug Glands Cost**

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

**p. 305, Neurachem**

Added the following lines:  
“The speed boost lasts for 30 minutes, though it may be triggered again. Level 2 may be used as Level 1 if desired.”

**p. 305, Poison Gland**

Cost changed to [One Cost Category Higher Than Toxin Cost]

**p. 305 Implanted Nanotoxins**

Cost changed to [One Cost Category Higher Than Toxin Cost]

**p. 307, Cyberbrains**

Change “(p. 307) may be ” to “(p. 307) and may be ”

**p. 308, Hand Laser**

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

**p. 309, Mental Speed**

Initiative bonus switched to +3

**p. 310, Armor**

Replace the first paragraph with:  
“These armor modifications add to the synthmorph’s built-in Armor rating. They are not compatible with worn armor.”

**p. 313, Shock Proof**

Remove “DV and” from the last line.

**p. 318, Addiction and Substance Abuse**

Cut the entire 4th paragraph (beginning with “The negative effects ...”)  
Cut the last two lines of the last paragraph and replace with:  
“For the infomorph-ported narcoalgorithm version of any physically addictive drug described below, consider the Addictiveness to be effectively mental.”

**p. 323, Narcoalgorithmism**

Add the following lines to the first paragraph:  
“Standard duration is 3 hours. Addiction to narcoalgorithmism is considered mental.”

**p. 323, Liquid Thermite and Scrapper’s Gel**

Added a duration of 3 Action Turns.

**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. 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. 331, Software**

Added Encryption:

Encryption: Crypto software generates key pairs, encrypts messages using public keys, and decrypts with secret keys. See Encryption, p. 253.[Low]

**p. 331, AIs and Muses**

AIs given one free Language skill at 80

**p. 334, Hardsuits**

Add the following line:

“Occupants may only wear armor with an Armor rating (Energy or Kinetic) of 4 or less; this worn armor is cumulative without layering penalties.”

**p. 336, Kinetic Weapons Tables**

On both tables, change the Ammo for Light Pistols to 16, for Heavy Pistols to 10, and for Sniper Rifles to 12.

**p. 338, Beam Weapons**

We clarified that, like kinetic weapons, beam weapons come equipped with safety and smartlink systems.

Also, a battery entry was added to clarify the battery issue:

Batteries: Beam weapons are equipped with both a standard and nuclear battery. The standard battery is good for the listed number of shots before it is depleted. The nuclear battery will recharge the standard battery completely in 5 hours. Standard batteries may be swapped out with a Simple Action. [Trivial (Standard) or Low (Nuclear)]

**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. 339, Microwave Agonizer**

Change the Microwave Agonizer’s Firing Mode to SS

**p. 339, Particle Beam Bolters**

Change the third- and second-to-last sentences to read:

“The bolter’s beam is invisible (but visible in infrared). Bolters must be set for either atmospheric or exoatmospheric (vacuum) operation and will not function in the opposite environment, though it only takes a Complex Action to switch.”

**p. 339, Plasma Rifle**

Change the DV to 3d10 + 20 DV (avg DV of 36)

Add the following:

“Any hit that is an Excellent Success (MoS 30+) sets the target on fire (p. 198); they will continue to take 2d10 damage per Action Turn until extinguished. Plasma guns suffer from dangerous overheating in vacuum and require 1 full Action Turn of cool-down time after every 2 shots.”

**p. 339, Seekers**

We clarified that seeker weapons also come equipped with safety (and smartlink) systems.

**p. 340, Spray Weapons**

We clarified that, like kinetic weapons, spray weapons come equipped with safety and smartlink systems.

**p. 341, Thermobaric weapons**

Added that the area of effect blast radius is 10 meters.

**p. 344, Battlesuits**

Remove the bit about not being cumulative with other worn armor and replace with:

“Occupants may only wear armor with an Armor rating (Energy or Kinetic) of 4 or less; this worn armor is cumulative without layering penalties.”

Also clarified that they automatically include a weapon, and incorporated this into the AV (now 21/21).

**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

**pp. 352–389, Game Information**

All INIT scores given for exhumans, exsurgers, Factors, and TITANs adjusted for the new Initiative rules (divided by 10).

**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. 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. 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”