MAY 2014

* Items marked in red text are new errata, only incorporated in the fourth printing and fourth printing PDF.

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 ÷ 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, INFOLIFE
Remove the following from Disadvantages:
"may not purchase Psi trait,"

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-AVIANS
"1d10 DV, use Unarmed" should be:
"1d10 DV, AP -1, use Unarmed"
Add the following to Advantages:
"Neo-avians count as a small target (–10 modifier to hit in combat)."

p. 141, NEO-HOMINIDS
Under Implants, add "Prehensile Feet"

p. 142, OCTOMORPH
"1d10 DV, use Unarmed" should be:
"1d10 DV, AP -1, use Unarmed"

p. 144, DRAGONFLY AND FLEXBOT
Both dragonflies and individual flexbots now have the small target modifier in combat listed under Advantages.

p. 144, FLEXBOT
Change the Aptitude Maximum to:
"30 (SOM 25)"
Under Credit Cost, remove:
"(minimum 30,000+)"

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. 150, IMMORTALITY BLUES
Change the last line from "infolife or uplift backgrounds. " to: "infolife, uplift, or lost backgrounds. "

p. 152, IMPROVING APTITUDES
Add to the last line of the second paragraph (after "over 60"):
"(with the exception of the character's native language skill and skills capped at 99)"

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. 160, HYPERCORP BLACK MARKETEER
Her Climbing skill stats should be 35 /   blank / 35

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"

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. 192, EXAMPLE SIDEBAR, 2ND TO LAST PARAGRAPH

Change "His DUR is 35 and he's wearing an armor vest (AV 6/6), so his target number is 41. He rolls a 71—a Margin of Failure of 30, " to:

"His DUR is 35,modified by 4 points of damage taken, and he's wearing an armor vest (AV 6/6), so his target number is 37. He rolls a 71—a Margin of Failure of 34, "

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. 196, SHELL REMOTE CONTROL

Change the second paragraph to:

When under direct control, the shell's AI (or resident ego) is subsumed and put on standby. The drone acts with the same Initiative as the teleoperator, but is still limited by the shell's Speed. The teleoperator's skills and stats are used in place of the shell AI's (though the shell's aptitude maximums and penalties apply). The teleoperator uses Pilot skills for movement, dodging, and melee tests, and Gunnery skill for ranged combat. Due to the nature of remote operation, all tests are made with a –10 modifier. Multiple drones may be controlled at once as long as they act in unison; the teleoperator must use separate actions to control them separately. Direct control teleoperation is not very feasible at extreme distances, due to the light-speed lag with communications.

In the 3rd paragraph, insert this sentence between the 2nd and last sentences (after "its abilities"):

Each instruction counts as a Quick Action.

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. 202, MELEE COMBAT, LAST LINE

"They suffer a cumulative –60 on each attack. " should be: "They suffer a cumulative –40 on each attack. "

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. 209, 1ST PARAGRAPH
Replace:"utilitools (p. 326) apply a +20 modifier" with: "utilitools (p. 326) apply a +10 modifier"

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 ÷ 5 = 5)."

p. 231, DEEP LEARNING
The Timeframe should be Skill Learning Time ÷ 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. 303, LIGHT BIOWEAVE
Change "This armor is cumulative with worn armor." to "This armor is cumulative with worn armor, but not heavy bioweave or carapace armor."

p. 303, CARAPACE ARMOR
Change "This armor is not cumulative with worn armor. " to "This armor is not cumulative with worn armor or bioweave. "

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. 310, HEAVY COMBAT ARMOR
> "It increases the bot's built-in Armor to 16/16. " s/b "It increases the bot's built-in Armor by +16/+16. "

p. 310, INDUSTRIAL ARMOR
> "Increase the bot's built-in Armor rating to 10/10. " s/b "Increase the bot's built-in Armor rating by +10/+10. "

p. 310, LIGHT COMBAT ARMOR
> "This increases the bot's built-in Armor to 14/12 . " s/b "This increases the bot's built-in Armor by +14/+12 . "

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, NARCOALGORITHSM
Add the following lines to the first paragraph:
> "Standard duration is 3 hours. Addiction to narcoalgorithms 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, exsurgents, 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"