

## Errata for 2011

The history has been retroactively changed. It has been approximately 200 years since the end of the Great War between Man and Fey.

The Fey have the option of taking any Life Feat, the Dark Fey can take any Death Feat.

The Beastmen can now take claws as their racial or any Warrior Feat.

Felinae can chose between claws and a Quickness Feat.

The Dwarves May Choose from any Body Feat.

Rush armor has been replaced by Quickness. It's still a skill that represents the fast on their feet, but is no longer a second type of hit points.

Armor is now a skill and production is gone. Production was a way to manufacture a game advantage that had no end and a way to transfer Skill Points from one character to another. Armor was kind of the same way. Find/create a game piece that would eventually make you invulnerable.

Some skills were added that would encompass all the ranged skills, melee weapons and fighting styles. This was done mainly for Logistics to shorten the list of skills.

The trapping skills are gone but traps are not. If you want to build or disarm a trap, no one will stop you. There are rules for traps but no skill cost.

Locks are gone entirely. No one seemed to be using them. When it's time to bring them back, we will.

We have defined the amount of out of town influence a character can have with the "skills" contact and merchant.

Lore was slowing down the game and draining plot resources. It has been replaced with the research skill that will be handled between games. (thank you Stephaney)

Healing has been replaced by "Medic" and lets you heal 5 points of damage in one minute per purchase; as well as other Tech based medical things.

The sleep poison is gone, as are all the different kinds of poison. Now there is just one poison and there are rules for poisoning weapons

We have added rules for Ritual Magic but have not published any rituals. This is not a mistake. The actual rituals will be discovered in game.

New Feats have been added for the Armor and Quickness path.

Epic feats have been added. There are only two per path, but they are expensive to accuire.

Silver weapons have been removed. They were special weapons made to fight special monsters, but everyone had one so they ceased to be special. Later you may encounter a monster that requires a special weapon (perhaps silver) in order to kill it. I guess you will just have to go on a quest to get said weapon. (You can turn in your silver weapons for cash)

Channelers are circlets that are worn on the head. This is not a new rule, but one that will now be used. Unless specified, no magic item can be worn on the head, neck, hands or groin. These are not legal targets and it's not fair to the fighters with shatter strike if they can't shatter a magic item that you are wearing on a vital area. (panty hose of giant strength)

Res from sunder now costs you 20 Skill points.

Secret compartments are like the new trap rules. No tag needed, phis-reps required.

Most of the old production items are now considered “Low Tech” as well as some of the Tech items from last season. Human only items have been moved to a new category called “High Tech.”

Channelers are now artifacts and can only be used by the fey unless you have an Earring of Harmony. More Artifacts may be added later.

Adjusted cost in Healing description to be 3, to match the list.

Removed Smelling Salts. Same as Sleep antidote. Noted sleep antidote can wake folks up from other kinds of unconsciousness.

Clarified Numb is a double body style power, not a negative body points power. Same thing, but less confusing.

Clarified that Control Undead does not work on Revenants.

Changed Warrior Feat to Aimed Strike, from Aimed Shot. Changed Body Feat Resist Aimed Shot to Resist Aimed Shot/Strike.

Made sure the skill costs, in their descriptions matched the master list on page 14.

Clarified in the Healing skill that it takes a 60 second count to examine someone and tell if they have Morpheus tech. It takes ten minutes to remove or insert it. Surgical procedures in ten minutes!

Clarified that if you are paralyzed, you cannot cast magic of feats.

Added Area Effect to the monster power list.

Clarified on page 33 that gaseous poisons are NOT blocked by a shield.

Fixed armor costs on the New Character gear page (20) to reflect \$5 per production point.

Clarified Armor +3 cannot be used with **Quickness**. pg 26

Clarified that Two Weapons is for 1 handed swords and daggers only. Pg. 17, and main skill list.

Removed 1.5 handed weapons.

Added a signature call to the Regenerate power under racial powers.

Put thrown weapons into the melee weapon section, as it used to be in alternately ranged and melee.

All feats are not interruptible during melee combat.

Clarified Shields are susceptible to touch casting. Also clarified that weapons are susceptible magic and touch casting as well.

Removed Cloaks Versus magic items in the magic items section.

Clarified Reflect cannot reflect Death Turning or Wracking Touch. Can only Reflect instant effects.

Removed Massive Mechanical Traps and Weapon Traps and Mobile Traps for poor execution, and endless clarification issues.

Clarified Corrosives, and the time it takes for poisons to effect their victims.

Added a phys-rep clause to stealing. Thieves must ask for phys-rep'd items specifically if they are on someone.

Clarified True-Shots do not go through Resists, except Resist Magic.

Removed Subdual Damage from weapon descriptions.

Removed Pawning due to lack of use, and an attempt to put that aspect of the game back into the playerbase.