ERRATA

FOR SHATTERED CORE v1.1.0

PAGE 51

CORRECTION

When reading this section, be aware that the superscript numbers should be 1 higher than shown.

PAGE 55

CORRECTION

Terrosh's Conviction Points should be 15 instead of 12.

PAGE 61

CORRECTION

The Drone racial trait '**Foundational Learning**' references 'Species' rather than 'Genus.' The sentence should read as follows:

> "When a Drone does this, they gain a bonus equal to their Intelligence to attack rolls against opponents of the same genus for the remainder of combat."

PAGE 74

CORRECTION

The Ballistic Combat Skill should be listed under Perception.

PAGE 82

CORRECTION

The combat action for **Channel Psy / Invoke Miracle** does not dictate a base AP cost. The end of its description should read:

> "Unless otherwise specified, all such abilities require at least 2 AP."

PAGE 83

CORRECTION

For clarity, the following has been added to the end of the **Surprise Attack** action:

> "In addition, if the Stealth check is twice the target's Awareness + Alertness bonus, the attack is considererd a critical success and follows the normal critical rules (page 81) as if a physical attack had been rolled."

PAGE 84

CORRECTION

The second paragraph of the **Block** reaction has altered for clarity, and should read as follows:

> "On a successful block, the character's effective DR against the incoming attack is the sum of their armor, natural DR, Toughness, Shield DR, and DR equal to half the damage dice of any weapons used (i.e. a 2d6 weapon grants 1DR; a 4d6 weapon grants 2DR). Natural weapons do not contribute to DR. Any damage in excess of this total damage reduction, if any, is applied. Any other effects or conditions are not applied. If the block is unsuccessful, damage is applied as normal."

PAGE 86

CORRECTION

The movement direction diagram in the **Confused** condition should have 2-9 listed in the center rather than 1-8.

PAGE 87

CORRECTION

The first sentence of the **Critical Health** example should read as follows:

> "Risk is suffering from 7 Critical Health (Simple Fracture) and receives another 14 points of damage, bringing him to 19 Critical Health (Lose Leg)."

PAGE 92

CORRECTION

The first sentence of **Breaking Objects** should read as follows:

> "Sometimes platyers may find that going through is more efficient than going around."

PAGE 92

The fourth sentence in **Concealment** has been altered for clarity, and should read as follows:

"The former provides bonuses when reacting to attackers, and the latter grants bonuses to Stealth. Understand that any object providing cover can also provide concealment; however, many sources of concealment do not provide cover (i.e. fog or darkness)."

PAGE 92

CORRECTION

The first sentence of **Breaking Objects** should read as follows:

"Sometimes platyers may find that going through is more efficient than going around."

PAGE 92

CORRECTION

In the Terrain explanation, the first sentence of **Difficult Terrain** should read as follows:

"While in combat, a character's Stride is reduced to half if the turn is ended while in the terrain."

PAGE 99

CORRECTION

The second 'Social Talents' header in the talent list should instead be 'Psy Talents.'

PAGE 100

CORRECTION

The description of the Alypse racial talent '**Justice of the Fallen**' has been altered for clarity, and should read as follows:

"All ranks of the Smite miracle now require 1 less CP to use."

PAGE 101

CORRECTION

The Rekindled racial talent '**Continous Cycle**' was misspelled. The correct talent name is 'Continuous Cycle.'

PAGE 105

CORRECTION

The '**Telepathy**' talent is missing from the game and should be added under 'General Talents.' See below:

I	TELEPATHY
🔴 None	Cost: 5xp

The character can speak directly into the minds of willing recipients, sharing words, pictures, or simple ideas. This is a free action in combat.

PAGE 107

CORRECTION

The description of the '**Wild Visage**' talent has been altered for balance, and should read as follows:

"A feral appearance grants the character a +4 bonus to Intimidate checks made against sentient creatures."

PAGE 107

CORRECTION

The description for the '**Boiling Rage**' talent has been altered for balance, and should read as follows:

"For every missed melee or hand-to-hand attack, the chraracter gains a +1 bonus to their next attack of that type up to a max of +5. Once an attack of either type is successful, this bonus is removed."

PAGE 107

CORRECTION

The '**Sweep**' talent was mistakenly listed as a Tier II talent. It should instead be listed as a Tier I talent.

PAGE 117

CORRECTION

The '**Casting**' talent had two consecutive rank VIIs listed instead of rank VIII.

PAGE 117

CORRECTION

The '**Overcasting**' description has been updated for clarity (second paragraph, second sentence):

"First, a caster can gain 1 OP per SP used in excess of their currently available SP."

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PAGE 118

In Primaltheurgy, the description for '**Evaporate (Target)**' has been altered for clarity, and should read as follows:

> "A water attribute that applies the dehydrated condition and renders the target unable to speak for 1d4 rounds or minutes, or until a fluid is consumed, whichever comes first. Subsequent applications increase the duration of the inability to speak by 1d4 rounds or minutes after drinking a fluid."

PAGE 119

CORRECTION

In Necromancy, following the existing rules, the addition below has been added for clarity:

> "Both specialized and basic parts are adjusted when changing a stitch's size. For example, a tiny stitch requires 4 basic and 4 specialized parts."

PAGE 119

CORRECTION

In Necromancy, the following changes have been made to the stitch size table for clarity:

Size	Max Strength & Toughness	Max Agility	Part Adj. (Both)	Base Damage
Fine	5	No limit	-5	1d6-1
Tiny	6	10	-3	1d6
Small	7	9	-1	2d6
Medium	8	8	0	2d6
Large	9	7	+1	3d6
Huge	10	6	+3	4d6
Massive	11	5	+5	5d6
Colossal	No limit	4	x2	6d6

PAGE 120

CORRECTION

To clarify how Stitches are used in combat, we have added the following section:

STITCHES IN COMBAT

> A stitch is in many ways a part of the necromancer that sparked them. While in combat, a stitch has 5 actions of their own to utilize each turn, but they do not contribute to or take away from group initiative.

PAGE 124

CORRECTION

Changing 'my' to 'by' in the second sentence of the '**Darkness**' **aspect's opposed** description:

> "For the purposes of Stealth and Perception checks they are considered to be surrounded my norma light."

PAGE 124

CORRECTION

Updating the '**Earth aspect's scry**' ability to reflect players that already have Tremorsense from another source:

> "The marshal gains the Tremorsense ability (page 73). If they already possesses a talent from the Tremorsense talent line, treat the talent as if it were 1 step up the talent line. (ie: If the character has Tremorsense it becomes Focused Tremorsense, etc). If they possess Landsight, the range is increased by 5 yards. This bonus shifts as additional Tremorsense talent line talents are acquired."

PAGE 128

CORRECTION

The list of available miracles for rank 5 marshals should list '**Valor II**' instead of '**Vigor II**.'

PAGE 129

CORRECTION

Correcting last sentence of '**Healing Word**' miracle for clarity:

> "At the time of use, the marshal may spend additional CP to restore additional health without increasing the AP cost."

PAGE 130

Adding clarifying rules to the function of the '**Dualism**' talent:

> "They do not, however, acquire an additional pool of CP or a bonus to their current pool."

PAGE 133

Adding clarifying rules to Rank 3 of the '**Elusive**' impact in Martial Arts:

> "If this would move the character out of an area of effect attack, the damage is entirely negated."

PAGE 133

Remove the last sentence from Rank 5 of the '**Elusive**' impact in Martial Arts.

PAGE 135

To address balance issues with '**Psy**' usage, we have altered the calculations for its range of influence. Pray we do not alter it any further.

> "The range of a psykic's abilities is equal to (Willpower × Range Multiplier) + 1. At base the range multiplier is 1, but may be cumulatively increased by 1 for 2 strain. In order to channel any ability, the target must also be within the psykic's direct line of sight."

PAGE 135

To address balance issues with '**Psy**' usage, we have altered the amount of strain a psykic can attempt at a given rank.

> "Psykics that perform sleights with a strain greater than 2 times their ranks in the respective discipline, take 1 fatigue prior to channeling. At 10 ranks, this limitation is removed."

PAGE 136

To address balance issues with '**Psy**' usage, we have increased the Strain requirements of the '**Bolster Allies**' sleight to 5.

PAGE 136

To address balance issues with '**Psy**' usage, we have increased the Strain requirements of the '**Confusion**' sleight to 7.

PAGE 136

To address some power imbalance with Psy usage, we have altered the Strain and AP requirements of the '**Mind Flay**' sleight. '**Paranoia**' is becoming the seight's base, and we are adding the ability to increase the paranoia inflicted:

Base	5	2	The target suffers 1 point of paranoia.
Additional Paranoia	3	-	Increase the paranoia inflicted by +1.

PAGE 135

We have updated the description of 'Psykic Probe' for clarity. The update is as follows:

> "A psykic can project their mind to probe for signs of cognizant life. To perform this sleight, a psykic selects a desired result from the table below then makes a Psy check. If the roll reaches or exceeds the desired result, the sleight is successful and the psykic gains access to the knowledge in the result they selected. The psykic does not gain access to a result higher than the one that they previously specified. If the Psy check rolls below the desired result, no knowledge is gained and the psykic gains 1 fatigue."

PAGE 136

To address balance issues with '**Psy**' usage, we have increased the Strain requirements of the '**Stress**' sleight to 6.

PAGE 137

Addressing a typo in the '**Telekinesis**' sleight (second paragraph, first sentence):

> "If the psykic maintains control of any objects at the start of their turn, they must make a Psy check against 2 UC per object held. This is a free action."

PAGE 137

To address balance issues with '**Psy**' usage, we have increased the Strain requirements of the '**Telekinesis**' sleight to 5.

PAGE 137

To address balance issues with '**Psy**' usage, we have increased the requirements of the '**Base Illusion**' sleight to 2 Strain and 2AP.

PAGE 137

To address balance issues with '**Psy**' usage, we have increased the Strain requirements of the '**Aural Shift**' sleight to 4.

PAGE 137

To address balance issues with '**Psy**' usage, we have increased the Strain requirements of the '**Dampener**' sleight to 6.

PAGE 137

To address balance issues with '**Psy**' usage, we have increased the Strain requirements of the '**False Light**' sleight to 5.

PAGE 137

To address balance issues with '**Psy**' usage, we have increased the Strain requirements of the '**Glamours**' sleight to 6.

PAGE 138

To address balance issues with '**Psy**' usage, we have increased the Strain requirements of the '**Nightmares**' sleight to 6.

PAGE 138

To address balance issues with '**Psy**' usage, we have increased the Strain requirements of the '**Veils**' sleight to 8.

PAGE 138

The requirements for Rank 1 of '**Mental Acuity**' should have Channeling 1 instead of Casting 1.

PAGE 148

The '**Nest of Bees**' should include the Burst 1 weapon enhancement.

PAGE 148

The description of the '**Longbow**' has been altered for consistency:

> "The long bow can be considered the grandfather of all bow styled weapons and uses a tensile piece of wood or metal and a piece of wire or string to launch and arrow at moderate to short distances."

PAGE 151

The description of the '**Heavy**' weapon enhancement should include the following sentence:

> "The bonus damage dice gained through this enhancement cannot be used alongside the Defensive weapon trait or the Precision Strike action."

PAGE 151

The last sentence of the '**Molded Grip**' description in melee weapon enhancements has been updated for clarity:

> "Grants a +1 per Grade when using precision strike. "

PAGE 153

The last sentence of the '**Molded Grip**' description in ballistic weapon enhancements has been updated for clarity:

> "Grants a +1 per Grade when using precision strike. "

PAGE 155

The '**Ark Suit**' should be listed with the 'Ark Resistance' armor enhancement instead of 'Ark Protection.'

PAGE 158

The description of the '**Pressure Band**' armor enhancement has been altered for consistency:

"The lowest layer of this armor is a skin-tight weave of slik that is typically used in bandages."

PAGE 160

The '**Ark Circuitry**' prosthetic enhancement has been updated for clarity:

"If used with a successful grapple or hand-to-hand check the opponent suffers the stunned condition, losing 2 AP for the duration."

PAGE 163

The '**Chameleon Skin**' biomod has been removed from use.

PAGE 163

The '**Dominant Arm**' biomod description should read as follows:

"The muscles, tendons, and ligaments of one are have been hyper-developed by experimental growth hormone injections and an accelerated growth procedure. It grants a +1 bonus to Hand-to-Hand checks and a +2 to Athletics checks to move heavy objects. This cannot be applied to a Lesser Appendage biomod."

PAGE 164

The '**Flexible Skeleton**' biomod description should read as follows:

"The character gains the ability to adjust the rigidity of their skeleton from the hardness of steel to the consistency of molten glass in moments. This reduces the difficulty of moving through small spaces with Acrobatics (Contortion) by treating the space as one size larger. When falling, they can treat the distance as 5 yards fewer when determining damage taken. Finally, they can negate a fracture from critical health once per week."

PAGE 165

The requirements for the '**Hulking**' biomod should be Muscle Mass instead of Horns.

PAGE 165

The '**Clot**' biomod should be listed as tier III instead of tier II.

PAGE 165

The last sentence of the '**Poison Sac**' biomod description has been updated for clarity:

"If this biomod is acquired a second time, the character may choose an additional bane."

PAGE 167

The following sentence has been added to the '**Alchemy Grade**' description for clarity:

"Additionally, grades must be crafted and purchased in sequential order."

PAGE 201

The slow XP progression for Masterminds at session 5 and above should be 50xp higher than listed.

PAGE 210

The '**Explosive Death**' creature trait description has had the following sentence added for clarity:

"The creature rolls a Melee attack and everything within range may dodge to take half damage."

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PAGE 220

CORRECTION

The keelmender's '**Disassembly**' ability should read as follows:

"The keelmender grapples its target and begins to wrench it apart, piece by bloody piece, into its base parts. Victims suffer bleed and lose 1 rank of Toughness, each for 1d4 rounds."

PAGE 247

CORRECTION

The admiral's '**Cleaving Strike**' ability should read as follows:

"The admiral swings their sword in two wide arcs, striking any enemies in a 1-yard radius."

PAGE 253

CORRECTION

The quatil (female)'s '**Vicious Slash**' ability should read as follows:

"The qatil lashes out at its target with its clawed forelegs, causing bleed for 1d4 rounds and knocks the target prone."

PAGE 261

CORRECTION

The second sentence of Impedance's '**Mind Numb**' ability should read as follows:

"On a successful hit, the target gains 2 paranoia then makes a Mental Resolve check against the Impendance's roll."