

ERRATA

FOR SHATTERED CORE V1.1.0

PAGE 51

ERROR

The superscript numbers denoting sections of the character sheet are off by one in the second (right-hand) column. The section should read as follows:

CORRECTION

The Weapons block¹⁶ below and the Armor¹⁷ and Shield¹⁸ blocks can be found to the left of that. Each of these blocks has fields for any equipment your character may acquire.

Last but not least you will find the Prosthetics block¹⁹. Hopefully, your character doesn't lose limbs often, but should you need to track such modifications, this block contains all the fields you will need.

PAGE 2

The second page of the character sheet is considerably simpler but no less important. The first block is set aside for Racial Traits²⁰; every character has them, so space has been set aside to leave abbreviated descriptions when possible. In some cases a racial trait may simply be too much for the space provided (the Vampire trait Feed for example), so you may find it easier to jot down the page number instead.

Beneath that are the Biomod²¹ and Talent²² blocks. Biomods are similar to purchased equipment, where as talents have unique aspects such as XP cost. Much like the Racial Trait block, if a biomod or talent description is too much for the space provided, leave notes to help you find it on the page.

On the right-hand side of the sheet is the small Notes block²³ and the Equipment block²³. The former is simply used to track the cash that your character has on hand. The latter is used to keep track of the value and weight of the items that your character has on their person.

PAGE 163

ERROR

The description of Dominant Arm is bisected by an old description for Breath weapon. The correct Biomod should read as follows:

CORRECTION

| | | | |
|---|---------------------|-------|-----------|
| I | DOMINANT ARM | UC: 9 | Cost: ₳45 |
|---|---------------------|-------|-----------|

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 201

ERROR

The slow XP progression for Masterminds at session 5 and on should be 50xp higher than listed. The corrected progression can be seen below:

CORRECTION

| | | MASTERMIND | |
|---------|-----|------------|----------|
| | | | 200 |
| SESSION | | XP | TOTAL XP |
| 1 | ... | 225 | 425 |
| 2 | ... | 250 | 675 |
| 3 | ... | 275 | 950 |
| 4 | ... | 300 | 1,250 |
| 5 | ... | 325 | 1,575 |
| 6 | ... | 350 | 1,925 |
| 7 | ... | 375 | 2,300 |
| 8 | ... | 400 | 2,700 |
| 9 | ... | 425 | 3,125 |
| 10 | ... | 450 | 3,575 |



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