

# Errata – 3/07/2016

---

## Bestiarum Vocabulum (EGS)

### PAGE 111

#### SEADOG, DISEASED

*Traits:* Acute (Smell), **Diseased**, Size -1, Small Claws, **Supernatural Vision**

#### SEADOG, PLAGUE

*Traits:* Acute (Smell), **Low Light Vision**, **Plagued**, Small Claws

### PAGE 123

#### **SNAKE, FOG**

CHA 0	DEX d8	INT d8 (A)	PER d10
PSY d6	SPT 0	STR d12+d8	VIT d12+d4
DEF 8	HLTH 36	INIT 18	SPD 50

### PAGE 126

Stalker [stahk-er]

## Entropic Heroes: Science Fiction

### PAGE 52

#### MISSING SIDEBAR -

Some personal armor doesn't have a cost. These armor suits are designed to be procured from and supplied by the employer once the character has earned the right to be given such a suit of armor. Otherwise, the armor is either not readily available (such as a pressure suit), the cost is quite prohibitive (think military costs), or the armor is highly regulated (such as battle suits).

## Entropic Gaming System (revised core rulebook)

### PAGE 38

#### ENGAGE -

The Aggressor moves up to his Speed to a target within reach of his weapon (5ft unless specified otherwise by a Reach property) and makes a melee Standard Attack. Both targets are considered engaged and must use a Combat Action to disengage before changing targets. Unless the character has already drawn a weapon, combat is initiated as unarmed.

## PAGE 40

### DISENGAGE -

The participant disengages from melee combat and moves up to his Speed away from his opponent without incurring an opportunity attack. He may not engage another opponent or take any other actions until spending another Combat Action.

### MISSING TACTICAL COMBAT ACTION -

**Retreat:** The participant flees from his opponent, incurring an opportunity attack against him, moving up to his Speed. If the opportunity attack reduces his Health, all penalties are assessed accordingly before he moves. However, at the end of his movement, he may finish his desired action, such as engaging a new opponent, preparing a Talent, applying first aid, or attempting a Combat Maneuver.

## PAGE 40

### MOVEMENT -

Every participant in combat may freely move up to their full Speed during a single Combat Round. This movement may be divided up as desired across all Combat Actions, but may not exceed their Speed in a given Combat Round without spending Combat Actions to run or sprint. Additionally, if engaged in melee combat, no movement is allowed without first disengaging or retreating.

**Example:** A character with Speed 30 may move 5ft and make a ranged attack on his first Combat Action, move 10ft and make another ranged attack on his second Combat Action, and move 15ft and make another ranged attack on his third Combat Action.

**Example:** A character with Speed 30 may move 10ft and engage in melee, making an attack, on his first Combat Action, parry on his second Combat Action, and disengage and move 20ft away from his opponent on his third Combat Action.

# Faith & Demons: The Rising [Savage Worlds] (core setting guide)

## PAGE 50

**Conquest:** The Hungarians led many campaigns across neighboring territory to expand their own empire. Gain a free d6 in Knowledge (**Battle**).

## PAGE 70

### SKOUTATOI

Requirements: Novice, Agility d8+, Fighting d8+, Knowledge (**Battle**) d6+

Armies of the Byzantine Empire are fairly aggressive and employ shock attacks and weapons, such as their siderorobdia. They operate in strict regimental formations and **employ** ranged support.

# Judgment Day [EGS] (core setting guide)

## PAGE 28

One-handed Long Sword – DMG 4

Two-handed Battle Axe – DMG 5

## PAGE 51

Sabre – REQ DEX d8

Flail – Cost 200

Morning Star – DMG 3 | Properties uses STR

Bardiche – DMG 7 | Cost 500 | REQ STR d10 | Properties 2H, Parry -2

Glaive – Cost 150 | Properties 2H, Reach 10, +2 to Combat Maneuvers versus mounted target

Halberd – Cost 200 | Properties 2H, Reach 10, +1 damage when set against a charge, +2 to Combat Maneuvers versus mounted target

# Judgment Day [Savage Worlds] – 2<sup>nd</sup> Edition (core setting guide)

## PAGE 119

Bat – use the Swarm entry, but give it Flight (8"/4")

# Mythos [Savage Worlds] (core setting guide)

## PAGE 34

Each character starts with 500 copper drachmas.

## PAGE 41

Divine Agility Requirements: Novice, Race (Demigod), Patron Deity (Ares, Artemis, Athena, Hades, Hermes or Poseidon)

## PAGE 139

The following entry completely replaces the current Oceanus entry.

## OCEANUS

*"And behold the immense Oceanus, driven by furious Poseidon, ordered all his sons' rivers to swell, overpowering the banks and running like horses at full gallop through the fields, so as to cover the tops of high mountains. And so it was, every river overflowed and flooded the sea itself for miles around the coast, uprooting trees and knocking down buildings, until Gaia was entirely covered by Oceanus."*

**Patron Deity:** Poseidon

**Requirements:** Novice, Strength d6+, Boating d6+

**Description:** Members of Oceanus, known by the epithet of Hydrikòì (the Water-Men), officiate rites to learn the mystical secrets of Oceanus, the first-born god that surrounds Gaia as an immense river, from which originate all sources. Members have an extreme affinity for water in all its forms and fear fire's destructive power.

**Cult's Hindrance:** Pyrophobia

#### **DEEP DIVER (ACOLYTE)**

**Energy Points:** 1

**Skill:** Boating

**Range:** Self

**Duration:** Rank x 1 hour

**Trappings:** The hero breathes and moves freely underwater.

By appealing to the power of the god Oceanus, the hero moves and breathes underwater as if he were on land, without any penalty and in total freedom.

#### **RIDE THE TIDE (BAPTIST)**

**Prerequisites:** Novice, Baptist (Oceanus), Boating d8+

**Energy Points:** 1

**Skill:** Boating (-1)

**Range:** Strength x 10

**Duration:** 1 hour per Experience Rank

**Trappings:** Water currents obey the hero's commands.

The hero is able to govern the flow of water such as ocean currents, rivers, springs and so on. He can create favorable or unfavorable currents, reverse the flow of a river or even block the gushing water from a spring.

#### **WATER TRAVELER (GNOSTIC)**

**Prerequisites:** Seasoned, Gnostic (Oceanus), Strength d8+

**Energy Points:** 1

**Skill:** Boating (-1)

**Range:** Self (Special)

**Duration:** Instant

**Trappings:** The hero dives into a water pool and emerges from another one.

To use this power effectively, the hero must first spend at least 10 minutes meditating deeply on Oceanus's mysteries. After he's reached the right mental focus, he calls upon the power of Oceanus and plunges into a water pool to reemerge from another he previously chose. The "starting" pool and the "ending" pool must be at least twice as big as the hero and they cannot be more than 10 miles apart.

If he scores a raise, a mystic passageway will remain "open" between the two chosen pools, allowing all Oceanus's initiates, as well as water creatures, to use it freely for 24 hours. If anything goes wrong, the hero appears in a random water pool that fits the prerequisites within 10 miles.

#### **PART WATERS (DAEMONSTRATOR)**

**Prerequisites:** Veteran, Daemonstrator (Oceanus), Boating d10+

**Energy Points:** 2

**Skill:** Boating (-2)

**Range:** Special, even better with a raise

**Duration:** Rank x 10 minutes

**Trappings:** Waters open before the hero, allowing him to walk on dry land.

Oceanus grants the hero the power to shape huge masses of water in such a way as to create a dry passage. Such passage can be created with the following maximum dimensions: width 30 yards, length 1 mile, depth 300 yards. With a raise, he can open a passageway twice as big (60 yards x 2 miles x 600 yards). Unfortunately, this power doesn't work on waters deeper than 600 yards.

### **TIDAL WAVE (ESOTERIC)**

**Prerequisites:** Legendary, Esoteric (Oceanus), Boating d12+

**Energy Points:** 3

**Skill:** Boating (-2)

**Range:** Special

**Duration:** Special

**Trappings:** The rage of the waters sinks fleets or destroys coastal areas.

Oceanus, with the help of Poseidon, upsets the waters, creating titanic whirlpools capable of swallowing a huge fleet or creating incredibly high waves capable of submerging entire coastal towns. The catastrophe will affect an area within 10 miles of the hero. It is possible to postpone this event for up to 10 hours. Before verifying the success of the power with the roll of the dice, the hero must stand still for at least an hour in prayer. At the GM's discretion, sacred buildings or places could be spared by the tidal wave or can be granted a roll to resist its effects.

## **Ultimate Roman Legions Guide (EGS)**

### **PAGE 36**

#### **ARMOR LIST ENTRIES -**

Greaves > Properties: Legs, -1 to Initiative to a minimum of 1

Lorica Segmentata > Properties: Torso, -2 to Initiative, to a minimum of 1, -5ft to Speed, to a minimum of 5ft.

Lorica Squamata > Properties: Torso, -1 to Initiative, to a minimum of 1, -5ft to Speed, to a minimum of 5ft.

Manica > Properties: Arms, -1 to Initiative, to a minimum of 1

### **PAGE 37**

#### **ALBIN QUIRINA DIDORUS -**

INIT 15

SPD 25

Armor: Lorica segmentata (torso 5), nabucam greaves (legs 4)

## **PAGE 40**

**FABIA TERENTINA CICERO -**  
INIT 8

SPD 25

## **PAGE 41**

**TIRONES -**  
INIT 13

**MILITES -**  
INIT 14

SPD 25

## **PAGE 42**

**DISCEN / MILITES -**  
INIT 16

SPD 25

**CENTURION -**  
INIT 17

SPD 25