



ERRATA

FIRST PDF REVISION – MARCH 2005

- p. * Some Abilities were referenced by different names throughout the text. This has been corrected.
- p. 46 The Flunkies Ability was modified to be more consistent with how they are used in Sample NPCs Chapter and with Extras.
- p. 52;67 Quick and Slow now mention their use as part of the Initiative roll in the Abilities and Weaknesses Chapter.
- p. 56 The Weapon Ability and its relationship (or rather, lack thereof) with Endurance was clarified.
- p. 72 The Perk Will-Attack was clarified.
- p. 81 The Knockback rule was clarified.

PRINT EDITION REVISION – JULY 2005

- p. * Various graphical glitches have been corrected, as well as remaining typos.
- p. * Full-Page art has been added before each chapter.
- p. 36 The reference to Daisuke's bike color in the Sample Characters chapter has been changed to correlate to new Print Edition artwork.
- p. 44;66 Beauty has been changed to Beautiful, and Sensitive to Sensitivity, as they appear this way throughout the text.
- p. 45 Flight has been completely revised to work similarly to other Abilities in the game.
- p. 48 Invention's text now correctly refers to "Very Useful" instead of the nonexistent "Greatly Useful"
- p. 48 Invention, Focused now doubles and halves the dice rolled instead of the difficulty, thus eliminating awkward DNs.
- p. 49 Life Support is now more general, covering more conditions than just breathing.
- p. 55;69 Unnatural Resistance and Unnatural Weakness have been modified. They now cover characters having a Strong or weak Point in addition to simply being resistant or vulnerable to a kind of damage.
- p. 64 Nosebleeder's penalty, at Level 2, has been increased to -2 to be consistent with its Level.
- p. 71 The Entangle Perk now works in a manner more consistent with the rest of the rules.
- p. 73 Affinity's text has been corrected to restore a missing line. It should read: "By default, most Power Moves default to Chi, or one's natural spirit energy. You may also have Affinities for fighting certain kinds of targets."
- p. 79 Combat!'s introduction no longer refers to Players being able to "move" once a round.
- p. 82 Recovering (under Endurance) now makes it clear that Endurance is not automatically recovered in tense situations besides combat.
- p. 104 Acacia's demons have been weakened to Secondary NPCs. Their attributes have also been changed accordingly.

DISTRIBUTION EDITION REVISION – JUNE 2006

- p. * Further corrections to consistency, including use of capitalization for words like Ability and Weakness, and slightly varied references to the Beauty/Beautiful and other Abilities.
- p. 70 Extra Accuracy has been renamed Accurate. Otherwise, it works as it always has.
- p. 72 The Power Flaw "Low Penetration" has been added. It is the negative counterpart to "Armor Piercing."
- p. 73 Affinity now refers to Unnatural Resistance instead of the nonexistent Unnatural Defense.
- p. 77 The rules concerning the use of Drama Dice have been modified. Endurance used to gain Drama Dice is no longer recovered in the conventional manner.
- p. 97 Image was replaced with new artwork.

FINAL PDF REVISION – MARCH 2007

- p. 27 Miho's "Missile Launcher" weapon no longer makes incorrect use of the Extra Damage perk. It now has Area Affect instead.
- p. 35 Auren's Power Move spells incorrectly lacked the Range perk. This has been corrected, and Endurance costs have been modified to reflect the change.
- p. 43 Agile no longer refers to "melee" attacks. Its bonus can be applied to any attack roll.
- p. 49-50 Arcane Magic has been clarified regarding its use with Abilities that require actions or Endurance.
- p. 55 Vehicle (Mecha) now gives two points per level, as was always the intention.
- p. 119 Svetlana Chmakova's website, www.svetlania.com, now lists the proper URL.