

Errata

Enclosed are the corrections that are needed to be made and didn't make it into the book before production.

Classes

Below is how the classes are supposed to read during Character Creation.

COMMUNITY SUPPORT

Primary Attribute Bonus - PER +1

Primary Attributes for Community Support - Intelligence, Presence, Perception

Weapons

Weapon Name	Classification	Mag Size	Range	Damage	Weight	Str. Req.	Trade Value
Generic 9mm	Light	15 + 1	20/40/60	3	2.6Lbs.	1	500
Weapon Name	Type	Material	Damage	Weight	Str. Req.	Trade Value	
Machete	Slash	Metal/Wood	2	2Lbs.	2	10	

Items

Name	Effect	Str. Req. / Weight	Trade Value
Backpack	Holds 20Lbs. carry weight	STR 1	20
Food	Gives ½ point of food	1Lb.	100

One (1) additional Item under 2Lbs.

MEDICAL

Primary Attribute Bonus - PER +1

Primary Attributes for Medical - Intelligence, Perception, Dexterity

Weapons

Weapon Name	Classification	Mag Size	Range	Damage	Weight	Str. Req.	Trade Value
Generic 9mm	Light	15 + 1	20/40/60	3	2.6Lbs.	1	500
Weapon Name	Type	Material	Damage	Weight	Strength Required	Trade Value	
Baseball Bat	Blunt	Wood	2	6Lbs.	2	3	

Items

Name	Effect	Str. Req.	Trade Value		
Backpack	Holds 20Lbs. carry weight	1	20		
Name	Effect	Weight	Tool Bonus	Int. Req.	Trade Value
Medical Bag	Needed for First Aid / 9 uses	6Lbs.	6	3	2,000

One (1) additional item under 2Lbs.

Rules

If a player or NPC takes 25 or more damage to the head in one attack that player or NPC is killed.

Slashing weapons are any weapons that can cut the target such as a sword or an axe. An attack with a Slashing weapon may result in the loss of a limb. When attacking with a Slashing weapon, the player must call the shot (described below) and then roll twice the armor rating (in d10) or better in order to sever the limb.

Piercing weapons are any weapon that pierces flesh or armor such as a dagger or a spear. An attack with a Piercing weapon may result in Bleeding damage. Piercing weapons ignore certain armors, such as cloth, leather and metal unless they have the chainmail upgrade. When attacking with a Piercing weapon, the player must call the shot (described below) and then roll their normal attack versus the target's Defense Value.

Bashing weapons are any weapon that does damage by impacting the target such as with a club or a sledge hammer. Any attack with a Bashing weapon may result in Broken Bones. When attacking with a Bashing weapon, the player must call the shot (described below) and then roll twice the armor rating (in d10) or better in order to break the bone.

Skills

Below are how the skills are supposed to read.

Do As I Do 0/5 - Once per Session per rank, you grant a +15 bonus per rank when assisting any player in a task they are currently undertaking. Maximum of two uses of this skill per task.

Modify Firearm - Can improve on single aspect of an individual firearm (I.e. range, caliber or fire rate). **Requirements:** Workbench

Weapon Sharpening 0/3 - Adds 1d10 to the damage for slashing and piercing weapons per rank.

Weapon Weighting 0/3 - Adds 1d10 to the damage for bashing weapons per rank.

Weapons and armor

Armor

Head

Name	Armor	Weight	Str. Req.	Drown Mod	Bite Resist	Trade Value
Riot Helmet	3	10Lbs.	2	30	3	100

Pistols

Weapon Name	Classification	Mag Size	Range	Damage	Weight	Str. Req.	Trade Value
Generic 9mm	Light	15 + 1	20/40/60	3	2.6Lbs.	1	500
Generic .40	Light	12 + 1	30/60/90	4	3lbs.	2	500
Generic .45	Light	8 + 1	30/60/90	4	6lbs.	2	1,000

Rifles

Weapon Name	Classification	Mag Size	Range	Damage	Weight	Str. Req.	Trade Value
Generic .22	Light	10 + 1	60/80/100	2	3Lbs.	1	700
Auto .22	Light	10 + 1	60/80/100	2	3Lbs.	1	700
Generic .50	Heavy	5 + 1	400/800/1600	11	20lbs.	5	3,000