

## **Alternity Player's Handbook errata - Version 2.0, 28 July 1998**

Page 58, first full paragraph: Change to read "If he loses all his stun points, he is unconscious and in danger of drowning."

Page 66: At the end of the powered armor skill description, change to read: ". . . associated with powered armor (not combat armor) by 1 additional step."

Page 115: In bounty hunter signature equipment, change SMG to 11mm pistol.

Page 218, dermal armor: Should be  $d4+1$  (HI), not (LI).

## **Alternity Player's Handbook errata - Version 1.0, 21 May 1998**

General note: When the text refers to a bonus or a penalty of a specific amount (-1 bonus, +2 penalty, etc.), the number represents steps on the Situation Die Steps Scale. For instance, if the situation die is  $+d4$  and a -1 bonus is applied, the situation die becomes  $+d0$ . If a +2 penalty is applied, the situation die becomes  $+d8$ . The number does not represent an alteration to the result of a die roll.

p.12, col 1, "Situation Die Steps": A smaller version of the Situation Die Steps Scale does not appear on the character templates later in this chapter. (We eliminated those elements from the final APHB to make room for the Background descriptions for each character.)

p.15, Entertainer character template: The missing last line under "Background" should read "rary member of the Nebula Bounty's crew."

p. 24, col2, add paragraph at end of Special Abilities section. "Mechalus cybertech is highly advanced (PL8) and rather than being implanted by a surgical procedure; it is grown in-situ by nanites – cyber-surgery is not required, simply an injection. Mechalus cybertech interfaces perfectly with their innate systems, requiring no Active Memory slots to run or investment in skill points. If a Mechalus has human cybertech implanted, the normal cybertech rules apply. "

p.35, col 1, just above the Example: The cost to purchase a skill at rank 3, after rank 2 has been purchased, is the list price or list price -1 plus 2 (the skill's current rank).

p.63, col 3, "Trained or Untrained": The untrained score is determined by taking one-half of the Ability Score, rounded down (not up).

p.86, bottom sidebar, Good Success: Should be 10% in a random wrong direction (not 90%).

p.155, col 2, Notebook: Additional battery packs cost \$20 each.

p.173: Missing statistics for the Tri-staff are as follows: Actions 3, Clip Size 12, Clip Cost 200, Hide -, Mass 5. Avail Res, Cost 5000.

p.176, Crossbow: Skill should be Prim-crossbow (not Prim-bow).

p.183: Mass of the PL 5 heavy machine gun should be 50, not 0.5.

p.185, col 3, "Cannon, rail": Replace "rail" with "25mm sabot" or "sabot," as per Table P40.

p.194, Jetpack: The skill should be Flight, not Daredevil.

p.198, Space fighter: "anomaly inducer" should be "inertial flux."

p.248, col 3, Heavy Wound: "Additional wound damage after all stun boxes are marked off . . .": Should be "all wound boxes."

## **Alternity Gamemaster Guide errata - version 1.0, 28 July 1998**

Page 48, first full paragraph, last 3 lines: Should read ". . . can change a clip and fire a submachinegun in the same round at a +1 penalty."

Page 62, G3: High Gravity, last paragraph: Should read ". . . brought about by a G3 environment."

Page 98, Military Officer description: Replace "automedic" in the two Equipment paragraphs with "trauma pack."

Page 145, planetary thruster, second paragraph: One thruster is required per 20 durability points of the ship.

Page 152, Table G44: Range for the SMP missile should be 8/16/24.

Page 152, Table G44: Mass cannon type should be LI(e).

Page 193, Table G59: In the "Color" column, change the entry for F class stars from Green to White.

Page 204, CL 7: Improved World, last line: Should read ". . . to locate unusual or rare materials."

## Optional Rule Set 1: Upgrading Your Firefight

Are your heroes getting a bit too fearless in combat? Are you tired of them charging every machine gun emplacement? Are they blithely catching bantam rockets in their teeth? Try out these optional rules (designed by the Alternity team for their home campaigns) and watch your firefights dish out some real damage!

Note that these two optional rules need not be used simultaneously. If you like one and not the other, feel free to ignore the one you don't like.

**Optional Rule 1A:** Each point of mortal damage causes one wound point and one stun point as secondary damage.

This rule replaces the rule under Secondary Damage on page 53 in the Player's Handbook. Under the old rules, an injury that inflicted 4 points of mortal damage would inflict 2 points of wound and stun damage as secondary damage; under the upgraded rule, an injury that inflicts 4 points of mortal damage also inflicts 4 points of wound and stun secondary damage.

**Optional Rule 1B:** If a weapon's Firepower rating exceeds the target's Toughness rating, the primary damage inflicted is upgraded one class before secondary damage and armor are applied. Stun damage upgrades to wounds, wounds upgrade to mortal, and mortal damage upgrades to double the listed die range for that weapon.

This rule replaces the optional rule for upgrading damage that appears on page 52 in the Gamemaster's Guide. Previously there was no official rule for upgrading the effects of Good and Amazing firepower weapons against weaker targets. Under this rule, a fragmentation grenade (Good firepower) that inflicts 6 points of wound damage would upgrade to 6 points of mortal damage against a target wearing armor of Ordinary toughness, such as a CF coat. Be warned: This rule makes weapons of Good firepower exceedingly dangerous against lightly armored targets. (Unarmored targets are considered to be of Ordinary toughness.)

To upgrade mortal damage, simply double the dice without doubling any added damage. For instance, the tracer grenade would upgrade from  $d4+2$  mortals to  $2d4+2$  mortals against a target of Ordinary toughness. Exceeding the target's toughness by two firepower grades does not upgrade the damage twice.

## **Optional Rule Set 2: Skill Selection and Improvement**

These optional rules (designed by the Altermity.net team for their home campaigns) balance out starting skill points and broad skills between heroes of differing Intelligence. In addition, Optional Rule 2C makes it easier for your heroes to aspire to higher skill ranks by flattening the cost of skill improvement.

Note that if your heroes use these rules, you may want to adjust the skills possessed by Supporting Cast Members to reflect their new starting skill points and skill improvement costs. Future Altermity products will continue to use the standard rules.

Optional Rules **2A** and **2B** should be used together, although Optional Rule **2C** can be used separately.

**Optional Rule 2A:** In addition to the free broad skills determined by race selection, a new character has a number of skill points equal to 30 plus 3 times his Intelligence score available to purchase skills during character creation. Human heroes receive a special bonus of 5 additional skill points at character creation.

This replaces the skill point allocations indicated on Table P5 in the Player's Handbook. Under the old system, an alien hero with an Intelligence score of 9 received 40 skill points for initial skill purchase; under the upgrade, he receives  $30 + (3 \times 9)$  or 57 skill points. A human hero of the same Intelligence score would begin with 62 skill points if using this optional rule.

**Optional Rule 2B:** During initial skill purchase, a character may not learn more than six additional broad skills, not counting his racial broad skills. Modify this number by the hero's Intelligence-based resistance modifier.

Since low-Intelligence characters receive a much greater number of skill points in this upgrade, the limitation on purchasing new broad skills is relaxed somewhat. This replaces the limits given on Table P5. Previously, a character of Intelligence 6 would be able to purchase no more than 3 broad skills during initial skill purchase, but this upgrade increases that number to 5 (6, less 1 for his -1 Intelligence resistance modifier).

**Optional Rule 2C:** The cost to purchase rank 2 or higher in a specialty skill is either the list price or the list price -1. The number of ranks a character currently possesses in the specialty skill does not increase the cost of advancing that skill.

This replaces the second bullet point under Cost of Skills on page 61 in the Player's Handbook. As originally written, advancing a specialty skill from rank 4 to rank 5 (for instance) would cost a number of skill points equal to the original purchase price +4. This upgrade changes the advancement of skills so that a character simply buys the skill again at its normal purchase price in order to advance his skill rank.

Note that a hero may not begin with a specialty skill rank of more than 3 at character creation, and that a character cannot improve a skill rank more than once per achievement level.