

Daring Comics Errata Sheet

Below is the errata between the original first printing of the Daring Comics RPG, and what we've now designated as the second printing.

The second printing removes the original page backgrounds, adds in the current errata, and fixes some typographical errors. If you already own a physical copy of the first printing, it is not necessary to purchase a second printing. This quick-file free download contains all the errata. You can keep up-to-date with future errata at the [Daring Forums](#).

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Life Support (see below) should now be (2)

Shrinking cost should read (1-6)

Teleportation should be (1-6)

Time Travel should be (1-6)

Chapter 8: Stunts

Crimefighting Vehicle: Now grants 10-points with which to build the vehicle, up from the original 5-points.

Chapter 9: Powers

Forcefield: Under **Expanded Field**, the last sentence has been corrected from "The forcefield's bonus applies to everyone under it when taking Defend actions." to "The forcefield's bonus applies to everyone under it."

Immunity (1): This level of Immunity now offers three (3) environmental based situation aspect types for 1-Hero Point, instead of one type for 1-Hero Point. (Special thanks to rickjthree at the RPGnet forums for pointing out Life Support versus Immunity (1) and making this suggestion, which works out great.)

Life Support (2): Life Support has been increased to a cost of 2 Hero Points. It was pointed out that its cost is not in-line with the lower tier Immunity power. Since Immunity has been adjusted (see below), Life Support has also been adjusted. Its costs now reflects that "breathing" covers several of the Immunity (1) situations in a single package. Breathing would typically cover things like drowning, airborne poison, and suffocation.

Luck: In the second bullet point under **Bad Luck**, the final sentence now reads: "The Mild Consequence or aspect automatically goes away at the end of the scene." Formerly it was at the end of the next exchange.

Shrinking: The cost should read (1-6)

Summon: In the **Super-Powered** special effect, the second sentence has been changed from "You gain a number of Power Levels equal to the half the opposition (rounded up) you rolled against to summon them" to "You gain a number of Power Levels equal to the half the Shifts (rounded up) you rolled when summoning them"