**P. 55.** In the second full paragraph, change the *Putting a Little English On It* page reference to p. 87.

**P. 65.** The last line on the page should reference p. 195.

**P. 69.** Under *Lodge of the Midwinter Aton*, change Merlin-2 to Merlin-3.

**P. 74.** In the second paragraph of *The White Stag*, the page reference should be to p. 79.

**P. 115.** Change the second sentence of the first paragraph from "His followers claimed he was James' bastard son, and entitled to the crown." to "His followers claimed that as Charles II's bastard son, he was entitled to the crown."

**P. 124.** The boxed section's title should be *Friedrich, 1217*.

**P. 125.** In the second paragraph of *E Pluribus Nullium*, change "Eight other American republics . . ." to "Seven other American republics . . .".

**P. 132.** In the *Lenin-1, 1989* box, the Infinity Class should be Z4.

**P. 149.** In the bottom box, *Neo-Troodons* cost 28 points. Add two entries:

***Attribute Modifiers:*** DX+1 [20]; HT+1 [10].
***Secondary Characteristic Modifiers:*** HP-1 [-2].

**P. 151.** In the *Other Fantasy Parallels* box, the page reference in the first sentence for Rome-6 should be p. 145.

**P. 157.** Under *The Recency Effect*, the Arbatov Barrier is discussed on p. 218.

**P. 176.** Change *Omen* to *Oracle*.

**P. 184.** The *Dark-Dwellers* template should cost -2 points. The *Mutants*' HT-1 should cost -10, changing the template cost to -40 points.

**P. 185.** Under *Mutants* (where the text carries over from the previous page), change "Scrounging-12" to "Scrounging-11". *Neanderthals* should have a Survival skill of 11. Under *Super-Soldiers*, raise the cost of FP+2 in the *TL6-7* lens to 6, and change the template cost to -19.

**P. 186.** Under *Super-Soldiers*, raise the cost of FP+3 in the *TL8+* lens to 9, and change the template cost to -15. Raise the cost of FP+3 in the *Tenshi* lens to 9, and change the template cost to +143. The *Intervention Service (I-Cop)* template should have a Shortsword skill equal to DX+1, not DX. Under the *Customs and Inspection* Division skill package, Electronics Operation should be equal to IQ+1, not IQ. Under the *Justice* skill package, change "Criminology" and "Forensics" to "Criminology/TL" and "Forensics/TL". Under the *Logistics* skill package, change the Armoury tech level to TL9.

**P. 187.** Under *Penetration Service (Scout)*, change the text to read:

***Division Skills:*** Add 12 points in skills relevant to your Division (note lens 8 is built on 13 points).

To the Technical Analysis lens (lens number 8), add "Mathematics/TL8 (Applied)-10 (IQ-2) [1]".

**P. 188.** A *Paralabs Field Researcher* costs 101 points. Change "Physics/TL8^ (Parachronic)-13 (IQ-1) [4]" to "Physics/TL8^ (Parachronic)-14 (IQ) [4]".

**P. 189.** Raise the cost of the *Psiberocrat* Precog Package to +31 points; *Precognition* should cost 23 points. Under *Mind Probe*, put an asterisk beside the "No memory" enhancement, and add a footnote to the Psiberocrat entry: "\*A new enhancement; see Mind Control, pp. B68-69." Change the final cost of Mind Reading in the *Telepath Package* to 15 points, and lower Telepathy Talent to "1 [5]".

**P. 190.** The *Alternate Outcomes Mercenary* (the text continues from the previous page) should have a Survival (Mountain) skill equal to Per+1, not Per.

**Pp. 190-191.** (Note: There have been changes in this entry to previous errata.) Raise the cost of the *White Star Trader* to 91 points; change his *Contact Group* to "Contact Group (Local merchants; skill-15; somewhat reliable; 9 or less) [10]"; Bad Temper should cost [-10\*]; Market Analysis skill should cost 4 points; and Administration skill should cost 2 points. Delete the "‡Bought from Merchant." note.

On the following page, the *Denarius Group Special Banker* lens should be +32 points. Change *Contact Group* to read "Contact Group (Royal or imperial government; skill-18; somewhat reliable; 9 or less) [15]".

**P.191.** The *Tour Guide* template costs 62 points.

**P.192.** The *Interworld Service Agent*'s template should have Beam Weapons at "(DX+3)". Change "First Aid/TL9-12 (IQ-1) [1]" to "First Aid/TL9-13 (IQ) [1]". The Guns/TL9 (Pistol) skill should be equal to "(DX+2)".

To the *Enforcer*, add "Intimidation-14 (Will) [2]."

To the *Importer*, add "Connoisseur (any)-13 (IQ) [2]."

**Pp. 192-193.** Raise the cost of the *Unattached Agent* to 710 points. Under *Advantages*, change "Very Fit [5]" to "Fit [5]", and the Bionic Arm should read: "DR 8 (Hardened 1, +20%; Partial, Right Arm, -40%) [32]". Under *Primary Skills*, add "Leadership-15 (IQ+1) [4]". Under *Unattached Skills*, change the opening of that section from "Take 50" to "Take 60". Add "Crewman/TL7 (Airshipman)-14 (IQ) [1]" and "Crewman/TL5 (Seamanship)-14 (IQ) {1]". Delete the Shiphandling (Airship) and Shiphandling (Ship) skills. Under *Background Skills*, Computer Operation should be equal to "(IQ)".

**Pp. 193-194.** In the *SS Raven Division Trooper*, raise the template cost to 71. Change "First Aid/TL9-10 (IQ-1) [1]" to "First Aid/TL9-11 (IQ) [1]". Add "Mathematics/TL8 (Applied)-9 (IQ-2) [1]" to the Secondary Skills. Also, under "Nazis. I Hate These Guys.", due to refiguring skills, in the second sentence change "62 points" to "63 points" and raise the final cost of the elite version at the end of the entry to 159 points. Under *Gestapo Amt Z Agent*, change the tech level to TL9 for the Guns (Pistol), Guns (LMG), Driving (Automobile), and Soldier skills. Add "TL8" to the Criminology skill.

**P. 195.** Under the *Demonic Seeding* package, the final cost of *Mindlink* is 27 points. Change "Sadism [-15\*]" to "Sadism (12) [-15]". Add "Unnatural Features 1 (Glowing red eyes) [-1]".

The *Steroid Regimen* is -18 points, not -19, and "Bad Temper [-10\*]" should be "Bad Temper (12) [10]".

Under *Chimpanzee Muscle Grafts*, change "(p. 65; attribute drain is ST not IQ with success)" to "(Brain Surgery, p. 65; attribute drain is ST not IQ on a failure)".

**P. 196.** Under *Cabalist Mage*, change "Astronomy/TL4 (Observational)-13 (IQ) [4]" to "Astronomy/TL4 (Observational)-14 (IQ+1) [4]". Under the *World-Walker* lens, change "Omen" to "Oracle" and "Tracking-13 (IQ) [2]" to "Tracking-10 (Per) [2]".

In the *Criminal* template, the Contact Group advantage should cost 15 points; the template's cost rises to 52.

**P. 197.** The *Expatriate* costs 65 points. Change "Computer Use/TL8-11 (IQ-1) [1]" to "Computer Operation/TL8-10 (IQ) [1]".

The *Historian* costs 82 points. Change "History (choose)-18 (IQ+4) [20]; History (second specialty)-17 (IQ+3) [1]†" to "History (choose)-18 (IQ+4) [20]; History (second specialty)-17 (IQ+3) [4]†". Change "Computer Use" to "Computer Operation".

**P. 200.** In the *Weapons Table*, change the CF/3 Pandar *Damage* score to "HT-4(2) aff". Change the Electrozap's *Shots* from "87(3)" to "90(3)". Change the Express Rifle's *Shots* from "1(23)" to "1(3)".

**P. 216.** Under the *Gakuji* and *Architect Ley Travel* time travel advantages, add a "+10%" notation to "Warp Jump" in both the *Jumper* and *Warp* entries. Under *Gakuji*, change "Naked (Except for period items, -20%), -25%" to "Naked, Except for period items, -25%". Add "Naked, Except for period items, -25%" to both *Architect Ley Travel* time travel advantages.