**P. 48.** Under the description of the Felicia bioroid, the following traits are listed:

ST +4 (Costs 1 FP per second, -10%; Temporary Disadvantage (Gluttony (9), Impulsiveness (12), Lecherousness (9), see note), -39%) [21];

It should be:

Enhanced Muscle +4 (Costs 1 FP per second, -10%; Aftermath (Gluttony (9), Impulsiveness (12), Lecherousness (9)), -20%) [23];

Also,

Basic Speed+1.00 (Costs 1 FP per second, -10%; Temporary Disadvantage (Gluttony (9), Impulsiveness (12), Lecherousness (9), see note), -39%) [11].

should be:

Basic Speed+1.00 (Costs 1 FP per second, -10%; Aftermath (Gluttony (9), Impulsiveness (12), Lecherousness (9)), -20%) [14].

Both changes reflect the traits and modifiers in [***GURPS Bio-Tech***](http://www.sjgames.com/gurps/books/Bio-Tech/), instead of using new modifiers and/or applying existing ones in a non-standard fashion.