

Dragon Age RPG Set 1 Errata and Clarifications

June 12, 2010

This document contains fixes and clarifications for *Dragon Age RPG* Set 1. Many of these were fixed in the second printing, but the first run sold out so quickly that others were not found until after the reprint was underway. Entries marked with an asterisk (*) were fixed in the second printing. This document does not contain small errors like the occasional missing "a" or "the," though these too were fixed in the reprint where they were discovered. Thanks to Mark Solino for his eagle eyes!

Player's Guide

Page 35*

Armor Training talent, replace the second sentence with this: "You only take the armor's penalty to your Speed, while those without this talent take it to Dexterity (and thus to Speed)."

Page 38

Scouting talent. Change the Requirement to this: "You must have Dexterity 2 or higher."

Page 40*

Left column, Armor Penalty section, replace the second sentence with this: "The penalty applies to your Speed if you are trained in the armor's use, but to Dexterity (and thus to Speed) if you are not."

Page 57

Tests and Time, replace last sentence with this: "When it comes around to your turn again, you get your two actions as usual."

Page 63*

Armor Penalty entry, replace second sentence with this: "The penalty applies to Speed if a character is trained in the armor's use, but to Dexterity (and thus to Speed) if the character is not."

GM's Guide

Page 29*

Genlock Stats: Change Speed to 7, Armor Rating to 5, Hand Axe damage to 1d6+5, and the heavy mail in equipment to light mail.

Page 30*

Hurlock Stats: Change Speed to 10, Armor Rating to 5, and the light plate in equipment to light mail.

Page 32

Skeleton Stats: Change the Bow's damage to 1d6+3.