

# ERRATA

## FOR SHATTERED CORE V1.1.0

### PAGE 51

#### ERROR

The superscript numbers denoting sections of the character sheet are off by one in the second (right-hand) column. The section should read as follows:

#### CORRECTION

The Weapons block<sup>16</sup> below and the Armor<sup>17</sup> and Shield<sup>18</sup> blocks can be found to the left of that. Each of these blocks has fields for any equipment your character may acquire.

Last but not least you will find the Prosthetics block<sup>19</sup>. Hopefully, your character doesn't lose limbs often, but should you need to track such modifications, this block contains all the fields you will need.

### PAGE 2

The second page of the character sheet is considerably simpler but no less important. The first block is set aside for Racial Traits<sup>20</sup>; every character has them, so space has been set aside to leave abbreviated descriptions when possible. In some cases a racial trait may simply be too much for the space provided (the Vampire trait Feed for example), so you may find it easier to jot down the page number instead.

Beneath that are the Biomod<sup>21</sup> and Talent<sup>22</sup> blocks. Biomods are similar to purchased equipment, where as talents have unique aspects such as XP cost. Much like the Racial Trait block, if a biomod or talent description is too much for the space provided, leave notes to help you find it on the page.

On the right-hand side of the sheet is the small Notes block<sup>23</sup> and the Equipment block<sup>23</sup>. The former is simply used to track the cash that your character has on hand. The latter is used to keep track of the value and weight of the items that your character has on their person.

### PAGE 61

#### ERROR

The Drone racial trait **Foundational Learning** references "Species" rather than "Genus."

#### CORRECTION

Whenever a Drone deals the killing blow to an enemy they are adjacent to, they may briefly study the body as a free action to obtain more knowledge about their opponents. When a Drone does this, they gain a bonus equal to their Intelligence to attack rolls against opponents of the same genus for the remainder of combat.

### PAGE 74

#### ERROR

The Ballistic Combat Skill is not listed under Perception.

#### CORRECTION

Skills: Awareness, Perception, Scrutiny & Search

### PAGE 82

#### ERROR

The combat action for **Channel Psy / Invoke Miracle** does not dictate a base AP cost.

#### CORRECTION

#### **X** CHANNEL PSY / INVOKE MIRACLE

The character summons their will to channel psy abilities (page 135) or their conviction to invoke miracles (page 128). Unless otherwise specified, all such abilities require 2 AP.

### PAGE 92

#### ERROR

Changing fourth sentence in **Concealment** description for clarity.

#### CORRECTION

To quote Iron Lord Brecht, "The soldier cresting the hill is a towering target." Simply put, it is vital to use terrain to an advantage. Obstacles throughout Feneryss are capable of providing two useful features: concealment and cover. The former provides bonuses when reacting to attackers, and the latter grants bonuses to Stealth. Understand that any object providing cover can also provide concealment; however, many sources of concealment do not provide cover (i.e. fog or darkness). The GM will determine how much cover or concealment an object provides. The easiest metric is to ask: does the object cover or conceal part of the character, most of the character, or all of the character? If the character is detected by an Awareness or Search check, they no longer gain the concealment bonuses.

## PAGE 99

### ERROR

The second “Social Talents” header in the talent list should instead be “Psy Talents.”

### CORRECTION

Changed header to “Psy Talents.”

## PAGE 100

### ERROR

Changing the wording of the Aypse racial talent **Justice of the Fallen** for clarity.

### CORRECTION

I

### JUSTICE OF THE FALLEN

! Conviction Talent Rank 1, Devotion 3

Cost: 25xp

All ranks of the Smite miracle now require 1 less CP to use.

## PAGE 101

### ERROR

Corrected spelling of the Rekindled racial talent **Continuous Cycle**.

### CORRECTION

I

### CONTINUOUS CYCLE

! Willpower 5

Cost: 67xp

Some Rekindled have been known to reincarnate shortly after their death. Once the Rekindled dies, their body bursts into flames and reforms the next day (unless otherwise specified by the GM). The new Rekindled remembers nothing of its previous life, but retains all experience, stats, skills, talents, and *paranoia* of its previous life. The Rekindled gains 1 permanent *paranoia* and permanently loses 5 max health each time they reincarnate.

## PAGE 105

### ERROR

**Telepathy** talent missing from game. Added to General Talents.

### CORRECTION

I

### TELEPATHY

! None

Cost: 5xp

The character can speak directly into the minds of willing recipients, sharing words, pictures, or simple ideas. This is a free action in combat.

## PAGE 107

### ERROR

Changing the rules for Wild Visage to be more situationally effective rather than being simply a flat bonus to all Intimidate checks.

### CORRECTION

I

### WILD VISAGE

! Toughness 4

Cost: 45xp

A feral appearance grants the character a +4 bonus to Intimidate checks made against sentient creatures.

## PAGE 107

### ERROR

Adding the inclusion of hand-to-hand attacks to the **Boiling Rage** talent.

### CORRECTION

I

### BOILING RAGE

! Strength 3, Melee / Hand-to-Hand 3

Cost: 48xp

For every missed melee or hand-to-hand attack, the character gains a +1 bonus to their next attack of that type up to a max of +5. Once an attack of either type is successful, this bonus is removed.

## PAGE 107

### ERROR

The **Sweep** talent was accidentally listed as a tier II talent.

### CORRECTION

I

4

### SWEEP

! Melee / Hand-to-Hand 4

Cost: 35xp

The character may attempt to trip all adjacent opponents.

## PAGE 117

### ERROR

The **Casting** talent is listed as having two consecutive rank VIIs.

### CORRECTION

I	II	III	IV	V
7xp	21xp	42xp	70xp	105xp
VI	VII	VIII	IX	X
147xp	196xp	252xp	315xp	385xp

## PAGE 2 ERATTA

## PAGE 119

### ERROR

Adjusting the rules explained in the **Assembling a Stitch** section to account for health and base damage calculations.

### CORRECTION

#### ASSEMBLING A STITCH

A minimum of 7 specialized parts and 7 basic parts are required to assemble a stitch of medium size. Depending on the desired size of the stitch, there may be different part requirements and limits to Strength, Toughness, and Agility. Stitches gain 2 health for every rank of Strength, Toughness, and Agility, plus 1 health per rank of Intelligence, Willpower, Perception, and Charisma.

SIZE	MAX STRENGTH & TOUGHNESS	MAX AGILITY	PART ADJUSTMENT	BASE DAMAGE
Fine	5	No limit	-5	1d6-1
Tiny	6	10	-3	1d6
Small	7	9	-1	2d6
Medium	8	8	0	2d6
Large	9	7	+1	3d6
Huge	10	6	+3	4d6
Massive	11	5	+5	5d6
Colossal	No limit	4	x2	6d6

## PAGE 120

### ERROR

Adding new section to Necromancy's Stitches to clarify use in combat.

### CORRECTION

#### STITCHES IN COMBAT

A stitch is in many ways a part of the necromancer that sparked them. While in combat, a stitch has 5 actions of their own to utilize each turn, but they do not contribute to or take away from group initiative.

## PAGE 124

### ERROR

Changing "my" to "by" in second sentence of **Darkness** aspect opposed description.

### CORRECTION

The marshal's eyes turn an iridescent white and visibly glow. For the purposes of Stealth and Perception checks they are considered to be surrounded by normal light. Shadowboxing no longer penalizes foes in total darkness.

## PAGE 130

### ERROR

Adding clarifying rules to the function of the **Dualism** talent and Conviction Points.

### CORRECTION

#### I

#### DUALISM



Conviction 7, Cannot have Saint

Cost: 126xp

Characters may choose a secondary, non-opposing aspect from which to draw power. Upon taking this talent, gain the first rank in the desired aspect for free. They do not, however, acquire an additional pool of CP or a bonus to their current pool.

## PAGE 135

### ERROR

To address some power imbalance with Psy usage, we will be altering calculations for Range of Influence. Pray we do not alter it any further.

### CORRECTION

The range of a psychic's abilities is equal to (**Willpower x Range Multiplier**) + 1. At base the range multiplier is 1, but may be cumulatively increased by 1 for 2 strain. In order to channel any ability, the target must also be within the psychic's direct line of sight.

## PAGE 135

### ERROR

To address some power imbalance with Psy usage, we will be altering the amount of strain a psychic can attempt at their given rank.

### CORRECTION

Psychics that perform sleights with a strain greater than 2 times their ranks in the respective discipline, take 1 *fatigue* prior to channeling. At 10 ranks, this limitation is removed.

## PAGE 136

### ERROR

To address some power imbalance with Psy usage, we will be altering the Strain requirements of the **Bolster Allies** sleight.

### CORRECTION

ATTRIBUTE	STRAIN	DESCRIPTION
Base	5	Give a single ally a +2 bonus to their Mental Resolve check.

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## PAGE 136

### ERROR

To address some power imbalance with Psy usage, we will be altering the Strain requirements of the **Confusion** sleight.

### CORRECTION

ATTRIBUTE	STRAIN	DESCRIPTION
Base	7	Inflict <i>confused</i> on one target within range.

## PAGE 136

### ERROR

To address some power imbalance with Psy usage, we will be altering the Strain and AP requirements of the **Mind Flay** sleight. Paranoia is becoming the seight's base, and we are adding the ability to increase the paranoia inflicted.

### CORRECTION

ATTRIBUTE	STRAIN	AP	DESCRIPTION
Base	5	2	The target suffers 1 point of <i>paranoia</i> .
Additional Paranoia	3	-	Increase the <i>paranoia</i> inflicted by +1.

## PAGE 136

### ERROR

Rules on Psychic Probe needs some clarification.

### CORRECTION

A psychic can project their mind to probe for signs of cognizant life. To perform this sleight, a psychic selects a desired result from the table below then makes a Psy check. If the roll reaches or exceeds the desired result, the sleight is successful and the psychic gains access to the knowledge in the result they selected. The psychic does not gain access to a result higher than the one that they previously specified. If the Psy check rolls below the desired result, no knowledge is gained and the psychic gains 1 *fatigue*.

## PAGE 136

### ERROR

To address some power imbalance with Psy usage, we will be altering the Strain requirements of the **Stress** sleight.

### CORRECTION

Overwhelm a target with so many thoughts that they become exhausted. This is an opposed check that inflicts 1 point of fatigue per 6 strain.

## PAGE 136

### ERROR

To address some power imbalance with Psy usage, we will be altering the Strain requirements of the **Telekinesis** sleight.

### CORRECTION

ATTRIBUTE	STRAIN	AP	DESCRIPTION
Base	5	2	Lift and move an object that weighs up to 10 times the character's rank of Channel (Kinesis) in pounds, up to 5 yards.

## PAGE 137

### ERROR

To address some power imbalance with Psy usage, we will be altering the Strain and AP requirements of the **Base Illusion** sleight.

### CORRECTION

DURATION	STRAIN	AP	ATTRIBUTES
Base	2	2	Illusion lasts a number of rounds/minutes equal to ½ the Discipline (Illusion) ranks.

## PAGE 137

### ERROR

To address some power imbalance with Psy usage, we will be altering the Strain requirements of the **Aural Shift** sleight.

### CORRECTION

ATTRIBUTE	STRAIN	AP	DESCRIPTION
Base	4	2	Create noise, such as a scream or the clink of a bottle. The point of origin must be within the psychic's range of influence. It can be heard by all characters in a 4-yard radius.

## PAGE 137

### ERROR

To address some power imbalance with Psy usage, we will be altering the Strain requirements of the **Dampener** sleight.

### CORRECTION

ATTRIBUTE	STRAIN	AP	DESCRIPTION
Base	6	2	Dampen sound within the psychic's range of influence. All characters outside the area of effect cannot hear any noises produced within the dampener.

## PAGE 137

### ERROR

To address some power imbalance with Psy usage, we will be altering the Strain requirements of the **False Light** sleight.

### CORRECTION

ATTRIBUTE	STRAIN	AP	DESCRIPTION
Base	5	2	Increase or decrease the light level of an area by 1 step. The center of the effect must be within the psychic's range of influence and the area of effect is a 2-yard radius.

## PAGE 137

### ERROR

To address some power imbalance with Psy usage, we will be altering the Strain requirements of the **Glamours** sleight.

### CORRECTION

ATTRIBUTE	STRAIN	AP	DESCRIPTION
Base	6	2	Add +2 to Disguise / Deceit Checks for 1 Medium sized target.

## PAGE 138

### ERROR

To address some power imbalance with Psy usage, we will be altering the Strain requirements of the **Nightmares** sleight.

### CORRECTION

ATTRIBUTE	STRAIN	AP	DESCRIPTION
Base	6	2	One target must resist a Fear check equal to the Strain check. This lasts 1 round.

## PAGE 138

### ERROR

To address some power imbalance with Psy usage, we will be altering the Strain requirements of the **Veils** sleight.

### CORRECTION

ATTRIBUTE	STRAIN	AP	DESCRIPTION
Base	8	2	The psychic can render themselves almost completely invisible to light-based vision for 1 round. Provided that the psychic does not move, they gain a bonus equal to their rank in Channel (Illusion) to checks opposing Perception-based skills.

## PAGE 147

### ERROR

The **Flamethrower's** description has an extra word.

### CORRECTION

This relatively new and extraordinarily sadistic invention is designed to inflict severe pain on its victims. Liquid fuel is sprayed from its nozzle and then ignited by a Pilot flame, creating a stream of fire that can be sprayed in large arcs.

## PAGE 148

### ERROR

Slightly editing the **Longbow** description for clarity.

### CORRECTION

The long bow can be considered the grandfather of all bow styled weapons and uses a tensile piece of wood or metal and a piece of wire or string to launch an arrow great distances.

## PAGE 156

### ERROR

Correcting description of **Pressure Band** to include the appropriate fabric used in its construction.

### CORRECTION

PRESSURE BAND	UC: 4	Cost: <del>¥</del> 40
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The lowest layer of this armor is a skin-tight weave of silk that is typically used in bandages. Worn in this way, it grants the wearer a +4 bonus to natural Stabilization checks. Its restrictive nature also detracts from physical endeavors with a -2 penalty to Athletics and Acrobatics checks.

## PAGE 160

### ERROR

**Arc Circuitry** does not indicate an amount of AP loss per turn.

### CORRECTION

A power cell that charges as the limb is used and allows a user to release a single large arc of electricity while *grappling* or in hand to hand. If used with a successful grapple or hand-to-hand check the opponent suffers the *stunned* condition, losing 2 AP for the duration.



## PAGE 163

### ERROR

**Environmental Adaptation** shares same description as Chameleon Skin.

### CORRECTION

Chameleon Skin will be removed from use.

## PAGE 163

### ERROR

The description of Dominant Arm is bisected by an old description for Breath weapon. The correct Biomod should read as follows:

### CORRECTION

The muscles, tendons, and ligaments of one are have been hyper-developed by experimental growth hormone injections and an accelerated growth procedure. It grants a +1 bonus to Hand-to-Hand checks and a +2 to Athletics checks to move heavy objects. This cannot be applied to a Lesser Appendage biomod.

## PAGE 164

### ERROR

Correcting description of **Flexible Skeleton**.

### CORRECTION

I	<b>FLEXIBLE SKELETON</b>	UC: 12	Cost: ₦60
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The character gains the ability to adjust the rigidity of their skeleton from the hardness of steel to the consistency of molten glass in moments. This reduces the difficulty of moving through small spaces with Acrobatics (Contortion) by treating the space as one size larger. When falling, they can treat the distance as 5 yards fewer when determining damage taken. Finally, they can negate a fracture from critical health once per week.

## PAGE 165

### ERROR

Correcting requirements of **Hulking** to include Muscle Mass instead of Horns.

### CORRECTION

II	<b>HULKING</b>	UC: 8	Cost: ₦80
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! Muscle Mass

Rampant growth of muscle tissue has turned the character into an absolute brute. Their carry capacity is now three times the normal limit, and they gain 1 effective bonus rank to Strength.

## PAGE 165

### ERROR

**Clot** should be listed as a tier III biomod instead of tier II.

### CORRECTION

III	<b>CLOT</b>	UC: 30	Cost: ₦450
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! Hyper Coagulant

The body has developed a rapid response to open wounds, building clots quicker. This reduces damage from *bleed* by 1 each round.

## PAGE 165

### ERROR

In **Poison Sac** description, changing “new bane” to “additional bane” for clarity.

### CORRECTION

Upon gaining this biogenic enhancement, choose an injectable bane from alchemy (page 166). Successful attacks with the tail now require opponents to succeed on a UC 12 Physical Resolve check, or suffer the effects of the bane. Duration of the bane is equal to half the character’s Toughness. If this biomod is acquired a second time, the character may choose an additional bane.

## PAGE 167

### ERROR

Changing **alchemy grade** description for clarity.


### CORRECTION

This determines the quality of the basic binding agent that allows an alchemist to mix reagents. These binding agents can support a number of reagents equal to their grade (i.e. grade 1 can support 1, grade 3 can support 3, etc). Additionally, grades must be crafted and purchased in sequential order.

## ERROR

The slow XP progression for Masterminds at session 5 and on should be 50xp higher than listed. The corrected progression can be seen below:

## CORRECTION

... MASTERMIND			
...  200			
SESSION	...	XP	TOTAL XP
1	...	225	425
2	...	250	675
3	...	275	950
4	...	300	1,250
5	...	325	1,575
6	...	350	1,925
7	...	375	2,300
8	...	400	2,700
9	...	425	3,125
10	...	450	3,575

## ERROR

Removing sentence from Coeurfin description that references Withers.

## CORRECTION

The Coeurfin is a creature akin to nightmare. It finds a target with the lowest mental fortitude and latches on pykically from a distance. Slowly over days and weeks it drains the will to live from its victim. If the Coeurfin is allowed to finish its meal, the victim is left as nothing more than an immobile husk slowly withering away. Through its influence, the target shuts itself away from the world thus isolating the victim from its safety-net and social network. In order to defeat the Coeurfin, one has to first realize the possible influence, find the creature, and finally kill it. It's best for victims to confront the creature before crippling weakness overcomes their body. Physically, the Coeurfin is a small, pinkish mass without a mouth or a nose. Its beady black eyes are sunk into its flesh exterior almost drawing the victim into its soothing depths. The creature is seemingly amorphous but its agility and size make it hard to hit.

## ERROR

Correcting the description of the admiral's **Cleaving Strike** ability.

## CORRECTION

**CLEAVING STRIKE** ② SKILL: Melee DAMAGE: 5d6

The admiral swings their sword in two wide arcs, striking any enemies in a 1-yard radius.



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