

- CORE BOOK ERRATA -

THE GAIA COMPLEX - CORE BOOK ERRATA

Version 1.3

Oops! Occasionally a few small errors can slip through the editing and proofing process. In the interest of keeping everything as accurate as possible, here are the few bits that we felt the need to clarify.

Pg. 60 - Hit Points

The descriptions of both Endurance (E) and Pressure (P), both end with the sentence: "Feral characters add an additional 5 to this value." Feral characters should actually add 6, as per the 'Species' rules on page 35.

Pg. 65 - Critical Failure

Replace the opening sentence with "Any active skill test resulting in two dice failures, where either (or both) dice rolled a 12, is considered to be a *critical failure*." This subtle change to the wording clarifies that a critical failure is not triggered when an unskilled character rolls one success and one failure showing a 12. The intention for critical failures is that it requires both dice to fail whether the character is skilled or unskilled.

Pg. 70 - Ranged Weapons/Firearms

The damage for the example weapon should be $1d12+3d3$, as per its listing on page 154.

Pg. 109 - Armour Plating (Cyberarms)

Add the following text to the existing rules: "This protection may be stacked with other armour."

Pg. 119 - Armour Plating (Cyberlegs)

Add the following text to the existing rules: "This protection may be stacked with other armour."

Pg. 120 - Cybernetico Hell Toes

The stat block for this weapon says, "Cybernetico HardFist Knuckles" at the top. This title a typo, but the stats presented here are correct.

Pg. 148 - HI SOC-P

The damage for this weapon should be $3d3+3$.

Pg. 153 - HI SOC-1

The damage for this weapon should be $1d12+3d3+3$.

Pg. 161 - GMT FullPak Missile Launcher

The damage of this weapon should be $3d12+4d3+3$. If you have actually used this weapon in a game, using the damage stated in the core book, then we feel very sorry for whomever was on the receiving end of it!

Pg. 165 - Western Briqg Pacif1 Baton

The cost of this weapon should be 100nec.

Pg. 166 - Western Briqg PacifATE Baton

The cost of this weapon should be 1000nec.

Pg. 166 - Western Briqg KnucklePoint Energy Knuckles

The cost of this weapon should be 150nec.

Pg. 170 - MB&C Exo-Plate Vest.

The rules for this armour should be replaced with: "Can be stacked with an exo-skeleton. The Exo-Plate Vest cannot be used on its own".

Pg. 201 - MB&C TAC-SUP Support Craft

The Endurance (E) value should be 100. In addition, the capacity should read: 1 Pilot, 5 Passengers.

Pg. 230 - Experience (skills)

The example shown under the points table states that 5 points must be spent. This is incorrect and it should be 6, as per the values in the table.

Pg. 287-288 - Index

The following entries in the index appear to be out of alphabetical order, however, they are actually in the correct place, but should have been indented as subitems of the main item above them. For clarity, the following lines are affected:

- **Pg. 287:** Installation, Cyberlegs, Cybereyes, Cyberears, Bioware, Implants - these are all subitems of "Cybernetics".
- **Pg. 288:** Swords - this is a subitem of "Melee Weapons".
- **Pg. 288:** LE1 - this is a subitem of "Police (Law Enforcement)".
- **Pg. 288:** Notable Vampires, Vampiric Abilities - these are both subitems of "Vampire".