ECLIPSE PHASE ERRATA MAJOR 1.0

FEBRUARY 10, 2010

*Items marked in blue text appear in the first printing hardcopy version of the core rulebook, but were corrected for the PDF release. Everything else is new.

p. 89, Venus
In the second column, second paragraph, replace the last two sentences with:
"Some 5,000,000 transhumans live in aerostat habitats and another 10,000 on the surface. Roughly 350,000 transhumans live in habitats orbiting Venus."

p. 90, Octavia
The population listed should be 500,000, not 35,000

p. 90, Aphrodite Prime
The population listed should be 300,000, not 190,000

p. 130, Step-by-Step Guide
Under 5b, change "400 skill points" to "400 CP"
Under 5c, change "300 skill points" to "300 CP"

p. 131, Lost
Under Advantages, "Psi trait" should say "Psi trait (Level 1)"
Under Disadvantages, "(choose two)" should be "(choose two, this includes the one from Psi)"

p. 136, Learned Skills
Change the first sentence to:
"Each character must purchase a minimum of 400 CP of Active skills and 300 CP of Knowledge skills (see *Skills*, p. 170)."

p. 137, CharacterCreation example, 2nd column
The fourth paragraph should end with "… leaving her with 40 CP left to spend."
The first two sentences of the fifth paragraph should read:
"Looking back at her skills, she decides to raise her Pilot: Spacecraft from 50 to 65. It costs her 10 CP to raise the skill to 60, and another 10 CP to raise it from 60 to 65, for a total cost of 20 CP."

p. 137, Purchase Gear
Add the following paragraph to this section (between the third and fourth paragraphs):
"The one exception to buying gear with Credit is the purchase of additional morphs. Characters may buy extra morphs during character creation, but they must be bought with CP. The player must choose one morph in which the character is sleeved. Extra morphs also require body bank service fees (p. 331)."

p. 140, Mentons
Under Implants, remove the hyphen from "Hyper-Linguist" (should be "Hyper Linguist")

p. 141, Neo-Hominids
Under Implants, add "Prehensile Feet"

p. 144, Arachnoid Enhancements
"Extra Limbs (6 Arms/Legs)" should be "Extra Limbs (10 Arms/Legs)"

p. 144, Arachnoid Mobility System
Add: "Wheeled 8/40"

p. 144, Flexbot Enhancements
Add: "Nanoscopic Vision"

p. 144, Reaper Enhancements
Add "Mnemonic Augmentation"

p. 146, Exceptional Aptitude
Replace the text with the following:
Exceptional Aptitude (Ego or Morph Trait)
Cost: 20 CP
As an ego trait, the character may raise the maximum for a particular chosen aptitude to 40 rather than 30 (p. 122). As a morph trait, it raises the morph aptitude maximum (p. 124) for a particular chosen aptitude by 10 (30 for flats, 35 for splicers, 40 for all others). Note that this trait just raises the maximum, it does not give the character 10 more aptitude points. This trait may only be taken by a morph or ego once.

p. 150, Morphing Disorder
"Cost" should be "Bonus"

p. 152, Uncanny Valley trait
Remove the last line: "This trait is only available for synthmorphs."

p. 153, Specializations
Replace 20 with 30 in this line: "Specializations may be purchased for existing skills, as long as that skill is at least rating 20."

p. 157, Brinker Genehacker
Under Gear, remove "Healing Vat" and change Frequency to "(2 doses)"

p. 162, Lunar Ego Hunter
Under Traits, remove "VR Vertigo" and add "Mental Disorder (PTSD)"
Under Psi-Chi sleights, add "Downtime"
Under Psi-Gamma sleights, add "Scramble"

p. 166, Socialite Escort
Moxie should be 4. Add the Second Skin ego trait.

p. 178, Control
Add "(no defaulting)" after WIL

p. 178, Exotic Ranged Weapon
Under "What it is," the entry should read:
"Exotic Ranged Weapon skill includes the use and maintenance of all ranged weapons not covered by the Beam, Kinetic, Seeker, Spray, or Throwing Weapons skills."

p. 181, Languages in *Eclipse Phase*
Change the beginning of the second paragraph to:
The ten languages with the largest speaking populations are: Arabic, ...

p. 184, Psi Assault and Sense skills
Add "(no defaulting)" after WIL and INT (respectively)

p. 192, Step 5: Determine Outcome
For clarity, change the second sentence ("If the defender succeeds but the attacker fails, the attack misses completely") to this:
   "If the attacker fails, the attack misses completely"
Change the second paragraph under Criticals to read:
   "If the defender rolls a critical success, they dodge with flair, reach cover that protects from follow-up attacks, maneuver to a superior position, or otherwise benefit."

p. 193, Combat Modifiers Table
Under Melee Combat, add this line (after the reach modifier): "Character charging   -10"
Under Melee Combat, "Character charging or receiving a charge" should be "Character receiving a charge"
Under Ranged Combat, remove this modifier: "Attacker has reach advantage +10"

p. 196, Collisions
Replace the last line with:
   "They suffer one half the DV applied to their vehicle (less their own Kinetic armor)."

p. 196, Attacking Vehicle Passengers
Replace the last two sentences with:
   "Area effect weapons are an exception to this rule, but in this case the passengers also benefit from the vehicle Armor Value."

p. 206, Two-Handed Weapons
Add the following sentence to the end:
   "This modifier does not apply to mounted weapons."

p. 206, Extra Melee Weapons
Add this sentence after the second:
   "Off-hand weapon modifiers are ignored."
In the third sentence, change "this bonus" to "these bonuses"

p. 207, Unconsciousness
Change "they have been knocked unconscious" to "they have been knocked unconscious (until they are awoken or heal)"

p. 207, Death
In the second paragraph on the page, the first line should read:
   "If the cortical stack is not retrievable, the character can still be re-instantiated from an archived backup (p. 268)."

p. 223, Psi example
The 3rd line should read:
   "Matric's WIL is 25, so the duration of this temporary sleight is 5 Action Turns (25 ÷ 5 = 5)."

p. 231, Deep Learning
The Timeframe should be Skill Learning Time ÷ 2.

p. 258, Joint Hacking/Securing
In the second paragraph, replace "maximum +60 modifier" with "maximum +30 modifier"

p. 260, Hacking VPNs, first paragraph
Both instances of "with" should be "without"

p. 261, Puppeteering
The first sentence should begin as follows:
Most cyberbrains also incorporate a puppet sock ...

p. 269, Uploading-Resleeving Continuity, first sentence
"with any noticeable loss" should be "without any noticeable loss"

p. 273, Alpha Forks
Change "directly from the cortical stack" to "a removed cortical stack in an ego bridge"
Immediately after that sentence, add the following:
   "Alpha forks mat be generated from biomorph brains using an ego bridge and the same process as uploading (p. 268)."

p. 273, Beta Forks
Change the first sentence of the second paragraph to:
   "Beta forks are created by taking an alpha fork and running it through a process known as *neural pruning* (p. 274)."

p. 274, Neural Pruning
Remove this first line:
   "Most forking is done on the fly—something comes up that the character needs a fork for, so they whip one up on the spot."
Add the following sentence to the end of the third paragraph:
   "If an alpha fork is not available to prune, a delta fork can be whipped up from a biomorph brain with an ego bridge and 1 minute. Many people sleeved in biomorphs keep delta forks on hand in storage, to whip up on the fly as needed."

p. 281, Hamilton Cylinders
"There are only two fully operational Hamilton cylinders in the system" should be "There are only three fully operational Hamilton cylinders in the system"
"Both known Hamilton cylinders orbit Saturn" should be "Two of the known Hamilton cylinders orbit Saturn"
"neither of the Hamilton cylinders has" should be "none of the Hamilton cylinders have"

p. 284, Programming Blueprints
Replace "Programming: Nanofabrication" with "Programming (Nanofabrication)"

p. 285, The Programming Test
Replace both instances of "Programming: Nanofabrication" with "Programming (Nanofabrication)"

p. 300-301, Cyberbrain
The sentence that starts on 300 and ends on 301 should end as follows:
... may be remote-controlled, though this option may be removed by those who value their security.

p. 304, Chameleon Skin
Replace the first full sentence with:
"The character must be nude or wearing smart clothing (p. 325) of the same color/pattern. If incompletely camouflaged, or if moving faster, reduce the modifier to +10."

p. 305, Drug Glands Cost
Change it from "Low" to "One Cost Category Higher Than Drug Cost"

p. 308, Hand Laser
Replace "good for 6 shots" with "good for 50 shots"

p. 325, Smart Clothing
Replace the second and third sentences ("More advanced ..." and "When worn ...") with:
"It can also camouflage the wearer, providing a +20 bonus to Infiltration Tests to avoid being seen, as long as the wearer is stationary or not moving faster than a slow walk, and as long as the wearer is completely covered or also using chameleon skin (p. 303) of the same color/pattern. If incompletely camouflaged, or if moving faster, reduce the modifier to +10.

p. 328, Blueprints, third sentence
Replace "equals" with "exceeds"

p. 328, Specialized Hive
Change Cost from "High" to "Moderate, plus Cost of Programmed Nanoswarm"

p. 329, Nanoswarms and Microswarms
In the fourth paragraph (the last paragraph before the Cleaners entry), add the following sentence right before the last sentence ("Swarms are not affected by vacuum."):
"EMP weapons (p. 340) are very effective against swarms, inflicting 2d10 + 5 damage and a -10 modifier to all tests due to their damaging effects on the swarm's communication abilities until repaired."

p. 336, Kinetic Weapons tables
On both tables, the Firing Mode of Sniper Rifles should be changed to "SA"
On the Firearms table, the Machine Gun AP should be -6
On the Railguns table, the Machine Gun AP should be -9

p. 338, Reactive ammo
Change the Cost to "[Low]"

p. 338, Beam Weapons
The end of the second paragraph should read:
... at the rate of 20 shots per hour; they have a Cost of [Low]

p. 345, Dr. Bot
Change the Cost from Moderate to High

p. 346, Speck stats
Specks should have Armor —, Durability 5, and Wound Threshold 1

p. 390, Character Creation Summary
Under 5b, change "400 skill points" to "400 CP"
Under 5c, change "300 skill points" to "300 CP"

p. 390, Backgrounds
Under Lost:
"Psi trait" should say "Psi trait (Level 1)"
"(choose two)" should be "(choose two, this includes the one from Psi)"

p. 392, Combat Modifiers table
Under Melee Combat, add this line (after the reach modifier): "Character charging   -10"
Under Melee Combat, "Character charging or receiving a charge" should be "Character receiving a charge"
Under Ranged Combat, remove this modifier: "Attacker has reach advantage +10"

p. 399, Character Sheet Front
The stat lines for Ranged and Melee weapons are mislabeled, and should be switched.
Under *Stats*, the derived stat bubble for DB should say "SOM ÷ 10" not "DUR ÷ 10"