

# COMPILED 5E ERRATA

From the [official errata thread](#). Note that some of these are already corrected in later printings, German errata, and/or French errata.

More adventures in 0B/Zee not having a life!

## CORE RULEBOOK

From [here](#).

### P. 33: LEADING NORTH AMERICAN ORGANIZED CRIME GROUPS SIDEBAR

*Official*

In the section on the Povryejhda (Vory), replace the name "Andrei Petschukov" with "Aleksander Bilotkiy".

### P. 47: OPPOSED TESTS

*Official*

Add the following sentence to the end of the second paragraph: "Limits are applied to Opposed Test rolls before hits are compared."

### P. 51: ATTRIBUTES

*Official*

Change the first sentence of the second paragraph to read as follows: "For humans, all physical and mental attributes are between 1 and 6, though certain modifications and qualities can change this."

### P. 52: CONDITION MONITORS

*Provisional*

Add the following sentence to the end of the second paragraph:

"If either Condition Monitor is full, the character falls unconscious and may face other risks (**Exceeding the Condition Monitor**, page 170)."

### P. 56: EDGE EFFECTS

*Official*

Change "No more than 1 point of Edge can be spent on any specific test or action at one time." to read "No more than 1 point of Edge can be spent on any specific test or action at one time. You can spend a point of Edge on every roll during an Extended Test, as long as you have Edge."

### P. 56: SEIZE THE INITIATIVE

*Official*

Change the last sentence of this bullet point to read as follows.

"This move to the top of the order lasts for the entire Combat Turn (meaning multiple Initiative Passes, but only those Initiative Passes that you actually have); you return to your normal place in Initiative order at the start of the following Combat Turn."

### P. 57: BURNING EDGE

*Official*

Change the third sentence of the first paragraph to read as follows.

"In those circumstances, you can choose to burn a point of your Edge Attribute, meaning it is gone and will not be recovered through the normal means (though in the future you can spend Karma to move your Edge up again)."

Add the following sentence between the third and fourth sentences of the first paragraph.

"You may burn a point of Edge even if you have spent all of your Edge points."

#### P. 62-64: STEP ONE: CHOOSE CONCEPT

*Official*

Change the second sentence of the first full paragraph on page 64 to read as follows.

"The character creation rules as presented in this chapter involve the creation of an experienced character."

#### P. 64: ALTERNATE GAMEPLAY SIDEBAR

*Official*

Add the following before the final bullet point for **Prime Runner Play**.

**\* Initiation/Submersion Restrictions:**

Characters may initiate or submerge, as appropriate, at character creation."

#### P. 65: PRIORITY TABLE

*Official*

For Magicians and Mystic Adepts, change all "X spells" entries to read "X spells, rituals, and/or alchemical preparations".

#### P. 65: PRIORITY TABLE

*Official*

For Technomancers, change the number of Complex Forms in each row as follows:

Priority A: Increase from 5 to 7

Priority B: Increase from 2 to 4

Priority C: Increase from 1 to 3

#### P. 65: PRIORITY TABLE

*Official*

In the Magic or Resonance column for Technomancers, change the number and type of skills in each row as follows:

Priority A: Change from "two Rating 5 Resonance skills" to "three Rating 5 skills from Resonance,

Electronics, or Cracking skill groups"

Priority B: Change from "two Rating 4 Resonance skills" to "three Rating 4 skills from Resonance, Electronics, or Cracking skill groups"

Priority C: Change from none to "three Rating 2 skills from Resonance, Electronics, or Cracking skill groups"

#### P. 69: MAGIC USER TYPES BOX

*Official*

Under **Magicians**, add the following bullet point.

\* Magicians can follow mentor spirits.

Under **Mystic Adepts**, add the following bullet point.

\* Mystic adepts can follow mentor spirits.

#### P. 72-87

*Official*

Add the sentence "This quality increases Notoriety by 1 (p. 372)." to the descriptions of the following qualities: Addiction, Bad Luck, Combat Paralysis, Elf Poser, Gremlins, Incompetent, Ork Poser, Scorched, SINner (Criminal SIN), Spirit Bane, Uncouth, Uneducated, and Weak Immune System.

Add the sentence "This quality decreases Notoriety by 1 (p. 372)." to the descriptions of the following qualities: Blandness, First Impression, and Lucky.

#### P. 73-74: EXCEPTIONAL ATTRIBUTE QUALITY

*Official*

On page 74, change the first complete sentence to read as follows:

"For example, an ork character with the Exceptional Attribute quality for Strength could take his Strength attribute up to 9 before augmentations are applied, instead of the normal limit of 8."

#### P. 74: GEARHEAD QUALITY

*Official*

Change the fourth sentence of the first paragraph to read as follows.

"During vehicle or chase combat, a Gearhead can increase the Speed or the Handling of her vehicle or drone by +1 (player's choice) for 1D6 minutes."

#### P. 74-75: HOME GROUND QUALITY

*Official*

On page 75, Change the last sentence of The Transporter bullet point to read as follows.

"When the transporter is on her Home Ground, she has a +2 dice pool modifier for Catch-Up/Break Away Tests. This modifier also applies to Sneaking Tests to avoid being followed in the first place."

#### P. 75-76: JURYRIGGER QUALITY

*Official*

On page 75, change the third sentence to read as follows:

"Characters with the Juryrigger quality receive a +2 dice pool modifier for Technical skill Tests (p. 143) when juryrigging gear."

Change the third bullet point to read as follows:

"For 1D6 minutes, coax extra performance from a vehicle's or drone's components, increasing its Sensor or Handling by +1 (if combined with bonuses from Gearhead, the vehicle's or drone's critical components completely burn out at the end of the duration from being pushed well beyond their limits; at that point, the vehicle or drone becomes a big paperweight)."

#### P. 79: BAD LUCK QUALITY

*Official*

Replace the fourth and fifth sentences in the quality description with the following.

"For example, if a character uses Push the Limit, he loses that many dice from his dice pool. If a character uses Blitz, his initiative becomes +0d6 instead of +5d6, meaning he uses only his Initiative Rating. If a character uses Seize the Initiative, he ends up going last instead of first in each Initiative Pass."

#### P. 80: COMBAT PARALYSIS QUALITY

*Official*

Change the quality description to read as follows.

"A character with Combat Paralysis freezes in combat; this includes astral combat and cybercombat. On the character's first Initiative Test, the character divides their Initiative Score for that Combat Turn in half (rounded up). In subsequent Combat Turns, the character may roll their normal Initiative. Combat Paralysis also gives the character a -3 dice pool modifier on Surprise Tests. If the character must make a Composure Test while under fire or in a similar combat situation, the gamemaster applies a +1 threshold modifier."

#### P. 81-82: INSOMNIA QUALITY

*Official*

On page 82, in the first full sentence

Replace  
regains his Edge after 8 hours

With  
regains 1 point of Edge after 8 hours

#### P. 82: LOSS OF CONFIDENCE QUALITY

*Official*

In the second sentence, replace "Stuffer Shack grid" with "Stuffer Shack host".

### P. 83: SENSITIVE SYSTEM QUALITY

*Official*

Change the first sentence of the second paragraph to read as follows:

"For characters who are Emerged or Awakened, this quality has an additional drawback."

Change the third sentence of the second paragraph to read as follows:

"A magic user or technomancer with a Sensitive System must make a Body + Willpower (4) Test before any Drain or Fading Tests."

### P. 83: SCORCHED QUALITY

*Official*

Change the next-to-last sentence of the first paragraph to read as follows.

"When faced with this IC, the character must make a Composure (4) Test (p. 152) to be able to confront it without panicking."

### P. 87: UNEDUCATED QUALITY

*Official*

Change the last sentence of the second paragraph to read as follows.

"Additionally, the Karma cost for learning new skills, skill groups or specializations (or for improving existing ones) in these categories is doubled compared to the normal cost (including at character creation), and it's possible the character will never learn some skill groups belonging to these categories."

### P. 88: WHAT THE NUMBERS MEAN

*Official*

The second paragraph in the second column, which begins "In character generation...", should be changed to read as follows:

In character generation, the highest characters can raise a skill or skill group is 6 (skills, but not skill groups, can hit 7 if they purchase the Aptitude quality). After character generation, the highest rating a skill or skill group can hit is 12 (skills, but not skill groups, can hit 13 with the Aptitude quality).

### P. 90: SKILL GROUPS & INDIVIDUAL SKILLS TABLE

*Official*

Under the Biotech skill group, add Biotechnology.

### P. 91: EXAMPLE: CHOOSING SKILLS

*Official*

In the Knowledge Skills section of the table, on the third line, remove the (IC) specialization from the Matrix Security Measures skill.

### P. 92: EXAMPLE: CHOOSING SKILLS, ROB'S SKILLS

*Official*

In the second sentence of the second paragraph, replace "UCAS Knowledge" with "Street Clinics".

### P. 94: SPEND YOUR RESOURCES

*Official*

In the second full paragraph in the second column, before the sentence that begins "The second restriction...", insert the following.

"This applies to all sources of attribute increases. Whatever the source, or combination of sources, the maximum bonus for an attribute is always +4, unless specifically excepted."

## P. 94-95: CYBERWARE AND BLOWARE

*Official*

Change the first paragraph on page 95 to read as follows:

"There are five grades of available cyberware and bioware: standard, alphaware, betaware, deltaware, and used (p. 451). Only standard, alphaware, and used grades are available at character creation."

## P. 98: ADDITIONAL PURCHASES & RESTRICTIONS TABLE

*Official*

On the last line

Replace  
Registering Spirits

With  
Registering Sprites

## P. 98: ADDITIONAL PURCHASES & RESTRICTIONS TABLE

*Official*

In the row for Complex Forms, under the Restrictions column, change "Logic Attribute" to "Resonance Rating x 2".

## P. 98: SPENDING YOUR LEFTOVER KARMA

*Official*

Change the last sentence of the first paragraph to read as follows.

"These rules still apply when you are spending Karma."

## P. 98: SPENDING YOUR LEFTOVER KARMA

*Official*

Add the following paragraph after the second paragraph.

"You cannot spend Karma to initiate (p. 324) or submerge (p. 257) at character creation."

## P. 100: CHARACTER GENERATION EXAMPLE

*Official*

In the second sentence

Replace  
rank-and-file gag member

With  
rank-and-file gang member

## P. 101: CHARACTER CREATION CHECKLIST BOX

*Official*

In the middle column, change the final sentence of the first bullet point to read as follows:

"Mystic adepts do not get their Power Points for free like other adepts, but must spend 5 Karma per Power Point."

## P. 105: CHARACTER ADVANCEMENT

*Official*

In the first full paragraph of the first column, change the third sentence to read:

"Note that you can't improve Physical or Mental attributes during the same downtime period when you receive implants or augmentations that improve those same attributes."

In the second full paragraph of the first column, change the fifth sentence to read:

"Skill groups are improved at a rate of [new Rating] x 2 weeks."

## P. 107: CHARACTER IMPROVEMENT TABLE

*Official*

Between the entries for "Remove a Negative quality" and "New complex form", add the following line:

New Submersion Grade	10 + (Grade X 3)
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Change "New initiate level" to read "New initiate grade".

## P. 107: KARMA ADVANCEMENT TABLE

*Official*

Change the entry for Active Skill Group in column (13) to read "—".

## P. 133: FREE-FALL SKILL

*Official*

Add "Rappelling" to list of Specializations.

## P. 134: CLIMBING TABLE

*Official*

On line 1, under **Movement Distance**, replace "2 meters" with "20 meters + 1 meter per hit".

## P. 141: SOCIAL SKILLS TESTS TABLE

*Official*

On line 4, under **Target Roll**, replace "Intimidation + Willpower [Social]" with "Charisma + Willpower".

## P. 141: USING LEADERSHIP

*Official*

Under the **Command** application, change the first sentence to read as follows.

"The target resists with a Leadership + Willpower [Social] test (with Social Modifiers, p. 140)."

## P. 141-142: USING LEADERSHIP

*Official*

On page 142, under the **Rally** application, add "for the rest of the Combat Turn" to the end of the sentence.

## P. 144: BIOTECHNOLOGY SKILL

*Official*

Change "Skill Group: None" to read "Skill Group: Biotech".

## P. 142: MAGICAL SKILLS

*Official*

Change: "In order to acquire magic-specific skills, characters must have a quality that provides a Magic rating." To: "In order to acquire magic-specific skills, characters must be an Adept, Aspected Magician, Magician, or Mystic Adept."

## P. 153: SKILL GROUPS TABLE

*Official*

Under the Biotech skill group, add Biotechnology.

## P. 172: FIRE DAMAGE EXAMPLE

*Provisional*

Rewording for clarity and accuracy.

"Wombat is having a bad day. He **leaves** the bar and **runs** afoul of a **deranged Halloween** with a **flamethrower!** His reflexes are a little off due to the booze, and he gets a solid blast of flame. The gamemaster calls for a test to see if his lined coat catches **fire**. **Wombat's player rolls the lined coat's Armor 9, adjusted for the flamethrower's AP -6**, versus the two net hits the Halloween got on the **attack** test. **He rolls three dice and gets only one hit**, so the coat, and therefore Wombat, catches fire."

## P. 196: CALLED SHOT: VITALS

### Provisional

“Vitals: Standard ranged attacks are assumed to **aim at center mass** (human torso, car engine, etc.) to **maximize chances to hit a critical area**. Calling a shot to increase damage means the shooter **aims** for a particularly vital area of the body, such as the brain, **spine**, heart, or major arteries. These areas, when struck, tend to cause more serious wounds, but they are smaller **targets** and harder to hit. Targeting a vital spot with a called shot gives you an extra +2 DV on the attack **and prevents Regeneration.**”

## P. 202: DRONE MOVEMENT RATES

### Provisional

Change the paragraph under "Movement Rates" to:

“Movement rates for vehicles and drones are similar to those for humans. When in tactical combat, they move much slower than when in a chase, due to the increased focus on maneuverability and turning necessary in a gun (or sword) fight. To find a vehicle or drone's tactical-scale movement rate, multiply its Speed attribute by 4 for Walking, and by 8 for Running. When using the Sprint action (p 162), the drone instead rolls [Model] Maneuver autosoft + Pilot [Handling], or the appropriate Pilot skill + REA [Handling] if being controlled by a rigger. Each hit increases the drone's movement by [Acceleration] meters for that turn.”

Additionally, change the "Movement Rates Table" to read:

1	4	8
2	8	16
3	12	24
5	20	40
6	24	48
7	28	56
8	32	64
9	36	72
10	40	80

## P. 233: PANS AND WANS

### Provisional

Include a line saying how Invite Mark does not also give marks on master devices.

“There are risks to slaving devices. Because of the tight connections between the devices, if you get a mark on a slave you also get a mark on the master. This happens even if the slave was marked through a direct connection, ~~so be careful about who you give your slaved devices to.~~ **Marks obtained through the invite mark action do not travel upwards like marks obtained through illegal actions.** This doesn't work both ways; if you fail a Sleaze action against a slaved device, only the device's owner gets the mark on you, not the master too.”

## P. 251: SUSTAINING CFS

### Provisional

Change (75 words):

“Some complex forms can be sustained through concentration. This lets their effects linger for as long as you sustain the complex form. Doing this is distracting, imposing a -2 dice pool penalty on all actions per complex form you're sustaining. If something happens that the gamemaster thinks might break your concentration, she'll call for a Simple Resonance + Willpower (2) Test to keep sustaining your Complex Forms. You can't sustain Complex Forms when you're unconscious.”

To this (56 words):

“Some complex forms can be sustained through concentration. Their effects linger for as long as you sustain the complex form, but the distraction imposes a -2 dice pool penalty on all actions for each complex form you sustain. You must be conscious and your Living Persona must be connected to the Matrix to sustain complex forms.”

## P. 252: RESONANCE LIBRARY

*Official*

Add the following paragraph after the second paragraph.

"Certain complex forms may affect attributes. The maximum attribute boost described on page 94 applies to these complex forms."

## P. 252-253: RESONANCE LIBRARY

*Official*

The Fading Values for complex forms should be updated as follows. Note that the minimum Fading Value for a complex form is 2 (Threading, p. 251).

Cleaner: L-2  
Diffusion of [Matrix Attribute]: L-2  
Editor: L-1  
Infusion of [Matrix Attribute]: L-2  
Static Veil: L-3  
Pulse Storm: L-3  
Puppeteer: L+1  
Resonance Channel: L-3  
Resonance Spike: L-3  
Resonance Veil: L-3  
Static Bomb: L-1  
Stitches: L-3  
Tattletale: L-3

## P. 257: SUBMERSION

*Official*

In the second sentence of the second paragraph

Replace  
10 X (Grade X 3) Karma

With  
10 + (Grade X 3) Karma

## P. 257: SUBMERSION

*Provisional*

Add the following paragraph after the second paragraph.

"You cannot submerge at character creation."

## P. 270: DRONE COMBAT

*Provisional*

Fixing some broken page references.

"Rules for drone combat are the same as those for regular flesh-and-blood characters and can be found in the Combat chapter (p. 158). [Specific rules for using Gunnery and Sensors in combat can be found there as well \(p. 202\)](#). **For specific rules on Gunnery and Sensors, see Drone Gunnery (p. 183) and Sensor Attacks (p. 184).**"

## P. 282-283: SPELL CHARACTERISTICS

*Official*

Add the following paragraph after the third paragraph on page 283.

"Certain spells may affect attributes. The maximum attribute boost described on page 94 applies to these spells."

## P. 303: SPIRITS OF BEASTS

*Official*

Change the entry for their Natural Weapon power to read as follows:

Natural Weapon (Claws/Bite: DV (Force)P, AP —)

## P. 308: USING POWERS

*Official*

Add the following paragraph after the second paragraph.

"Certain adept powers may affect attributes. The maximum attribute boost described on page 94 applies to these powers."



#### P. 308: IMPROVED ABILITY

*Provisional*

Replace the entire description with this description that defines how many levels of this power can apply to a skill more clearly.

"This power increases the Rating of a specific Combat, Physical, Social, Technical, or Vehicle skill by the level of the power. You need to know the skill before you learn this power for it, and the power cannot be taken for skill groups. The maximum number of levels for this power is half your Rating in the skill (rounded up)."

#### P. 324-325: INITIATION

*Provisional*

Add the following paragraph after the third full paragraph on page 325.

"You cannot initiate at character creation."

#### P. 372: NOTORIETY

*Official*

Modify the last sentence in the first paragraph under **Notoriety** to read as follows.

"Modify this according to the following qualities possessed by the character (plus one point per negative quality, minus one point per positive quality, to a minimum of 0):"

#### P. 394: POWERS

*Official*

Add the following paragraph after the first paragraph in the second column.

"Certain critter powers may affect attributes, either the critter's own or someone else's. The maximum attribute boost described on page 94 applies to these powers."

#### P. 400: REGENERATION, PARAGRAPH 2

*Provisional*

"Regeneration can't heal everything. Damage to the brain or spinal cord **can't be healed this way (see Called Shots: Vitals, p. 196)**. Magical damage from weapon foci, combat spells, most critter or adept powers, or Drain likewise can't be healed by Regeneration. If the critter is damaged by something it has an Allergy to, it can heal that damage with Regeneration, but can't make the Regeneration Test as long as it's in contact with the allergen."

#### P. 411: DRUGS

*Official*

Add the following paragraph after the third full paragraph.

"Most drugs may affect attributes. The maximum attribute boost described on page 94 applies to these drugs."

#### P. 412: PSYCHE

*Provisional*

Reduced sustaining penalty now clearly applies to technomancers as well as Awakened.

"This designer stimulant is especially prized by magicians and technomancers alike. In addition to the effects noted above, **Awakened and Emerged users reduce the penalty for sustaining spells or complex forms by one**. Psyche users are simultaneously hyper-aware and detached, easily absorbed by detail and obsessive about certain facts or problems."

## P. 451: CYBERWARE AND BLOWARE GRADES

*Official*

In the first paragraph of this section, add the following after the second sentence:

"Please note that used is a unique grade and does not modify any of the other grades; there is no used alphaware, for example."

Retitle the **'Ware Grades** table as **Implant Grades**, as mentioned in the text.

This change does mean that the datajack's wireless bonus is available as well.

## P. 451: AUGMENTATIONS

*Official*

Add the following paragraph after the first paragraph in the second column, just before *Cyberware and Bioware Grades*.

"Many augmentations affect attributes. The maximum attribute boost described on page 94 applies to these augmentations, unless specifically excepted."

## P. 452: CONTROL RIG

*Provisional*

Change the third sentence under Control Rig, thus making it:

**“Control rig:** This implant harnesses the raw data-coordinating and synchronization power of the middle brain for the express purpose of directly manipulating rigged vehicles and drones (and other devices with rigger interface, like turrets). It has a built-in sim module, so you can use it for DNI with other devices. **It also incorporates a fully functional datajack with universal data connector and about a meter of retractable cable.** When you’re jumped into a vehicle or drone, the control rig provides its Rating as a dice pool bonus on all Vehicle skill tests. Additionally, the rating of your control rig is added to the Handling and Speed of any vehicle you are jumped into. As if that was not enough, your Vehicle Test thresholds are reduced by the rating of your control rig (to a minimum of 1), again when you’re jumped in.”