

| Type | PAGE | SECTION | ERRATA |
|------|------|---|---|
| I | 0 | Title Page | The Bad Axe Games logo should appear on the title page. |
| I | 54 | Die Hard feat | The image for the Die Hard feat is not cropped correctly. Sorry Andy! |
| I | 81 | Talents- Trapfinding Talent Tree | This talent tree needs a header. |
| I | 152 | Horror > Insanity > Stuttering (moderate) | Typo: "This may have the effect or rendering..." should read "This may have the effect of rendering..." |
| I | 185 | Chapter 14, Group Experience Awards | Place a period at the end of the paragraph. |
| E | 36 | Skills | The Heal skill does not restore lost ability points per level; characters recover either 2 points per night, or 4 points per night with long term care. |
| E | 58 | Feats (General) | Rapid Shot requires Dex 13+ and Point Blank Shot as a pre-requisite. |
| E | 72 | Table 4-1: Aura of Health | The entry summary is incorrect; should read, "Treat panic as fear, fear as shaken, and shaken as no effect." |
| E | 72 | Table 4-1: Opportunist | This talent should be moved into the Improved Reaction talent tree. |
| E | 74 | Talents- Wild Empathy | Wild Empathy is an advanced talent. The table shows the correct (italicized) notation; the description should have the [Advanced] descriptor. |
| E | 77 | Ignore Hardness | Ignore hardness should add 2 points per level. |
| E | 78 | Talents- Improved Caster Level | The Improved Caster Level talent increases caster level only; it does not increase spell burn resistance. |
| E | 88 | Typical Melee Weapons Table | Those weapons with no entry in the Range column should show a dash ("-") to indicate no ranged attack. |
| E | 103 | Combat Actions AoO > Standing Up | Table 6-2 is incorrect; the text is correct. Standing up DOES provoke an attack of opportunity. |
| E | 129 | Minimum Effect Level | It has been recommended that all spells take effect at a minimum caster level equal to the level of the spell. Thus, a 1st level caster who manages to cast a 3rd level spell can still count on it taking effect at 3rd level. |
| E | 130 | 0th level Spells and Spell Burn | 0 level spells cause spell burn equal to 1/2 the base spell burn die (d3 for a d6 base die, d4 for a d8 based die, etc.) |
| E | 138 | Firearms: Autofire and Critical Hits | Ignore the text that reads, "...only the damage from the first hit is multiplied." The text listed under Critical Hits is correct. |
| E | 139 | Firearms: Shotguns | The following special weapons govern the use of shotguns in combat..." should read: "The following special rules..." |
| E | 155 | Vehicles: Combat Sequence: Choose Maneuver | The feat referred to as "Driving Reflexes" should be "Vehicle Combat Reflexes" (see page 69). |
| E | 164 | Fantastic Technology; Table 12-1, note #5, 7. | The Design Factors referred to as "Appendix One" are, of course, located in Chapter 13. |
| E | 176 | Chapter 13: Creature Creation, Summoning Cost | • Base CR = 1/2 (Summoned CR)^2 x (Uses Factor) x (Success) |