

# BASIC ROLEPLAYING UNIVERSAL GAME ENGINE

## CORRECTIONS, CLARIFICATIONS, AND ERRATA – VERSION 1.05

Entries here are to correct errors and clarify rules. Prior versions of this document covered all typos and corrections. This version only addresses issues affecting gameplay or corrects page references that were in error.

All edits and corrections have been made to .pdf version 1.05. New entries are in red.

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- p10 Education (EDU) Option – “Be sure to increase the relevant skill points generated in Step Six.” This should reference Step Seven.
- p12 (character sheet), p.14 (character sheet), p.88 (Unearthly Beauty), p.257 (character sheet) should refer to Charisma Roll, not Charm Roll.
- p14 Step 8, Distinctive features table should refer to APP, not CHA.
- p15 Step 4 – Characteristic Rolls – APP×5 should be CHA×5
- p19 “Know Roll” should be “Knowledge Roll”
- p20 **Damage Modifier table – 57–72 should be a +3D6 modifier**
- p24 Eliminate the following – “for a simpler version of fatigue eliminates fatigue points altogether” - eliminate
- p28 Explorer and page 252. (Conversion Notes) – “Natural World” should be “Natural History”.
- p35 Added Track skill to skill list.
- p37 “Perform” should be “Perform (various)”
- p45 Hide – “moving while using Hide Difficult...” should be “moving while using Hide is a *Difficult* action...”
- p57 Weapon Table, Quarterstaff – remove strike rank.
- p66 **Random Mutation** table – add Imitation mutation (pg. 68).
- p67 **Characteristic Change** table, Result 7 – APP should be CHA.
- p69 column 1, paragraph 1, line 5 – should be “...using Distinctive Features (page 25)...”
- p69 column 1, paragraph 7, line 3 – should be “...permits the mutant to emit...”
- p69 column 1, paragraph 7, line 7 – should be “...is selected. It...”
- p69 column 2, paragraph 4, line 4 – should be “...as if stunned (page 154)...”
- p70 column 1, paragraph 2, line 2 – should be “...powers phase at the major version.”
- p71 column 1, paragraph 15 – should be “...Two psychic abilities at skill ratings equal to their POW×1.”
- p71 Psychic Ability Summary box – should be “...duration or enhanced effect.”
- p71 column 2, paragraph 1 (below box), line 3 – should be “...in addition to the personal skill pool.”
- p72 column 2, paragraph 1, line 4 – should be “...relative power on a...”
- p72 Clairvoyance – Power Point Cost should be “1 power point per combat round”
- p72 Danger Sense – Power Point Cost should be “+1 power point per hour...”
- p74 column 1, paragraph 1, line 5 – should be “...stun and act...”
- p74 Divination Spell Duration – Casting time is 10 hours, not the duration.
- p74 column 1, paragraph 4, line 5 – should be “...hours of meditation...”
- p74 column 2, paragraph 1, line 7 – should be “...other Perception-based skill rolls...”
- p74 Divination – Power Point Cost should be “. 1 power point per full...”
- p74 Emotion Control – Power Point Cost should be “...activate, 1 power point per full...”
- p75 Intuition – Power Point Cost should be “1 power point to activate”
- p75 column 2, paragraph 1, line 8 – the **Slippery or Unstable Surfaces** section is on page 153 (not 155).
- p75 column 1, paragraph 9 – range should be 100 meters per power point.
- p75 column 2, paragraph 1, line 4 – should be “...roll lifts the weight...”
- p75 column 2, paragraph 4, line 3 – should be “...power roll is successful, make a...”
- p76 column 2, paragraph 11, line 2 – should be “...see **Object SIZ Examples**, page 190)”
- p78 column 1, paragraph 3, line 5 – **Damage Modifier** table is on page 20 (not 24).
- p78 column 1, paragraph 3, line 6 – **Damage Modifier** table is on page 20 (not page 24).
- p79 column 1, paragraph 7, line 2 – **Powers Phase** section starts on page 123 (not 125).
- p80 column 1, paragraph 13, line 4 – spell name should be “Inescapable Bonds.”
- p80 column 1, paragraph 13, line 5 – spell name should be “Sorcerous Armor.”
- p80 column 2, paragraph 14, line 4 – should be “**Increases**”
- p81 column 1, paragraph 7, line 5 – spell name is “Sorcerous Armor”
- p81 column 2, paragraph 6, line 5 – the correct spell name is “Sorcerous Armor” (not “Sorcerer’s”).
- p83 **Sorcery Spell Summary**, Characteristic Spells, Unearthly Beauty – APP should be CHA
- p83 column 1, Characteristic Spell section – Lightning Speed adds 1 point per level (not 3).
- p83 column 1, Enhancement Spell section – Make Whole (3) is level 3 (not 1).

- p84 column 1, paragraph 4, lines 2–3 – should be “...make a current power...”
- p85 column 1, paragraph 1, line 3 – should be “...damage modifier and hit...”
- p85 column 2, paragraph 5, line 2 – **SIZ of Common Objects** should be **Object SIZ Examples**
- p86 column 1, paragraph 3, line 10 –spell type groups are on page 83 (not 85).
- p86 column 2, paragraph 2, line 1 – should be “Damage taken while this spell is in effect is first...” (added missing words).
- p86 column 2, paragraph 2, line 8 – should be “...or lost limbs...” (not “loss”).
- p88 Unearthly Beauty – APP should be CHA.
- p88 column 1, paragraph 1, line 1 – should be “...elementals are in **Summoned Creatures** (page 233)”
- p90 **Powers and Success Levels table – “Power Cost” should be “Character Point Cost”**
- p91 column 2, paragraph 3, line 5 – **Power Modifier** table is on page 92 (not 91).
- p91 **Benefits From Character Failing**, Physical frailty entry – “+3 points for constant problem” should be on the top line after the +1 entry.
- p93 Absorption, Duration – “Always active” should be “Always on”
- p93 column 1, paragraph 1, lines 4-5 – should be “If using **Skill Category Bonuses** (page 23)”
- p93 column 1, paragraph 2, line 7 – should be “...**Missile Weapon Attack Fumbles** table (page 128)”
- p93 **Powers and Success Levels, Special – add the following to the end – “The gamemaster should pick an appropriate characteristic for the resistance roll.”**
- p93 Absorption – Duration should be “Always on”
- p95 column 2, paragraph 1, line 2 – should be “...determine inherent powers of the new form...”
- p96 Armor – Duration should be “Always on”
- p96 column 1, paragraph 2, line 5 – should be “...overcome, failure causing...” (removed “immediately”).
- p96 column 2, paragraph 2, line 6 – name of cross-referenced section should be **Armor Value of Substances**
- p96 column 2, paragraph 3, line 5 – the referenced section for attack skills > 100% is on page 131 (not 133).
- p96 column 2, paragraph 7, line 1 – name of cross-referenced section should be **Object SIZ Examples**
- p96 Armor – Duration should be “Always on”
- p96 Armor – Power Point Cost should be “1 power point per level”
- p96 Density Control – Duration should be “Always on” Power Point Cost should be “1 power point per combat round”
- p96 Diminish/Enhance Characteristic – Duration should be “Always on” Power Point Cost should be “1 power point per level” added “power point”).
- p97 column 2, paragraph 2, line 4 – **Hit Points** section is on page 20 (not page 24).
- p98 column 1, paragraph 10, lines 9–10 – should be “Cold Control cancels Heat Control on a level-for-level basis.”
- p98 column 2, paragraph 4, lines 12–13 – should be “Heat Control cancels Cold Control on a level-for-level basis.”
- p98 Energy Control – Power Point Cost should be “1 power point per level...”
- p99 column 1, paragraph 1, line 8 – should be “Light Control cancels Darkness Control on a level-for-level basis.”
- p99 column 1, paragraph 3, line 1 – should be “...an area 1 SIZ per level with radiation...”
- p99 column 2, paragraph 11, line 1 – should be “...concussive force doing 1D6 per...”
- p101 column 1, paragraph 4, line 5 – should be “...than the amount for which you have specified protection, or exceeds...”.
- p101 Intangibility – Power Point Cost should be “1 power point per point...”
- p101 Invisibility – Power Point Cost should be “1 power point per point...”
- p101 column 2, paragraph 2, line 3 – should be “...concentrate on the superpower and do no more...”
- p101 column 2, paragraph 4, line 2 – Jump skill entry is on page 45 (not 47).
- p102 Protection – Power Point Cost should be “1 power point...”
- p102 Regeneration – Power Point Cost should be “1 power point per...”
- p103 column 1, paragraph 7, line 3 – should be “...powers through the owner’s character...”
- p103 Size Change – Power Point Cost should be “1 power point per level...”
- p103 column 2, paragraph 14, line 2 – cross-reference should be **Object SIZ Examples** (page 190)
- p103 Snare Projection – Power Point Cost should be “1 power point per use”
- p103 column 2, paragraph 15, line 7 – Entangle special success is on page 129 (not 131).
- p104 column 1, paragraph 3, line 1 – Projection skill is on page 93 (not 95).
- p104 column 1, paragraph 3, line 6 – Entangle rules are on page 129 (not 131).
- p104 Super Characteristic, Character Point Cost – CHA should be APP.
- p104 column 1, paragraph 7, line 1 – CHA should be APP.
- p104 Super Movement – Power Point Cost should be “1 power point per...”
- p106 column 1, paragraph 7, line 4 – cross-reference heading should be **Attacks and Parries Over 100%**
- p106 Super Speed – Power Point Cost should be “1 power point per level per combat round”
- p106 Teleport – Power Point Cost should be “1 power point per level”
- p107 Weather Control – Power Point Cost should be “3 power points per level to activate, 1 power point per combat round to maintain”

- p110 column 2, paragraph 5, line 4 – CHA should be APP.
- p115 – Fate Points – should read “Can be **used** as a resource”
- p115 Fate Points – should read “Shift the result of a roll towards or shift the roll towards”
- p116 – Time and Movement – page reference should be page 117 (not 119)
- p120 Characteristic table, line 4 – CHA should be APP.
- p126, **Critical Success** – add “less than or” before “equal to” and remove “or less” from after 1/20.
- p126 column 2, Critical Success, remove the sentence “Unless countered with a critical parry, a critical attack result always ignores armor, even if that armor is all-encompassing.”
- p126 **Attack and Defense Matrix** – “and on a critical success it does 16 damage, ignoring armor” (add armor)
- p127 **Attack and Defense Matrix, minor clarifications and consistency changing “full” damage to “normal” damage.**
- p134 Missile Weapons – remove “Targeting Gear” entry from the list. Relevant rules for targeting gear are on page 188.
- p139 List of Spot Rules – add **Poison Antidotes** (page 151)
- p140 column 1, paragraph 8, line 1 –Fly skill reference should be page 41 (not 33).
- p140 column 1, paragraph 11, line 1 – should be “If the flight is granted with a...”
- p140 Add “is applied” to the following sentence: “The *Difficult* modifier before any adjustments for taking more time.”
- p.141 – Aura Attacks – CHA should be APP.
- p142 column 2, paragraph 2, line 5 – should be “...who detects the other first.”
- p142 column 2, paragraph 3, line 5 – should be “...if it resembles a similar weapon with which your...”
- p142 column 2, paragraph 9, line 1 – should be “What skills can be used in this chase (e.g., Drive, Fly, or Pilot)? ... “What new skills are required if conditions of the chase change? If the vehicle suffers..”
- p144 column 1, paragraph 10, line 2 – should be “A collision does 1D6 damage per level of Speed to the target of the collision, and 1D3 damage per level to the passengers within.”
- p144 column 1, paragraph 11, line 1 – should be “The vehicle smashes directly into an obstacle. Ramming does 1D10 damage per level of Speed to the target of the ram, and 1D6 damage per level to the passengers within...”
- p144 column 2, paragraph 3, line 1 – Vehicle Record sheet is on page 260 (not 264)
- p145 **Chase Trouble** table, Skid entry – should be “...it slows, and the pilot loses control...”
- p146 column 2, paragraph 5, line 1 – should be “If your character would normally be out of actions in a combat round, but needs to make a last-ditch effort at an urgent task, the gamemaster can, at their discretion, allow your character a **desperate action** on...”
- p146 column 2, paragraph 5, line 1 – should be “”Regardless of the outcome, your character cannot act on the following round, neither to move nor attack, having...”
- p148 column 1, paragraph 3, lines 2, 3, and 4 – change “basic” to “base”
- p149 column 1, paragraph 3 Line 6 – **Point-blank Range** is on page 151 (not 140).
- p149 column 1, paragraph 7, line 4 – should be “...cannot be used to parry...”
- p149 column 2, paragraph 10, line 1 – should be “...attacks only work against...”
- p150 column 1, paragraph 7, line 1 – should be “Usually, the gamemaster has already...”
- p150 column 1, paragraph 7, line 1 – should be “Usually, the gamemaster has already...”
- p151 column 2, paragraph 6, line 2 – should be “Poison damage does not normally occur on the...”
- p151 column 2, paragraph 6, line 8 – should be “...onset times for a more...”
- p152 column 1, paragraph 3, line 1 – should be “Any attacks by a prone character wielding a two-handed weapon are *Difficult*.”
- p152 **Radiation Effects** table – Medium Effect should be “has developed cancer (gamemaster’s discretion).”
- p170 Armor – .08 should be .8 in “the ENC value by .8”
- p174 **Advanced Melee Weapons** table – footnote 2 should read “The armor value vs. this weapon is halved (round up).”
- p174 **Advanced Missile Weapons** table – range for Laser Pistol should be 30.
- p174 **Advanced Missile Weapons** table – range for Plasma Pistol should be 20.
- p174 **Advanced Missile Weapons** table – SIZ/ENC for Blaster Rifle should be 2.0
- p175 Modern Armor table, Riot Gear’s AV should have a reference to footnote 1
- p177 “Powered Assault Armor, Light” entry – “–20% to Physical and”, should be “–20% to Physical and Manipulation skills”.
- p180 Remove SR columns from **Ancient, Historical, and Advanced Artillery Weapons** tables
- p221 **Format for Entries, Hit Points (HP)** –“At 1 hit point” should be “At 2 hit points”
- p231 Regeneration – should read: “it does **not** regenerate this damage and must heal normally...”