

BRP CREATURES

CORRECTIONS, CLARIFICATIONS, AND ERRATA – 1.1

Note that this does not contain every typo or minor text correction. Entries here correct errors and clarify rules.

The new edition of the .pdf is numbered 1.1 on the **Credits** page and includes all these corrections.

Var.	Several attacks refer to the “(slashing)” damage type, which should be “(bleeding)”. The following creatures have this error: Angel, Basilisk, Criminal Mastermind, Demigod, Giant (Fire, Frost), Golem (Iron), Ifrit, Knight, Maniac, Naiad, Ninja, Ogre, Pirate, Revenant, Trader, Viking, Void Demon, Wyvern.	p60	Hippogriff hit points should be 18.
		p61	“Spells such as Fear and Madness...” should be “Spells affecting the mind...”
		p64	“love charm” should be “love trance”
		p67	Mummy combat notes: rules for Choking, Drowning, and Asphyxiation are in <i>Basic Roleplaying</i> (page 145)
p5	Bison DEX should be 2D6. Male bison CON should be 3D6+18 and female bison CON should be 3D6+9.	p71	Ogre hit points should be 16.
p6	Boar CON average should be 19, its hit points 15.	p75	“Beast Shape (4)” should be “Liken Shape (4)”.
p7	Deer hit points should be 14.	p76	Satyr POW should be 4D6 (14).
p9	Gorilla hit points should be 18.	p84	Werewolf form has its own stat block.
p15	Snake, constrictor combat notes: rules for Choking, Drowning, and Asphyxiation are in <i>Basic Roleplaying</i> (page 145).	p85	Wraith hit points should be 33.
		p88	Zombie STR and CON are multiplied by 1½.
p15	Tiger hit points should be 13.	p97	Darkness elemental hit points should be 17–18.
p17	Knockdown rules are under Grapple effects on page 42 of <i>Basic Roleplaying</i> .	p98	Earth elemental’s combat notes: rules for Choking, Drowning, and Asphyxiation are in <i>Basic Roleplaying</i> (page 145)
p19	Giant centipede armor should be 5-point chitin, not 45-point chitin.	p99	Fire elementals can cast the “Fire” spell, not “Flame”.
p20	Allosaurus STR should be 32.	p100	Water elemental’s combat notes: rules for Choking, Drowning, and Asphyxiation are in <i>Basic Roleplaying</i> (page 145)
p26	Plesiosaur armor should be 6-pt. skin and blubber		
p26	Pteranodon hit points should be 22.	p103	Golem, iron can cast Fire (2), Frost (2), or Lightning (2).
p29	Giant turtle hit points should be 20.		
p31	Beast-man CHA should be APP, and STR should be 2D6+6.	p103	Golem, stone hit points should be 14–15.
		p106	Ifrit can cast the “Fire” spell, not “Flame”.
p45	Rules for muskets, flintlock pistols, and rudimentary grenades are in <i>Basic Roleplaying</i> (pages 173, 181)	p112	Alien, Reptoid hit points should be 15.
		p117	Living plant’s walk speed is 6.
p52	Ghoul notes: “Resist Magic” should be “Ward”.	p118	Living plants take double damage from fire, not from “flash”.
p54	Hill giant reference should be pages 65–70.		
p59	Halfling second attack 2 should be “Sling”.	p118	Martian war machine hit points should be 40.

- p119 Robot, giant hit points should be 188.
- p123 Space trooper hit points should be 28.
- p131 Guard hit points should be 13–14.
- p134 Mechanic hit points should be 14.
- p141 Shaman hit points should be 12.
- p142 Shamans spells should be at “POW×3 or higher”.
- p154 The hit location table is in *Basic Roleplaying* (page 126)
- p144 Superhero should have Science (Meteorology) 50%.
- p119 Man in Black vibro knife should have +dm.
- p126 Assassin heavy pistol should be 1D10+2.
- p129 Demigod brawl damage should be 1D3+10+dm (crushing).
- p129 Demigod hit points should be 55.
- p130 Doctor hit points should be 13.
- p130 Doctor’s Insight skill is listed twice, should be 40%.
- p134 Mechanic Brawl skill should be 40%.
- p136 Ninja shuriken damage should be 1D3.
- p137 Peasant Knowledge (Local Lore) skill should be 35%.
- p141 Shaman hit points should be 14.
- p142 Soldier Brawl skill should be 60%.
- p143 Spy should have Brawl 80% and Kick 80%.
- p153 Dragons are listed in several different hit location groups due to their different body types.
- p153 Elemental (Air) should be listed with **Humanoid** hit location chart.
- p153 Gorgon should be listed with **Humanoid** hit location group, with the note “(treat both legs as tail)”.
- p153 Hippogriff should be listed with **Winged Four-legged** hit location chart.
- p153 Kobold should be listed with **Humanoid with Tail** hit location chart.
- p153 Lamia should be listed with **Humanoid** hit location group, with the note “(treat both legs as tail)”.
- p153 Manticore should be listed with **Winged Four-legged** hit location chart.
- p153 Naga should be listed with **Humanoid** hit location group, with the note “(treat both legs as tail)”.
- p153 Wyrms should be listed with **Winged Two-legged** hit location group, with the note “(treat both legs as tail)”.
- p157 **Hit Points Per Hit Location** table, entry 82–84 should be 21.
- p157 **Hit Points Per Hit Location** table, the entries in the 1/5 column should be rounded up (not down) and in order, should be: 1, 2, 2, 3, 3,4, 5, 5, 6, 6, 7, 8, 8, 9, 9, 10, 11, 11, 12, 12, 13, 14, 14, 15, 15, 16, 17, 17, 18, 18, 19, 20, 20, 21.