

MODERN AGE

BASIC RULEBOOK

FIRST PRINTING ERRATA

Life and game development being what they are, we didn't catch every single issue with the first printing of the Modern AGE Basic Rulebook. The following issues have been caught and corrected for the second printing (which has since occurred):



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PAGE 18: PROFESSIONS TABLES BY SOCIAL CLASS

Here is what the tables should list:

OUTSIDER		MIDDLE CLASS		LOWER CLASS		UPPER CLASS	
1D6 ROLL	PROFESSION	1D6 ROLL	PROFESSION	1D6 ROLL	PROFESSION	1D6 ROLL	PROFESSION
1	Brawler	1	Pilot	1	Athlete	1	Commander
2	Survivalist	2	Scholar	2	Soldier	2	Explorer
3	Criminal	3	Politician	3	Technician	3	Dilettante
4	Scavenger	4	Professional	4	Negotiator	4	Expert
5	Fixer	5	Merchant	5	Clergy	5	Executive
6	Artist	6	Security	6	Investigator	6	Socialite

PAGE 22: DRIVE

Where it says Reputation (rank 1) under Drive benefits, it should say Reputation (one honorific).

PAGE 39: BEING BULLETPROOF (SIDEBAR)

Cinematic Mode: Replace first sentence after this bold text with the following:

Toughness reduces all damage except penetrating wound damage, unless the GM decides otherwise.

PAGE 42: BASIC GENERAL COMBAT STUNTS (TABLE)

Lightning Attack should have a cost of 3, and be between Expose and Play Dead on the table.

PAGE 76: ARMOR PENALTY

This one is less an erratum than a clarification based on consulting with other AGE line developers. A full "armor penalty" is applied to Dexterity-based tests and Speed, and specifically not to Defense. This has never been explicitly spelled out (and indeed may have been done differently before) but this is the most up to date interpretation of this rule.

PAGE 82: GENERAL COMBAT STUNTS (TABLE)

ADRENALINE RUSH

The stunt description for Adrenaline Rush should read:

Temporarily regain Health per SP spent (Gritty 2/Pulpy 4/Cinematic 6). You lose this Health again at the end of your next turn, even if you would drop to 0."

The word "Cinematic" here may also appear as "Cinemamatic" in some PDF readers.

LIGHTNING ATTACK

Lightning Attack should have a cost of 3, and be between Blockade and Shock and Awe on the table.

PAGE 106: LEVITATION

This power refers to the "rules for flying found in Chapter 2." Rules for human scale flying movement aren't found in the Modern AGE Basic Rulebook, as most instances of flying are done by significantly faster vehicles. Game Masters can apply the normal rules for Speed, imposing Hazards for falling characters and relying on their own judgments, use the rules found in Fantasy AGE for a more detailed solution, or use the rules in the Modern AGE Companion, forthcoming, which differ from the Fantasy AGE rules in a few ways.