

POWERFRAME ERRATA



CORE RULEBOOK v1.1

Additions

- p11: Added advice for rolling multiple dice at once.

Hint: Rolling Multiple Dice

When making an open-ended roll, you can speed things up by rolling two distinct dice at once. Nominate one as your main die. The other one will only come into play if you roll a 1 or a 6 on the main die.

When rolling for damage, you can also roll a third die to determine Hit Location (custom Hit Location dice help to avoid confusion).

- p50: Expanded the section describing Combined Health and Structure.

Combining Health and Structure

Some advanced rules, such as cybernetics, may allow one character to have both Health and Structure at the same time. This is usually because a character with Health has replaced some of their body with artificial parts. While future rules supplements may contain alternative methods for dealing with combined Health and Structure, here are some basic guidelines:

- *For each Hit Location replaced with artificial parts, reduce Health by 1.*
- *The character usually gains 2 Structure for each point of Health replaced, but this may vary.*
- *Artificial parts may have their own Toughness.*
- *Hits to Structure-based Locations first reduce Structure, with any excess coming off Health, and vice-versa. The separation mainly just affects healing and repair.*
- *When Health and Structure are both at 0 or below, the character falls unconscious. Apply further damage to Health. Dying and Dead thresholds are the same as for their original Health total.*

Revisions

- p51: Revised examples in Size table.

Formatting

- Adjusted margins throughout for Print on Demand layout.
- Shortened various sections to fit new layout on pages 14, 34, 73, 75, 115, 143, 184, 211, 229.
- p7: Corrected Racial Modifier heading placement.
- p15: Fixed clipping error on picture.
- INDEX: Added Unconscious, Dead, Dying entries.
- SPELL WORKSHEET: Added copyright notice.
- Added back cover image.