

D6 Adventure Errata

- p. 7 Under **Attributes**, the last sentence should read: "*Extranormal* attributes have no minimum and a maximum of 5D at character creation."
- p. 11 The first sentence of the fourth paragraph should read, "*Extranormal* is the only attribute in which a Human character may have no dice; there is no maximum that a Human character may have in this attribute after character creation."
- p. 12 Under **marksmanship**, the first sentence should read: "Shooting guns or crossbows of any type."
- Under **missile weapons**, the sentence should read: "Firing unpowered weapons, such as bows or slings."
- p. 16 Under **Organization**, the second sentence should read: "Advantages and Disadvantages are further organized into ranks, which represent severity, not a progression."
- p. 17 **Invisibility** is a Rank 3 Advantage, not Rank 2.
- p. 20 Under **Stench**, the second sentence should read: "Add 6 to the difficulty of all sneak attempts . . ."
- p. 32 Under **Size**, there should be a note that says, "See page 70 for a list of examples and their scale values."
- p. 33 Under **Wealth**, add the following sentence to the end: "Wealth does not affect the initial determination of the Funds attribute."
- Under **Atmospheric Tolerance**, the first sentence should begin: "The character can breathe one form of atmosphere (one specific gas or liquid) . . ."
- p. 35 Under **Increased Attribute**, add the following sentence: "Increased Physique does not add to Body Points."
- Invisibility** is a Rank 3 Advantage, not Rank 2.
- p. 37 Under **Luck, Great**, the last sentence should begin: "In any case, the character's Great Luck is gone . . ."
- Under **Natural Armor**, delete "energy or" from the second sentence, so it reads, "His own surface adds 1D per rank to his damage resistance total to physical (not mental) attacks . . ."
- p. 44 Under **Advantages**, the third sentence should begin: "(2) The player takes an equivalent number of ranks in Disadvantages . . ."
- p. 45 Under **Disadvantages**, the second sentence should end: ". . . equal to 3 times the rank of the Disadvantage."
- p. 57 Under **Leaping Out of a Vehicle**, the first sentence should begin: "Leaving a land or water

vehicle moving at less than 10 kilometers per hour . . ."

p. 62 Under **Unconsciousness and Death**, the first sentence of the second paragraph should read: "Sufficient medical aid to bring the character to at least 10% of his maximum Body Points or the Incapacitated level can possibly rescue the imperiled character."

p. 65 Under the **Assisted** heading on the **Wounds Healing** chart, the "Mortally Wounded" entry should read "Very Difficult (25)"

p. 66 Under **Marksmanship Options**, add the following sentence at the beginning: "At most, only one of these options may be used per round, except for Burst Fire as Single."

Under **Burst Fire as Single**, add the following sentence at the end: "This option may be used more than once per round."

p. 69 Under **Prone and Crouching**, the first two sentences should begin: "Attacking a target that is crouched on the ground or moving slowly while crouched adds 1D (3) to the combat difficulty. If the target is moving quickly while crouching . . ."

The **Hit Locations** table assumes that the target is Human-sized or larger.

p. 70 Under **Scale**, the 10 value above Average Human should read "City bus, light tank"

p. 71 Under **Knowledge-Based Skills**, add the following: "Information difficulties do not take into account time spent on researching the topic. This can take minutes for trivial, publicly available information to months esoteric lore available in few locations. Also, prior to the 1990s, little was available through online search engines (if they even existed), which adds to the information time required and may also result in some interaction rolls."

p. 86 Under **Spell Effect Die Codes**, add the following to the fifth item on the **Characteristic Type** table: "Non-Extranormal skill modifier or standalone non-Extranormal skill attribute"

p. 87 Under the **Measure Conversions** chart, the top sentence should read: "Add the value modifier to the measure's value to determine what it is in seconds, meters per second, meters . . ."

On the **Measure Conversions** chart, delete the entry: "Rounds (5 seconds) +4"

On the **Measure Conversions** chart, change the first entry to: "Meters per second"

p. 88 Under **Casting Time**, the first sentence of the second paragraph should read: "The minimum casting time is one second, which has a value of zero."

Under **Casting Time**, add the following sentence: "If a spell has a casting time of five seconds (one round), the spell goes off at the beginning of the next round."

p. 99 Under **Drain Toughness**, the last sentence of the first paragraph should read: "It requires a marksmanship roll to focus on a target; the result points of the spell can improve this roll."

Under **Alter Movement**, the last sentence of the first paragraph should end: ". . . spell effect's value plus any result point bonus (as read on the "Spell Measures" chart)."

p. 103 Under **Scrying**, the **Effect** should read: "34 (up to 2.5 months in the future)"

Under **View**, the first sentence of the first paragraph should read: "The caster opens a tunnel in space about a meter wide."

Under **View**, the first sentence of the second paragraph should read: "The effect of the spell takes the place of the character's *search* to view the area while using the spell . . ."

p. 112 Under **Purchasing Equipment**, the last sentence of the *Example* should read: "If the character also had Wealth (R1), she would add her bonus of +2 to each of these levels, giving her automatic purchases at 5 or less, average purchases between 6 and 11, and luxury purchases at 12 or more."

p. 116 Under **Firearms**, the first footnote should read: "Not available in a pulp fiction setting."

p. 136 The *piloting* skill located under **Reflexes** should be under **Coordination**.

p. 141 Under the **Abbreviated Healing Chart**, the "Mortally Wounded" entry should be under the 21-25 Medicine Total, not the 26-30 line.

D6 Fantasy Errata

- p. 14* Under **Determining Funds**, the last entry should read "8D or more in *business* skill plus its *highest specialization*"
- p. 87* On the **Measure Conversions** chart, delete the entry: "*Rounds (5 seconds)* +4"
- On the **Measure Conversions** chart, delete the entry: "*Meters per round* +4"
- p. 125-126* All references to "Physique Damage" should be "*Strength Damage*"
- p. 137* Under **Coordination**, add the *marksmanship* skill.

D6 Fantasy Creatures Errata

- p. 52* Under **Typical Riding or Draft Horse**, delete "lifting 7D" from **Physique** and change the note to: "**Note:** Draft horses have a *stamina* skill of 5D, *lifting* of 5D, and *Strength Damage* of 3D."
- p. 65* Under **Pegasus**, delete "lifting 7D" from **Physique**.
- Under **Peryton**, delete "lifting 7D" from **Physique** and change the Strength Damage to 3D.
- p. 67* Under **Simple Shapechanging Spell**, the last sentence is incomplete, and should read: "Add *any result point bonus to the duration value and look up the new time on the "Spell Measures" table.*
- p. 74* Under **Minor Raise Skeleton Spell**, change the third sentence of the second paragraph to: "Body Points equal the result points +10."

D6 Space Errata

- p. 13 Under **armor repair**, the sentence should read, "Fixing damaged armor, [including personal armor, vehicular armor, or space ship armor.](#)"
- p. 14 Under **Determining Funds**, the last entry should read "8D or more in *business* skill plus its [highest specialization](#)"
- p. 16 Under **Organization**, the second sentence should read: "Advantages and Disadvantages are further organized into **ranks**, [which represent severity, not a progression.](#)"
- p. 30 Under **Size**, there should be a note that says, "[See page 70 for a list of examples and their scale values.](#)"
- p. 35 Under **Luck, Great**, the last sentence should begin: "In any case, the character's [Great Luck](#) is gone . . ."
- p. 53 Under **Advantages**, the third sentence should begin: "(2) The player takes an equivalent [number of ranks](#) in Disadvantages . . ."
- Under **Disadvantages**, the second sentence should end: ". . . equal to 3 times the [rank](#) of the Disadvantage."
- p. 73 Under the **Optional Passive Defense Modifier** example, the sentence should read: "A character with 4D in *Agility* gets no bonus, while a character with 7D in [dodge](#) has a +2 bonus."
- p. 76 Under **Unconsciousness and Death**, the first sentence of the second paragraph should read: "Sufficient medical aid to bring the character to at least 10% of his maximum Body Points [or the Incapacitated level](#) can possibly rescue the imperiled character."
- p. 77 Under **Massive Damage Option**, the first sentence should begin: "If a character incurs two Wound levels [or 50% of their base Body Points](#) within a single round . . ."
- p. 80 Under **Marksmanship Options**, add the following sentence at the beginning: "[At most, only one of these options may be used per round, except for Burst Fire as Single.](#)"
- Under **Burst Fire as Single**, add the following sentence at the end: "[This option may be used more than once per round.](#)"
- p. 82 Under **Prone and Crouching**, the first two two sentences should begin: "Attacking a target that is crouched on the ground [or moving slowly while crouched](#) adds 1D (3) to the combat difficulty. If the target is moving [quickly](#) while crouching . . ."
- Under the **Difficulty Modifier** column, all the "(+5)" entries should read "[\(+3\)](#)" while both the "(+15)" should read "[\(+12\)](#)"
- The **Hit Locations** table assumes that the target is Human-sized or larger.
- p. 106 Under the **Robotic Servitor**, add "[lifting 4D](#)"

p. 112 Under **Purchasing Equipment**, the last sentence of the *Example* should read: "If the character also had Wealth (R1), she would add her bonus of +2 to each of these levels, giving her automatic purchases at 5 or less, average purchases between 6 and 11, and luxury purchases at 12 or more."