

## Red Shift 2<sup>nd</sup> Edition Errata

**Page 8** - last item, 8) Other Things You Should Remember

**Page 18** - Will Power, this is the table you should use.

<i>Will Power</i>	<i>Modifier</i>	<i>Will Power</i>	<i>Modifier</i>
1-2	- 3	21-23	4
3-5	- 2	24-26	5
6-8	- 1	27-29	6
9-11	0	30-32	7
12-14	1	33-35	8
15-17	2	36-38	9
18-20	3	39-40	10

**Page 126** - Unusual Physical Traits, -1 on all Presence based skills

**Page 153** - Skin Shield

**Page 175** - Caseless Projectile Pistol damage should be Severe Impact and Piercing

**Page 187** - Psi-Scrambler Field Generator mentions the Psionic ability of Psychobabble, some of you may have noticed it was not in this edition. Use Telepathy instead.

**Page 197** - The Combat Round - At the beginning of a combat sequence, everyone should determine initiative. (stated incorrectly that they should roll before)

**Page 231** - Monofilament Bolo Pistol, damage done should read as Slashing, not Slicing

**Page 236** - Top of page - When the Jerrei Machine Race was destroyed by the Achernar, the Nurgg were able to free themselves.