



# AMAZING ADVENTURES

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## ERRATA AND CLARIFICATIONS

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Much of the errata in *Amazing Adventures* (excepting typos and layout mistakes) comes from anachronisms that arose from porting the *Castles & Crusades* rules into this game. Though the vast majority of these won't affect game play, we'll include them here for completeness as we come across them, and so we can weed them out in future printings.

Also note that the final release version of *Amazing Adventures* should have all of the below errata already incorporated. This document applies only to those who purchased a pre-release version of the game at Gen Con 2012.

**Table of Contents (p. 7):** Under the "W" entry there is a listing for "Web 139." Web is the spell, 139 the page number. 139 should be shifted to the far right.

**Table of Contents (p. 8):** "Vehicle Combat" should be its own heading.

**Primary and Secondary Attributes (p. 15):** The reference to "class and race" is a C&C anachronism. Should just read "class."

### **Gadgeteer (p. 19-20) clarifications:**

- The class indicates that spell effects are purchased at base level effect. A gadgeteer may choose to purchase a spell at a higher caster level to increase its effects. Thus, it is possible to purchase the Arcane Bolt effect at 3rd level (costing 4 gadget points--caster level plus one) so that two bolts are fired. This can be done as a gadget enhancement per "Improving gadgets," p. 20, by paying the difference (for example, if the character has paid 2 points to get Arcane Bolt at first level effect, and wishes to pump it to 3rd level later, he may pay the difference of 2 additional points to improve its effects.)
- On page 20, second paragraph down, it states that gadgeteers may only buy effects up to one level lower than the character. At the GM's option this can be suspended at character generation only, for the purpose of the gadgeteer buying his starting permanent gadgets. Thus, it could theoretically be possible for a first-level gadgeteer with seven gadget points to have a "Tesla Gun" by buying lightning bolt at a cost of 7 gadget points, but he would then have no gadget points left for on-the-fly gadgets (if Int based). It is recommended that only one gadget effect higher than 0 or 1st level be allowed to starting gadgeteers, no matter how many points they have to spend, to avoid unbalancing the game.
- Page 20, third paragraph down: the example of +3 for homing missiles on the Arcane Bolt gun should actually be +5 (+3 makes Arcane Bolt less desirable than a normal P08 Luger, which does more damage and fires multiple times in a round).

**Gumshoe (p. 21-22) clarifications:** The table of condition-based CL modifiers are only suggestions and not meant to be absolute or comprehensive.

**Pugilist (p.28):** Fast Movement has a cross-reference of (p. [?]). Since the referenced table is on the same page, replace this with "Below."

**Fate Points (p. 36):**

- Fortune's Favor: there is a cross-reference of (p. [?]). Since the referenced table is on the same page, replace this with "Below."
- Sound the Charge!: There is a cross-reference of (p. [?]). This should read "(p. 149)".
- "Providence Smiles" is a separate use of Fate Points and thus should be a bolded heading.

**Pulp Armor Clarification (p. 37-38):** In an RPG, mechanics and limitations are necessary to maintain play balance. The table "stacks with" column is designed to aid in quickly putting together common sets of costume pieces. However, GMs can and should ignore the restrictions on which pieces of clothing see their AC bonuses stack together, if a player has a really good costume concept. Just be careful not to let AC ratings creep too high (the recommendation of limiting bonuses to +6 should stand). Yes, this will probably result in players min-maxing to always try to get +6 to AC, but GMs can also deny access to this table, and assign costume-based ACs only after the player describes their character's costume. The table can also serve to help in situations where players are not wearing their costumes, but may be wearing other fancy pulpy clothes. For example, players at a black tie dinner will always be wearing tuxedos and evening dresses, and so would gain an appropriate AC bonus from these.

**Firearms Errata (P. 39):**

(Note: the statistics listed for firearms will work just fine—these corrections simply better model realism. The only vital alterations are that the FN 5-7 should be the Browning P-35 High Power, and the incorrect shotgun damage codes. Also of important note to gun enthusiasts is that many of the guns here are abstracted and combine several variants on real-world firearms; the Tommy Gun, for example, had several variants throughout its lifespan and the stats are an amalgam of these variants.)

- FN 5-7 should actually be Browning P-35 High Power. The FN 5-7 was not introduced until the 1990s. The rest of the stats for this gun remain the same, however.
- Beretta 1931, stats are fine, but "ACP" was shifted into the range column; it should be part of the caliber.
- Thompson M1A1 should just read "Thomson Submachine Gun (Tommy Gun)."
- Shotgun damage codes are wrong. d4 codes (20 gauge and Remington 17) should be d8 and d6 codes (12 gauge and Remington 11) should be d10. Also, the Remington 11 (aka the Browning Auto 5) should have a Rate of Fire 3, as it is semi-automatic, not single shot.
- M1 Garand range and damage should match those of the Springfield 1903.
- MAS 49/56, should be MAS 36, bolt action 5 rounds. ROF 1.
- Sharps .50 should have a single round capacity, not 2.
- Winchester 1873. Caliber should be .44-40. Damage should be 1d12+2.
- Browning 1918A2, the year should be 1918. Range and Damage should match the Springfield 1903.

**Ace (p. 42):** has a "[?]" cross-reference. The vehicle rules are on page 160.

**Wealthy (p. 45):** has a "[?]" cross-reference. The wealthy rules are on page 62.

**Knowledge Skills (p. 47):** The text says these can never combine; the rationale behind this is to keep bonuses from running away and making checks too simple. At the GM's option in certain cases, however, it may be possible to combine the bonuses. Adjudicate this on a case-by-case basis.

**Saddleborn (p. 54):** "Roleplaying Ideas" should be bold.

**Table 2-4 (p. 60, top):** "Roll on Table 6-10" should read "Roll on table 2-5".

**Biokinetic Harm (p. 68):** Delete "...and resisted by the target's Constitution-based save."

**Telemagry (p. 69, second column, top):** Change "Obfuscation allows most types...." to "Telemagry allows most types..."

**Regaining MEP (p. 69):** delete from the sentence that begins, "If there are no outside distractions..." through the end of the paragraph (there is no taking 10 or 20 in the SIEGE engine.)

**The Spellcraft Check (p. 70):** the "For Example" section lists CL of 20. This should be CC of 20.

**Spell Interference (p. 71):** the "For example" lists CL at 17. This should be CC.

**Celestial and Fiendish Animals (p. 130):** after "a fiendish familiar serves only evil-aligned characters," add, "These creatures have Spell Resistance of 15 plus their Hit Dice."

**Exploding and Imploding Dice (Page 142-143):** The math is incorrect in the example: Total of 30 (20+6+4), then adds his Prime bonus for his Strength +5, his strength bonus (+3) and his level (+3) for a whopping total result of 39! He would articulate this as "39, with Exploding 28." This should be a total result of 41, with Exploding 30.

**Types of Saving Throws (p. 143):** "Game Master's" should be "Game Masters."

**Sample Combat Round (p. 146):** References to Battle Axe should be changed to sword.

**Surprise (p. 147) Second paragraph down:** "The Game Master must determines," should be "must determine."

**Movement in the Combat Round (P. 149):**

- First paragraph, delete the sentence that begins, "If encumbered...." There are no encumbrance rules in Amazing Adventures.

- Drop the “or centimeters” reference, as this would make movement scales wildly different between Imperial and Metric systems.  
Melee Combat (p. 149) in the last paragraph:
- Drop “Or racial modifiers.”
- Drop “Magic Weapon Bonuses.”

**(p. 151) second full paragraph:** The last sentence includes a “crossbow exception.” Delete this sentence.

**Firearms (p. 151):**

- Third paragraph under the heading: Dirk's penalties should be -3 and -6, not -5 and -10. The Walther PPK only has a recoil of 3, not 5.
- For the 10-shot and 50-shot burst, if full cover is available (i.e. the target can dive behind a wall or car), the target's Dexterity save can completely negate damage, but this also results in the target being “pinned” and unable to act for one full round (i.e. the target loses their next action).

**Shotguns (p. 151):** Emptying both barrels of a double-barreled shotgun should not be treated as a burst when using slugs. Rather, the attack simply does double-damage but requires a full round to reload the weapon. In addition, shot does double damage at point blank range, normal damage at first increment, and half damage beyond the first increment. Slugs do normal damage at any range increment. Finally, as a clarification, the +2 to hit using shot should be treated as increasing the weapon's accuracy rating by 2 when using shot as opposed to slugs - the tradeoff is less damage at ranges beyond point blank, since the shot scatters.

**Making Disarm Tougher (p. 154):** Change sidebar title to "Active Disarm" and delete "wishes to make it harder to disarm opponents, or" so that it simply reads, "If the GM wishes to make resisting a disarm attempt more active..."

**Vehicle Table (p. 162):** Though the bonuses are present, the actual Speed attributes (necessary for acceleration and deceleration) were omitted. These should be:

- Ford Model T: 8
- Jeep, Military: 11
- Mercedes Benz: 13
- Motorcycle: 14
- 1950's “Muscle” Car: 16
- WWII Fighter: 18
  - “Rockets” is not a vehicle type; rather it should be under the “Weapons” column for the WWII Fighter; correspondingly, the entry “1940's-?” should be the WWII fighter's date.
- Tank: 8
- WWI Biplane: 16

Note that the Con and Dex attributes aren't present, either, but these aren't necessary for play. If a situation arises in which the 3-18 ability rating itself is needed, pick a number that falls in the range of the provided bonus (i.e. 13-15 for a +1, etc.), and run with it.