

## Rulebook Errata

### Aberrations and Errors

*Nobody's perfect. Unfortunately, several errors in the Aberrant core rules slipped by during the development process. Hopefully, the following clarifications should close some gaps and clarify matters.*

#### Example character, page 118

Rob purchased the Resiliency enhancement as tainted, giving Phillip four dots of permanent Taint. For the sake of argument, he took the 'Glow' Aberration, which manifests as flickering black 'sparks.' Note that the number of enhancements in the example are correct, as per Enhancements, below.

#### Increasing Abilities, page 125

The 'experience cost' table on page 124 identifies abilities as 'current rating x 2.' The example on page 125 incorrectly gives the cost to raise Firearms from 2 to 3 as eight experience points. The actual price should be four.

#### Dormancy, page 141

Dormed characters keep all Attributes, Abilities, Backgrounds and Willpower purchased with nova points. Dormed characters also keep their extended lifespans (based on Mega-Stamina in Nova form) and free Endurance and Resilience dots. Novas who choose different forms at Dormancy 4-5 keep the above mentioned traits while dormed. Dormed characters do not keep Mega-Attributes, Enhancements, Quantum Powers, or access to Attunement or Node.

#### Dying For Power, page 147

Health levels burned to gain Quantum Pool may not be healed with Regeneration or Healing; novas may only heal them at the normal rate for the character's Stamina and Mega-Stamina. As an optional rule, it costs two Quantum Points to recover each health level burned in this manner.

#### Colored Skin, page 152

The final sentence should read '. . . is up to the player or Storyteller.'

#### Mega Attributes, page 154

A nova may purchase Mega-Attributes no higher than his normal Attribute, or his Quantum + 1, whichever is lower. Example: Magdalena has Charisma 4, Quantum 1. She may purchase Mega-Charisma as high as two dots. Luther has Strength 4, Quantum 5, and may purchase Mega-Strength as high as four dots.

## Enhancements, page 155

When a nova purchases a Mega-Attribute, she may select one enhancement to go with it. It does not matter how many dots she purchases, she only gets one free enhancement. All enhancements after the first must be purchased with nova points (3 per) or experience points (5 per). Example: Magdalena purchases Mega-Charisma 2. For her one free enhancement, she selects 'Soothe.' She decides she wants to be a bit of a rabble-rouser, and spends three additional nova points to add 'Natural Agitator.'

## Crush, page 157

Replace system with: Strength damage is normally bashing damage. A nova with this ability inflicts bare-handed (Brawl or Martial Arts) as lethal damage. Additionally, each Quantum Point spent adds one level of lethal damage, up to the amount allowed by Node. The nova must spend a full turn to focus his attack and spends the chosen amount of Quantum Pool (minimum one) to augment the damage. He makes the Crush attack on the following turn, at his normal initiative. This enhancement only lasts for one strike, but can be reactivated as long as the nova has Quantum Pool to power it. This enhancement is cumulative with Claws. Example: Luther has Strength 4, Mega-Strength 4 and Node 3. Normally, he can inflict 6d10[20] Bashing. With Crush, he can spend up to 12 Quantum Points (adding 12 automatic damage levels and converting from bashing to lethal) to increase his damage to 6d10[32] Lethal for one strike.

## Shockwave and Thunderclap, page 157

For damage dice, roll 5 dice bashing per dot of Mega-Strength. Crush may not be used to make this lethal.

## Enhanced Movement, page 158

Enhanced Movement applies to all forms of movement except Teleportation, Warp or other 'instantaneous' modes, or movement powers gained as techniques.

## Adaptability, page 160

All references to 'Life Support' actually refer to Adaptability. Additionally, the enhancement description refers to possible quantum point costs for extreme environments. It should be stressed that this is purely for dramatic license and depends upon the individual Storyteller and player needs. If one Storyteller wishes to emphasize the incredible power novas possess, he may never apply a cost to maintain Adaptability, even if the nova chooses to walk on the sun's or Jupiter's surface. Another Storyteller may decide to focus on a more down-to-Earth style, and charge for high pressures and vacuum. A third might choose to base it on the nova's Quantum Score, where Quantum 1 novas pay one quantum point per scene to avoid drowning while underwater and Quantum 5 novas can survive in the vacuum of space without expenditure. Mainly, choose a method and be consistent with application.

Also note that Adaptability will protect from any environmental condition. The sun's surface, the bottom of the Mariana Trench, the bubbling magma in a volcano's interior and the vacuum of space all qualify as environments. The nova's body can adapt to the constant conditions present and protect the nova from harm. Adaptability will not protect from any attacks, because they are too sudden for Adaptability to protect against. This means that a nova in a volcano's heart is subject to damage from his opponent who has Elemental Anima (Molten

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Rock) and blasts him with streams of magma. Why this is so is not yet clearly understood by nova or baseline researchers.

### **Regeneration, page 161**

Regeneration may heal aggravated damage at triple normal cost.

### **Resiliency, page 161**

Resiliency may be purchased twice. The second purchase doubles the nova's soak gained from Stamina (but not Mega-Stamina). Players may not purchase these in reverse order (a player cannot purchase Resiliency once and choose to apply it to Stamina soak instead of Mega-Stamina soak).

### **High-End Electromagnetic Scan, page 163**

Each use of this power lasts for one action: Look through a wall, transmit or receive transmissions or other uses for the power. For three quantum points, the enhancement lasts for the scene.

### **Taint Resistance, page 168**

Taint Resistance negates Taint for the purposes of resisting mental aberrations. Subtract Mega-Intelligence from the Taint penalty to willpower rolls in such situations.

### **Synergy, page 170**

Change the system as follows:

The part which reads: '. . . the nova's player may make a Wits roll. Everyone in the group receives an additional die for each success the nova's player achieves on his roll,' should read: '. . . the nova's player may make a Wits roll. The group receives an additional 'dice pool,' equal to one die per success on the Wits roll, that may be applied in whole or part to any task or member in the group, except for the nova using Synergy.' Example: Magdalena has Wits 5, Mega-Wits 2. She's researching a story with the help of three baseline assistants. She uses Synergy and rolls her dice: 7, 8, 9, 9, 3 and the Mega dice come up 10,9, for a total of 9 successes. She applies three successes to each of her assistants to aid their research rolls.

### **Boost, page 186**

Range is Self.

### **Claws, page 186**

Add to Extras: Aggravated Damage (User inflicts Claws dice of aggravated damage, and may add one die to the damage total per extra success < maximum five additional dice. Do not add Strength to the damage roll).

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### Clone, page 186

Use the following system for Clone. It replaces the version in Aberrant.

### Clone

**Level:** 3

**Quantum Minimum:** 5

**Dice Pool:** N/A

**Range:** Self

**Area:** N/A

**Duration:** One Scene

**Effect:** Creates up to Quantum + Clone duplicates.

**Multiple Actions:** No

**Description:** This power allows a nova to create 'clones' of himself from quantum energies and nearby molecules. To use it, he spends one Quantum Point per duplicate he wishes to create (up to the maximum listed above).

Clones are exact duplicates of the character < they have the same Attributes, Abilities, powers, clothes and equipment (except that clones do not have the Clone power). They are separate persons in a game sense; if one is knocked unconscious or killed, the others are not affected. Clones do not have any sort of telepathic link; they communicate by talking.

Clones share their creator's Quantum Pool and Node rating. < this means that if Luther, with Node 3 and Quantum Pool 30 creates three clones (for a total of four Luthers), they have one 27 point Quantum Pool, and may only spend 10 Quantum Points per turn total.

It takes one turn for a nova to create clones, but the character can do nothing else during that turn (not even walking). Once created, clones remain for a scene or until they 'recombine' with the original character. To recombine, the creator must only touch the clone he wants to merge into himself; again, they can perform no other action during that turn. Clones who do not recombine dissolve at the end of the scene, as the energies that form them dissipate.

If a nova melds with his clones, he may absorb their memories. If they dissipate or are killed, then he may not access their memories.

### Disorient, page 190

Subtract Mega-Attribute first.

### Elemental Mastery, page 194

In addition to the techniques listed for Elemental Mastery, a nova may also select any of the techniques listed for Elemental Anima, as Mastery covers the ability to control as well as create.

### Entropy Control, page 196

Dice Pool should read as 'Variable.' Refer to each technique for the associated pools.

### Hypermovement, page 203

As stated in the power description, characters moving at full tilt may take no actions (except Hyperspeed or Aerial Slam). Characters may also make Hyperspeed Strikes.

### **Immolate, page 204**

Immolate gives two different damage values (one under Effect and one in the Description). Use the following: Quantum + (power rating x 3) bashing or Quantum + (power rating x 2) lethal.

### **Shape Alteration, page 213**

Use Intelligence +

### **Shape Alteration, page 213**

Use Intelligence + Molecular Alteration, as per the Description.

### **Quantum Vampire, page 219**

Quantum Vampire may drain: Attributes (including Mega), Abilities and Quantum Powers. Quantum Vampire may not drain: Quantum, Willpower, Taint or Backgrounds.

### **Shapeshift, page 220**

'Life Support' refers to Adaptability and counts as one power. 'Clinging' refers to Body Modification: Adhesive Grip and counts as one power.

### **Shroud, page 221**

Add the user's Quantum score to the final successes and subtract from Mega-Perception dice before normal Perception.

### **Sizemorph (Grow), page 222**

Effect should be x8 mass, not x2.

### **Telepathy, page 224**

Use of Telepathy can be resisted with a Willpower roll, with each success subtracting from the telepath's rolled successes.

### **Warp, page 228**

Warp's Dice Pool should be 'Perception + Warp.' Like Teleport, each point of Quantum (the Trait, not the Pool) the user has counts as one automatic success. A nova who uses Warp as an attack still rolls Dexterity + Warp to determine accuracy, but Perception + Warp to determine range. The Dexterity + Warp roll does not receive the benefit of automatic successes from Quantum.

The duration of Warp is listed as 'special.' When determining how long a nova can maintain a Warp, roll the nova's Willpower; the number of successes indicates how many turns the Warp remains open. The nova can extend the duration by spending Willpower points to keep the warp open for an additional turn per Willpower spent..

Warps work both ways for people who travel through them (as well as for objects carried or tossed through). Pressure and temperature will not equalize between both sides (so you can't

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open a Warp to the center of the Sun and cause a jet of superheated plasma to shoot out and incinerate your enemies).

### **Aggravated Extra, page 231**

Ranged attacks purchased with the Aggravated extra have a range equal to 5 x (Quantum + Power Rating), or half-normal range, whichever is lower. If the character has Quantum 5, treat an Aggravated Quantum Bolt as Disintegration (page 190).

### **Climbing, page 233**

The final sentence should read: 'A character with Body Modification: Adhesive Grip may climb without a die roll.'

### **Throwing, page 236**

The last paragraph should read: 'Characters with Mega-Strength may throw objects of weight equal to their base lifting ability; to do so, they use the normal rules for throwing. However, when throwing objects whose mass is less than half their base lifting ability (e.g. a nova with Mega-Strength 2 attempting to hurl a 1000-kg automobile), they may multiply their normal throwing distance times their automatic Mega-Strength successes! Example: Luther has Strength 4, Mega-Strength 4 and Might 5. He can normally lift (and thus throw) a 50,000-kg object at his Might score (Strength 4 + Might 5) x five meters, or 45 meters. If he lifts a 10,000-kg fighter jet, he can throw it 45 meters x 20 automatic successes for Mega-Strength 4, or 900 meters.'

### **Kick, page 244**

Kicks should inflict Strength + 4 damage.

### **Radiation, page 257**

'Life Support' refers to the Adaptability enhancement for Mega-Stamina.

### **Hugo the Bouncer, page 284**

'Danger Sense' is listed as one of his powers. Replace the reference with 'Intuition.'

## Quantum Powers Chart, page 289

This chart refers to Invisibility as Concentration. It should be 'Maintenance.' The chart also lists the 'Psychic Link' power, which was left out of the rulebook. Here are the rules for its use:

### Psychic Link

**Level:** 1

**Quantum Minimum:** 1

**Dice Pool:** Perception + Psychic Link

**Range:** See below

**Area:** See below

**Duration:** See below

**Effect:** Establishes a mental link between two or more characters.

**Multiple Actions:** N/A

**Description:** The nova imprints some of his quantum signature on another's (nova or baseline) brain, allowing mental communication.

This power allows the nova to establish an unbreakable 'psychic link' between himself and another living thing (typically another person, but possibly an animal companion). The link is in effect Permanent, though either member can turn it off at any time, and the nova may break the link to establish one with another character. Furthermore, the link has a maximum range equal to 1,000 miles times  $x$  (Quantum + Psychic Link); if the characters are separated by a greater distance, the link automatically deactivates. In either case, reactivating the link requires a Perception + Psychic Link roll. It costs five quantum points to initially establish a link, but no further expenditures are required to reactivate or communicate through it.

A Psychic Link allows its members to communicate mentally. In essence it functions as a very limited form of Telepathy. However, it also exposes the characters to mental attacks < if a power like Domination is used on one member of the Link, it affects all members of the Link. However, the presence of multiple linked minds increases innate resistance to such attacks. Add +1 difficulty to all psychic attacks for each mind (beyond the first) in the link. Attempts to dominate other minds through the link must also overcome this resistance.

A telepathic nova who is within range of a linked individual may eavesdrop on conversations with a Perception + Telepathy roll, if his successes exceed the linking nova's Quantum + Psychic Link total. A telepathic nova may sense the presence of a link by rolling Perception + Telepathy and achieving 4 successes (2 if the link is active). The nova must actively sense for a link. At the ST's discretion, a telepathic nova directly in the line of 'broadcast' may attempt to eavesdrop. This should be difficult to arrange.

**Extras:** Extra Link (allows the nova to psychically link to two other people)