

## *Cybergeneration, 2nd Ed Errata*

We're proud of *Cybergeneration 2nd. Ed*, but, hey, no one's perfect (except for Mike Pondsmith), so we have a few things that we'd like to correct from the first printing.

**P. 151:** In the "If it ain't broke, don't fix it" category:

Area Effect Weapons: These should do *full* damage within their burst radius as compared to the 1/2 damage cited in the 2nd Edition rules. Oops.

**Pg. 159:** The Controller Program does not *automatically* control any remote lower than its FCT in FCT or INT. It should roll its FCT+1D10 vs. the remote's (FCT or INT)+1D10.

**Pg. 213: OLD DOGS WHO ARE WAY TOO BUFF.** The Adult Character Generation allows 75 points for a character's stats. This is equal to a Minor Hero in Cyberpunk, which seemed fitting for the best Edgerunners who've managed to keep the faith throughout the reign of the ISA.

But this may make them more powerful than many Refs want in their campaigns - especially compared to the *Cybergeneration*. To bring the Adult Edgerunners down to a more realistic level, allow only 65 points for their stats and 75 points for skills. This creates a competent, but not overly-powerful, character. Basically, the Ref should feel free to set the adult stat points at any level between 55-80 that suits their campaign. Remember that it's your game.

**Pg. 220: Interface Plugs & Nodes addenda: Vehicle Link.** Any one with a processor and plugs can control a properly equipped vehicle via neural interfacing. This gives a +2 to any *Driving* or *Piloting* rolls while controlling such a vehicle. To equip a vehicle for neural control costs \$500, although some already come so equipped. **Pg. 238: General Skills, NEW SKILL: Interrogation (COOL).** The skill of drawing information from a subject and forcing his secrets into the open. This artform is one the ISA has made into a science. The user rolls 1D10 + COOL + *Interrogation* against the target's COOL+1D10 (+ *Resist Interrogation*, if available) to get them to talk. Certain specialized "devices" and drugs can add to the user's roll (from +1 to +10), but we'll leave these to the Referee's twisted imagination. Agents automatically get *Interrogation* at +2, +4 and +7 for each respective template level.