Second Printing Updates to BASH! UE:

This errata document explains the changes to BASH! Ultimate Edition in the second printing. These changes cover both the printed book published by Cubicle 7 and the PDF being distributed by Basic Action Games.

Yellow Highlighting is reference to words that are being added into the text.

Obviously the page numbers will change as this errata is put in place. The page numbers referenced are from the first printing.

Page 4

Under Weaknesses, add the following sentence to the end of the last paragraph:

"You can also have a Vulnerability to something that is normally harmless to others. This object harms you the way fire harms an ordinary person. . Protective powers do not work against a Vulnerability. This is also worth 2 Character Points.

Page 5

Change the example at the top of the page to read:

Example: A robotic hero might have a Damaging Weakness to electricity or a fiery hero may have a Vulnerability to water.

Page 6

Remove the unnecessary commas and semi-colons from the end of each power listing. For instance, if there is a power listed as "4pts;" change it to "4pts".

At the beginning of the Movement Powers box, add:
"Bouncing | 3pts"
Between "Fleet of Foot" and "Martial Arts Mastery" in the Intense Training Powers box, add:
"Heightened | 1pt"
Between the "Boost" and "Copycat" power in the Biomanipulation Powers box, add:
"Changeling | 2pts"

Change "Super Senses | p47 | 2-5pts; Sustained" to:
"Super Senses | 1-5pts; Sustained"

Change Super Jump from 2pts to 1pt

The "Combat Powers" are out of order. The order should be:
Armor
Continual Damage
Damage Aura
Deflect
Force Field
Immobilization
Immunity
Nullify
Push
Resistance
Slow
Special Attack
Weaken

Page 7

Under "Choosing Skills". Add the following sentence to the end of the first paragraph:

"For each level in the Skillful power, you get 2 more skill slots. Characters with the Age (Young) disadvantage have 1 less skill slot. Lost or extra slots can be mental or physical (player's choice)."

Under "Stealth" change "Moving Silently" to "Prowling"

Page 8

After the description for the Deception skill: Add:
Domestic: Anybody can cook and clean for themselves. This skill indicates you can be a professional chef, or a servant for a large household.

Page 10

After the "Dumb Luck" and before the "Gadgeteer" Advantage, add the following:

Fearless: You are completely immune to the effects of fear, including powers based on fear. Any attempt to frighten or intimidate you automatically fails. You also get a +2 Dice Bonus to all attempts to intimidate others.

Under "Gadgeteer" advantage, add the following sentence to the end:
"Instead of replacing an old piece of equipment, you can take a number of Setbacks equal to the point value of the Gadget you are making. You can also spend a Hero Point to pull out a new gadget. This is a Power Trick, and works like a Power Stunt, but only for a single use instead of the whole scene. The maximum level of the power that the gadget has is equal to your Technology skill multiplier."

Page 11

Remove the Non-Sentience advantage as written and replace it with:
Non-Sentience: This "advantage" cannot be taken by Heroes, but may be useful for pets. Most animals (and some machines) are non-sentient. Its Mind is +2 higher for senses, cunning, and resistance to certain powers requiring a Mind contest such as Daze or Illusion; but its Mind is 0 in terms of reasoning and intellect. For example, a non-sentient creature with Mind 1 has Mind 0 for some tasks and Mind 3 for others.
Non-sentient creatures are immune to Mind Control, Suggestion, and similar powers because they don't understand the instructions. It'd take the "Affects X" enhancement to affect them.
The number of Mental skill slots a Non-Sentient creature has is based on its actual Mind, but its multiplier is Mind+2. Use of skills for a non-sentient being is severely limited. Animal minds depend on instinct, not thought. So it could use Outdoor to track an animal, but not build a campfire. Likewise, a machine works by programming; it has no capacity for creativity. A machine with Computers can hack a password, but not create a new program.

Page 12

Under "Super Vehicle"
Remove the sentence "You are allowed to take this Advantage multiple times to have multiple Super Vehicles." Replace it with:
"For 2 Character Points (off the main vehicle) you can have an alternate Super Vehicle of equal or lesser points."

Under "Age" add the following sentence to the end:
"The young are also inexperienced, and have 1 less skill slot than an adult.

Page 13

Before "Freak" add the following new Disadvantage:
Duty: You owe your allegiance to someone or some organization (you specify what your duty is to). You obey all orders from your superiors within that organization without question. If it means sacrificing your life, so be it. Often, Duty means great inconvenience that requires you to suddenly drop everything to follow your orders.

Before "Public ID" add the following new Disadvantage:

Physically Challenged: You have some sort of physical disability that impedes you in some way. Perhaps you are blind, deaf, mute, paraplegic, etc. Specify how you are physically challenged when you take this disadvantage. How this challenge affects your character mechanically is between you and the Narrator, but it is suggested that you build the character to reflect the challenge. For instance, a character that is paraplegic might have Agility 0, but has Boost with Agility when using their upper body. A character with poor hearing or vision might have a Major Hindrance when rolling to use that sense.

Note that it is also completely possible that the challenge will affect the character very little mechanically, but it will be inconvenient at times. A blind character with sonar, danger sense, and various super senses for instance, would have no mechanical penalties for being blind most of the time. He would be able to fight, and indeed would be immune to blinding effects. He might even be able to read by running his fingers over printed text. However he would not be able to tell the color of a traffic light or read a street sign from a distance. A character who is mute that communicates using telepathy might have trouble communicating with an android or over the phone. Even a character that is missing a hand and designed a robotic replacement will not be able to rely on it all the time. It's up to you and the Narrator to decide how the physical challenge affects your character.

Page 14
Right after "Ward" but before "Building a Hero Step 5" add the following:
"Create Your Own: You and the Narrator can work together to make a new Advantage or Disadvantage."

Page 16
Change "*Example: David knows he needs a Superhuman result with his
x4 Multiplier. Looking down the x4 column, he sees the first
yellow box says "32", looks left and knows he needs to roll an
8 to succeed. He also knows that if he only rolls a 7, it will
take 4 Hero Points to make up the difference.*"
to instead say
"*Example: David knows he needs a Superhuman (30) result with his
x4 Multiplier. Looking down the x4 column, he sees the first
yellow box says "32", looks left and knows he needs to roll an
8 to succeed. He also knows that if he only rolls a 7, it will
take 2 Hero Points to make up the difference.*"

Page 22
Change the words "Body Slam" to "Slam". The "Body Slam" section should be revised to read as follows:

Slam: With a running, jumping, or even flying start, you use your entire body as a weapon. It isn't as precise as a punch, but it's a lot harder to dodge! When you make a Slam attack against an opponent, then will decide to either hold their ground or to dodge.
If they hold their ground, you automatically hit and roll Brawn (plus Momentum, if applicable) for damage. They can roll their Soak as normal. A character who holds their ground can choose to use Deflect as if it were Armor for this purpose (this is instead of using Armor). If you (the attacker) lose, you take the difference in damage (or your roll, whichever is less), excluding your momentum bonus (it hurts more when you run into a brick wall than when you walk into one). The damage is not soaked.
Example: Unstoppable is Slamming into Brick Man. He has a Brawn of 4 and ran 20 squares, giving him a +2 Momentum bonus, for x6 Dmg. Brick Man has a Brawn of 3 and Armor of 3, giving him a x6 Soak. Unstoppable rolls a 6, getting 36 and Brick Man rolls a 7, getting 42. Unstoppable stops! Excluding Momentum, his roll was 6x4=24. Brick Man's Soak of 42 minus

If they try to get out of the way, they roll their Agility-based defense (excluding Deflect) or Athletics/Acrobatics vs. your Brawn (+Momentum if any, see page 41). If they win, they move out of the way and take no damage. You keep moving in a straight line for a distance equal to what you moved to get to them, or until you run into something else (possibly another target). If they lose, they take the difference in damage, which bypasses their normal soak.

Whenever you successfully Slam an opponent, you either do Knock-Back to them (and keep your feet) or you may automatically Grab them, tackling them to the ground (you and the opponent both fall prone).

Example: Unstoppable is Slamming Jaguar Woman, with a 20 square running start. She has a Brawn of 2, Agility 3,and Danger Sense, and has Athletics/Acrobatics as a skill. She elects to try to avoid the Slam, with a x5 multiplier. She rolls a 4 and a 6 (she is allowed to roll twice because of her specialty in Acrobatics). Her result is a 30, and Unstoppable rolled a 36. Jaguar Woman takes 6 damage (no Soak allowed) and Unstoppable chooses to Grab her, tackling her to the ground. Otherwise, he could have done 16 feet of Knock-Back (36 dmg – 20 [her Brawn x10] = 16).

Move the "Slam" description from the Wrestling Section to the "Zany Actions" Section.

Change the **"Grab"** section to instead read:

Grab: You grab your enemy and hold them fast. You and your opponent both roll Brawn or Agility (whichever is lower) adding the difference as a Dice Bonus. If you succeed, you have the opponent in your iron grip. If you succeed by 10, you can immediately use a wrestling maneuver. Each page, on his panel, your victim can try to break free, rolling the same contest as initiated the grab. If they succeed by 10, they can take the rest of their actions for the panel (normally trying to break free takes their whole panel). If they succeed by 20, they can reverse the hold, so that now you are in their grip. A grabbed victim can choose to take an action other than breaking free but it must be something they can do with limited motion (push a button on their belt, make an unarmed attack against you, etc.).

Each page, on your panel you may do one of the following moves to a grabbed opponent:

Move the "**Bowling for Henchmen"** part to page 21 under "Zany Actions".

Under **Bowling For Henchmen**, change the first two sentences to say:
"Bowling for Henchmen: You can slam an entire group of minions. Essentially, you charge, and get to make a Slam attack against each minion in your movement path."

Under "Wrestling & Minions" swap the "Put their Heads Together" and "Let's Get Ready to Rumble" parts. It makes more sense in that order, and it's alphabetical.

Page 24
After the end of the "Victory Without Violence" section and before "Weapons And Equipment" section, add the following three sections:

Intimidation

Sometimes enemies don't want to have to harm each other—simply to scare the opponent. When a lion roars at an approaching stranger, or the Mob makes a veiled threat about the safety of a person's loved ones, they are trying to use intimidation. Typically Intimidation is made in lieu of attacking. Start by rolling a Stat check based on the type of intimidation used—an act of physical intimidation, such as the lion's roar, is made by rolling Brawn (and adding any size modifiers as with any other Brawn check) or possibly Agility (as in the case of a martial artist showing off a flurry of moves to his opponent). An act of verbal intimidation is made by rolling Mind or maybe using an appropriate skill—Streetwise or Deception for instance. The target rolls a

Mind check against this intimidation check (or alternatively rolls their own skill)—higher number wins.

If the target succeeds, they are not intimidated. If the target fails, means the target is scared—and has a -2 Dice penalty to all rolls made against the source of fear.

This includes social interaction as well as combat. The state of fear lasts for the rest of that scene. **Note:** The Frightening Presence Advantage gives you +2 to your Multiplier to intimidate. Fearless characters are immune to the effects of Intimidation (and have a +2 Dice bonus to intimidate others).

Taunts

Taunts work similar to Intimidation, except instead of eliciting fear in your opponent, you can achieve a similar effect by enraging them. Taunts seek to anger an opponent by mockery, causing them to make mistakes. To taunt an enemy, you'd usually roll Mind against their Mind, or use a skill the Narrator says is appropriate (like Streetwise or Perform), just as you would roll for a verbal intimidation.

The effect is nearly the same: a moderate hindrance that lasts for the rest of the scene, except that the hindrance applies to every action the victim takes until they successfully strike or taunt you. After that, the effect ends. Of course, you may choose to taunt the enemy again… Note that some creatures may be immune to verbal taunts (they cannot understand them), but poking them with a stick or some other action would certainly enrage them! In such a case, roll Agility vs. a Mind roll by the creature.

Tricks

A trick works by befuddling your opponent through deceit, and functions mechanically similar to a taunt. Tricks can be both physical and mental in nature, so you can roll Agility or Mind depending on the type of trick – but tricks are always resisted with a Mind roll or mental skill. You can also use skills such as Stealth or Deception, which can likewise be countered with Deception/Detect Deception. If you successfully trick an opponent, you get a Moderate Benefit (+2 Dice Bonus) to all rolls against them until the end of the next page. An example of a physical trick would be throwing sand in an opponent's eyes, while a mental trick might be telling them that their shoe is untied.

Page 32

Under "Alien Star Fighter" change "Turbo Blasters: Special Attack 5" to "Turbo Blasters: Special Attack 2"

Page 33

Under "Gravity Cycle" change Super Jump from 2pts to 1pt and change "Total: 14 pts" for the gravity cycle to "Total 23 pts".)

Under "Mecha" change "Turbo Blaster: Special Attack 3" to say "Turbo Blaster: Special Attack 1"" and Change Super Jump to 1pt and change "Total: 27 pts" to "Total 26 pts".

Under "Spider Crawler" change "Web: Immobilization 5" to "Web: Immobilization 2"

Under "Jet Slet" change "Energy Cannon: Special Attack 4" to "Energy Cannon: Special Attack 2"

Page 37

Under the "Gadget" Limitation, the words "Easily Taken:", "Fragile:", and "Ammunition:" should be a smaller font so it is clear that these are part of the Gadget Limitation and not separate Limitations.

Also, after "Ammunition" but before "Gradual" add the following, additional part to the Gadget Limitation:

• *Gadget Weakness:* Some gadgets have their own particular weakness, from which they take triple damage. For instance, a crystal wand might have a Gadget Weakness to sonic damage,

while a wooden staff might have a Gadget Weakness to fire. Otherwise, they are just as sturdy as an ordinary gadget.

Change the Sidebar to say:
Limitations for Level 1 Powers
In the case of level 1 powers, you can still make use of limitations by letting two powers share a limitation, reducing the total cost to 1 point for both.
Example: Mega Fly has Gliding and Hovering both bought with the Energy Cost limitation, reducing the total cost for both powers to 1pt.

Page 38
Under "Affects Others" Change the second sentence from "If the subject is unwilling, you must make an attack roll against them to use the power." To:
"If the subject is unwilling, you must make a Called Shot attack against them to use the power."

Under "Extra Effect" change "situation, or alternatively, the Narrator and player can figure it out together" to read:
"situation. Extra Effect can also be used as a catch-all to add some slight mechanical benefits to a power that cannot be reproduced by another power or enhancement. The Narrator must approve of the Extra Effect to allow it".

Page 39
The end of the "Linked" enhancement description (right after it says "(power-stealing)") add the following sentence:
"**Note:** You may only Link two powers."

Under "Second Nature" change "This enhancement replaces the "Maintained" quality with the "Sustained" quality." to:
"Using this power is as easy as walking. This enhancement replaces the "Maintained" quality with the "Sustained" quality or removes the Tiring or Concentration limitations."

"Variable". Change it to instead say:

"**Variable:** You can trade levels of this power for points in Area or Range, and designate what each level does, with every use. For instance, Special Attack 3 [Variable] might grant a +1 to Hit attack at Mid Range, or it could be a +3 DM attack with no range, or a +2 DM attack in a Small Burst. Any combination is possible. With the Narrator's permission, the player may even declare the source of the effect is variable as well- for instance a gadgeteering crime-fighter who uses a variety of boomerangs might have an ice boomerang and a fire boomerang. Varying the source of the effect normally only occurs in the case of gadgets or magic."

Page 40
Before "Riccochet" add the following new Area effect:
Cone: A Cone effect has properties very similar to a Burst and a Line, except for its triangular shape. Essentially, a Cone's shape is like a larger Burst cut in half diagonally across from the user. Unlike a Burst, a Cone cannot be used in conjunction with Range, projecting away from the user like a Line. Just like a Burst, the attacker doesn't roll to hit the targets caught in the area, instead allowing them to roll a Defense Roll or Athletics/Acrobatics check to mitigate or avoid the damage (see Burst). Targets at the farthest edge of the burst away from the user get a +10 Result bonus to their roll to defend against the effect, as this is where the effect is weakest.

Cost	Size	Dimensions
1pt	Small Cone	3x3 sides
2pts	Medium Cone	7x7 sides
3pts	Large Cone	14x14 sides
4pts	Huge Cone	20x20 sides

7X7 CONE

+10 (repeated on diagonal cells)

Page 41
Before "Clinging" Add the following new power:

Bouncing

3 pts, Sustained
You are completely immune to damage caused by Slams, Falling, and Knock-Back. Whenever you fall or slam into a solid surface, you can bounce twice the distance (to a maximum speed of 80 squares). After each bounce you get a cumulative +1DM Momentum bonus to Slams you make, to a maximum of +4DM. You can choose to stop bouncing whenever you hit a surface.

Under "Super Jump" change "2 pts" to "1 pt"

Page 45
Under "Immobilization" change the last two sentences from "The difficulty of the Brawn check to break free is 10/point you spend on the strength of this power. You can spend points to increase the range, Burst, or chance to hit with this power as per Special Attack." To instead read:
"The difficulty of the Brawn check to break free is 10/point you spend on the strength of this power (to a maximum of 30). You may also use levels to increase your multiplier to Hit. An Immobilized opponent has a Major Hindrance to Defense rolls. As a 1pt Limitation, your Immobilization can be Partial, which only affects part of the target's body. A character with Immobilized arms cannot attack with their hands, but can run and defend themselves with only a Minor Hindrance, for instance."

Under "Push" change the following sentences "When figuring out the Range on Push, use the power's level (it does no actual damage)." To instead say:
"When figuring out the Range on Push, use half the Knock-Back Multiplier of the power instead of Damage."

Under "Nullify" change "Your remaining levels in this power (after Range, Area, and enhancements are figured) is your "Nullifcation Factor." to "Your levels in this power is your Nullification Factor"

Page 46

Under "Special Attack" add the following to the very end:
"You may take this power with 0 Levels, if you simply want to add Range or Area to an attack based on your raw Stats. You of course, have to pay the cost for the Range and Area."

Page 47
Change line "2-5pts; Sustained" to "1-5pts; Sustained"
Remove "This power costs 2 points for the first Super Sense and 1 additional point for each extra Super Sense." And replace it with:
"Each level in this power grants one Super Sense."

Page 48
Under "Illusion": Under "Illusion": Change "1-3 pts;" to "1-5 pts;"
Change the third sentence to read "Each level you can add visual, audio, tactile, or olfactory components to your illusions."

Add the following text to the end of the first paragraph

An illusion will last as long as it is in your line of sight; it will fade 3 pages after that. For longer illusions, see the Extended Duration enhancement. As a 1pt Enhancement you can create a triggered illusion that lasts for 3 pages after a certain contingency is met; i.e. an illusion of a ghost that appears when someone enters the graveyard, etc.

change: "Example: With Illusion 3, you can make a Small Burst visual, audio illusion next to you, or an audio illusion 10 squares away." To:
"*Example: With Illusion 4, you can make a Med. Burst visual, audio illusion next to you, or an audio illusion 10 squares away.*"

Page 49

Mind Spikes: Remove the 2nd Paragraph that says: "Note: By adding Usable on Others, possibly with Area, or Ranged enhancements to this power, you an attack enemies with it- to "hit" you must roll Mind against the target's Defense."

Replace with the following as a 2nd Paragraph

Alternate Power: Mind Blast
Damage wise, Mind Blast works exactly like Mind Spikes. It does not have the Personal or Sustained properties, but instead is an attack with the Ranged and Concentration property. To "hit" you must roll Mind against the target's Defense.

Page 50
Between the "Fleet of Foot" power and the "Martial Arts Mastery" power, add the following new power:

Heightened
1 pt, Personal
You have trained to improve one of your physical and/or mental abilities. This power gives you a +3 Result Bonus to all rolls with one of your Stats, which you indicate when you take this power. This Result Bonus adds to any check involving the improved Stat, including (but not limited to) Damage, Defense, Mental Defense, Priority and Soak. The result bonus does not affect calculations dependent solely on a straight multiplier, such as movement. Lifting benchmarks are tripled for Heightened Brawn. You can take Heightened up to three times, once for each stat.

Example: After taking the Super Serum, Captain Patriot found that his strength was increased beyond that of even the strongest of human athletes, while not quite as strong as many of the other superheroes of the day who easily lift cars. He has Heightened Brawn, and gets a +3 Result

Bonus to all Brawn rolls he makes. While he cannot pick up an object weighing several tons, he can lift an object weighing half a ton.

Page 51

Fix Misspelling: Capoeira.

Change the font on the Martial Arts styles to just be a Bolded version of the text font.

Under "Defensive Styles" change "your Agility is 2 higher (to a max of 5)" to "your Defense is 2 higher (to a max of x5)"
Under "Grappling Styles" change the last sentence from "In addition, if your Brawn is equal or less than your opponent's, it is 1 higher for resolving any wrestling actions." To instead say:
"In addition, your multiplier with all wrestling rolls is 1 higher (to a maximum of x5)."
Under "Tough Styles" change "caused by unarmed attacks" to "caused by hand-to-hand attacks"

Under "Paired Weapons" change the power description from "Each panel you can make two hand-to-hand attacks instead of one, either with a weapon in each hand, or unarmed attacks, but both are made at a -1 Dice penalty." To instead say:
"Each page you can make an additional hand-to-hand attack, either with a weapon in each hand, or unarmed attacks, but both are made at a -1 Dice penalty."

Under "Skillful" Change "You have 2 extra skill selections" to read
"You have 2 extra skill slots". At the end, add "Each extra slot can be used to increase the multiplier or add an extra specialty to an existing skill, or select additional skills."

Page 54

Before the "Bio Manipulation Powers" section, add the following to the X Mastery power description:

More uses for X-Mastery:

Counter, Weaken, or "Turn Off" another Power: If you hold your panel or interrupt, you can counter, weaken, or turn off a similar (or opposite) power, by rolling a Power Contest with the other person. Powers with ongoing effects are generally weakened a level or two at a time, while powers that are single-use are completely countered. Beating the user of an ongoing power in a power contest lowers their power's level by 1. Every 10 you beat them by reduces it by another level, to a minimum of 0, which turns the power off completely. So turning off an ongoing Level 4 power completely in one go will require rolling 30 higher than the opponent. You can also reduce area, range, or other enhancements on a power as if you were reducing levels.

If you reduce an opponent's power, they can spend a panel trying to restore it by rolling their own power contest against you. They do this at their full level in the power, not the reduced level.
Example: Burn Cycle has a large aura of flame around him (Damage Aura 4, Large Burst). Smoke Screen can use Fire Mastery 4 to reduce it. Smokescreen rolls 9x4 = 36 while Burn Cycle rolls 4x4 = 16. Smokescreen's roll exceeds Burn Cycle's by 20, allowing him to reduce Burn Cycle's power by 3 levels. Smokescreen decides to reduce the Damage Aura by 2 levels and shrink the area to a Medium Burst. If Burn Cycle wants to restore his Aura to it's original size and damage, he must spend a panel and attempt to beat Smokescreen in another power contest. Even though his Damage Aura has been reduced to level 2, he gets to roll the power contest using a multiplier of 4, his original level in Damage Aura. The Narrator rolls for Burn Cycle and gets 5x4 =20, while Smokescreen's player rolls 4x4 =16. Burn Cycle spends his panel restoring 1 level to his Damage Aura, so it is now functioning as Damage Aura 3 (Medium Burst).

Power Trick: X Mastery is a natural power to use to fuel power stunts. Instead of performing a full stunt, you can also use X Mastery to fuel a "Power Trick" which has a one time use, instead of being usable for the entire scene. It costs 1 Hero point to do a Power Trick, and the level of the power is equal to your level in X Mastery or less. If the power has an ongoing effect, it will last only 1 page unless you spend an additional Hero point to extend its duration an additional page.

Dampen Damage: You can hold your panel (or spend a Hero Die to interrupt) to dampen damage from X (a source your Mastery could affect) over a large area. You roll times your level in X-Mastery and this is added to the soak of everyone (and everything) in the area against damage done by X. A character with Quick Thinking can use it to interrupt to dampen damage. Dampening damage is especially useful when an ally is taking Continual Damage from X.

For instance Smokescreen and his team are inside a room that is on fire. While Smokescreen is perfectly safe here (he's got Immunity to fire), his companions and the building are not, and the 40 fire damage they're going to take this round could kill the innocent bystander that is trapped in here with them. Smokescreen rolls his Fire Mastery 4 and gets 11 x4 = 44, adding +44 to the soak of all the people and objects in the room against fire. Thus he completely dampens the fire damage... however, this takes his panel, and he cannot maintain this level of protection forever.

Manipulate the Environment: You can use X-Mastery to make changes to the area where you are fighting to give one side an edge over another. Roll X-Mastery vs. whichever enemy stat the Narrator feels is appropriate or whichever difficulty the Narrator assigns based on what you describe. Success indicates a moderate bonus or hindrance. If the Narrator allows it, you can attempt a Major bonus or hindrance, but you must succeed by 10. Note that this isn't the same as the Confuse or Weaken power- if it fills an area, it will affect everyone there, friend or foe.

Under "Boost" To make this more clear to the reader that Boost can affect a group of powers rather than just one specific power change "Mind increase that only affects damage on energy blasts." to:
"Mind increase that only affects your flame-based powers."

Page 55

Before the "Copycat" Power, add the following power:

Changeling
2pts; Maintained; Personal

You can alter your appearance. If you choose, you can also change your physical appearance to resemble that of anybody you have seen before. The shape you take on must be similar to your own—i.e. The form you take must walk upright, and have bilateral symmetry if that is your native shape. Not only does your appearance change, but you can change your apparent clothing and voice as well to match that of the person you are transforming into. As a 1pt Enhancement each, the change even duplicates their scent, fingerprints, or retina pattern.

To avoid notice, you make a Mind contest with others who know the person. If you fail, they will sense "something odd" about you, and if you fail by 20, they will know that you are an imposter. If you know the subject very well, you get a +2 Dice Bonus to your roll.

Note: you do not gain any of the special abilities of your new form—you only appear to be that person. Thus, transforming into a someone with claws will not give you effective claws to fight with—they just *look* like claws. Also, your ability cannot fool every means of detection. Blood tests, certain super powers, etc can discover the truth.

Page 71
Under "Ghosts" Change the "Weaknesses" from "Weaknesses: Silver Weapons & Holy attacks do double damage" to instead say

"Weaknesses: Vulnerability to Silver Weapons & Holy attacks"

Under "Headhunters" change "Range 5" to "Close Range". Remove "[Each carries only one such spear]" Add "[Limitation: Ammo Gadget]"

Under "Major Security Bots" change "Laser Beam: Special Attack 5 (Mid Range, x5 Dmg)" to "Laser Beam: Special Attack 3 (x5 Dmg, Mid Range)"

Under "Pirates" change "like is 1699" to "like it's 1699".

Page 72

Change the words "Body Slam" to "Slam" under the Elephant and Rhino description.

Page 76

Change the words "Body Slam" to "Slam" under the Triceratops/Stegosaurus/Akylosaurus description.

Page 79
Under "Bomber" change "Change "Machineguns: Special Attack 5" to say "Machineguns: Special Attack 1"

Under "Fighter Plane" change "Special Attack 5" to say "Special Attack 2"

Under "Flak Cannon" change "Special Attack 5" to say "Special Attack 2"

Under "Submarine" change "Torpedoes: Special Attack 5" to say "Torpedoes: Special Attack 1"

Under "Battleship" change "Big Guns: Special Attack 5" to say "Big Guns: Special Attack 0"

Under "Tank" change "Guns: Special Attack 5" to say "Guns: Special Attack 1", and change "(x5 Dmg, Mid Range, Medium Burst) 5pts." to "(x5+10 Dmg, Mid Range, Medium Burst) 5pts."

Page 90
Under "Grimoire" add the following sentences to the very end:
"Instead of replacing an old power, you can take a number of Setbacks equal to the point value of the new one. You can also spend a Hero Point to cast a new spell. This is a Power Trick, and works like a Power Stunt, but only for a single use instead of the whole scene. The maximum level of the power that the spell has is equal to your Occultism skill multiplier."

Change "Dwarven Warrior   11pts" to "Dwarven Warrior   10pts"

Page 91
Under "Elf Magus" change "Fireball (Mid Range, Medium Burst, x4 Dmg) [Limitation: Casting]" to:
"Fireball: Special Attack 1 (x4 Dmg, Mid Range, Medium Burst) [Limitation: Casting]"

Change "Stealth/Move Silently" to "Stealth/Prowling"

Under "Dragon" Change the following line "Fire Breath: Special Attack 5 (Long Line, x4+15 Dmg) [Limitation: Tiring] 4pts" to instead read:
Fire Breath: Special Attack 2 (x4+15 Dmg, Large Cone) [Limitation: Tiring] 4pts

Page 96
Space Enhancement Chart: "Roll" should be "Level". "Event Type" should be "Speed per Panel".
Page 103

Under "Adventurous Explorer" fix the misspelling: Capoeira.

Under "Jet Pack Jock" change the line "Art Deco Raygun: Special Attack 3 [Range 20, x4 dmg, Limitation: Easily Taken Gadget] 2pts" to instead say:
"Art Deco Raygun: Special Attack 1 (x4 Dmg, Mid Range) [Limitation: Easily Taken Gadget] 2pts"

Page 104
Under "Masked Detective" Change the line "Gas Gun: Immobilization 20, Range 5, Small Burst [Limitation: Ammo Gadget] 3pts" to instead say:
"Gas Gun: Immobilization 2 (20 Escape, Close Range, Small Burst) [Limitation: Ammo Gadget] 3pts"

Under "Monster Hunter" change the line "Sacred Weapon: Special Attack +1 Hit, +2DM [Limitation: Easily Taken, Enhancement: Extra Effect vs. Supernatural]3pts" to instead say:
"Sacred Weapon: Special Attack 3 (x3 Hit, x3 Dmg) [Limitation: Easily Taken, Enhancement: Extra Effect vs. Supernatural] 3pts"
Also change "Sacred Talisman: Daze, Radius 2 [Limitation: Only affects Supernatural, Enhancement: Extra Effect vs. Supernatural (x4 to initiate daze)]. 4pts" to instead say:
"Sacred Talisman: Daze (Medium Burst) [Limitation: Only affects Supernatural, Enhancement: Extra Effect vs. Supernatural (x4 to initiate daze)]. 4pts"

Under "Psychic Avenger" change the line "Cloud Minds: Daze Range 5, Small Burst 4pts" to instead say:
"Cloud Minds: Daze (Close Range, Small Burst) 4pts"

Page 106
Under "Stage Magician" the Statue, Flying Carpet, and Rope parts beneath the "Animation 3" power should all be equally indented with bullet points denoting each. Note that the "Magic Hat" is a separate power, not part of the Animation power.

Page 107
Where it says "Capture-Arrows Multi-Power" Bullet point the "Bolo Arrow" and "Flash-Bang Arrow" parts under the multi-power.

Page 108
Under "Brawler" the line "One-Two Combo: Paired Weapons 1pt" should be changed to say:
"One-Two Combo: Paired Weapons 2pts"
Change the line "Shoulder Throw: Push 2 (x8 Knock-back) 2pts" to instead say:
"Shoulder Throw: Push 1 (x6 Knock-back) 1pt"
Bullet point the Jab, Hook, and Haymaker attacks

Under "Brick" change super jump to 1pt and change "25 Pts (14 Stats 11 Powers)" at the top to say "24 Pts (14 Stats 10 Powers)". Also change "Shockwave: Push 2 (Range 5" to "Shockwave: Push 0 (Close Range".

Page 109

Under "Chameleon"
Change the line "Illusion 4 (Visual, Audio, Tactile, Olfactory) [Limitation: Personal] 3pts" to read:
"Changeling: [Enhancement: Scent] 3pts"

Under "Giant", change "Super Jump 2" to "Super Jump

After "Giant" and before "Living Elemental: Water" add the following new build:
Giant ROBOT

29 Pts (18 Stats, 13 Powers, -2 Weakness)
A creature that most Heroes face at some point in their careers, Giant Robots often attack the entire city at the behest of some villain! This particular model is equipped with several tentacles that end is deadly pincers!
Brawn 3 Agility 3 Mind 3
x4+25 Soak, -5x3 Defense
Weakness: *Power Source: Programming. A Giant Robot can be shut down with a 60 Computers/Hacking extended check. Of course, being able to get inside to reprogram it may prove difficult (but be sure to reward creative players).*
Powers:
Size 5 (5x5 Squares, Reach 5, +25 Soak, Damage, & Brawn; -5 Dice Pen. Defense) 5pts
Extra Limbs 3 (+3 Dice Bonus to certain rolls) 3pts
Pincer Claws: Special Attack 1 (x4+25 Dmg) 1pt
Armored Body: Armor 1 (x4+25 Soak) 1pt
Blaster Turret: Special Attack 1 (x4+25 Dmg, Mid Range) [Limitation: Cannot attack anything underneath itself] 2pts
Sensor Bulbs: Super Senses 2 (Thermal Vision, Radio Hearing) [Limit: Fragile Gadget] 1pt
Variations on the Theme: *Instead of multiple tentacle arms, perhaps you want a more anthropomorphic Giant Robot. In this case, remove "Extra Limbs" and replace with Paired Weapons and Double Taps.*
Recommended Advantages & Disadvantages: *Unliving, possibly Non-Sentience if it must be controlled, Susceptibility (Agility) if it loses two or more of its limbs. Each leg has 50 Hits/40 Soak, separate from the Body's own Hits.*
Recommended Skills: *Athletics x4/Climbing/Running, Military/ Tactics, Science/Physics, Computers/Programming*

Page 112
Under "Stretcher" change "28pts (12 stats, -2 Weakness, 18 powers)" to:
"26pts (12 stats, -2 Weakness, 16 powers)"

also change: "Movement Multi-power 5pts
Bouncing: Super Jump 2(40 squares)
Rebound: Super Speed 3 [Limitation: Movement Only]" to instead simply say:
"Bouncing 3pts"

Page 113
Under "Amazon": Change the line that says "Martial Arts Mastery 2 [Enhancements: Variable, All Hand-to-Hand] 4pts" to instead say "Weapon Technique 2 [Enhancements: Variable, All Hand-to-Hand] 4pts"

Under "Behemoth" change "Super Jump 2" and the "2pts" part of that line to just say "Super Jump" and "1pt". For the total cost at the top change it from "37 Pts (16 Stats, 21 Powers)" to "36 Pts (16 Stats, 20 Powers)" Also change the line "Shockwave: Push 3 (Large Burst, x10 Knock-Back) 3pts" to instead say: "Shockwave: Push 0 (Large Burst, x10 Knock-Back) 3pts"

Under "Champion of Justice/Evil" change the line "Super-Senses 3 (Telescopic Vision, Microscopic Vision) 3pts" to say:
"Super-Senses 3 (Telescopic & Microscopic Vision, Directional Hearing) 3pts" and also change "Repulsor Blast: Push 5 (Medium Line, x10 Knock-back)" to instead say:
"Repulsor Blast: Push 3 (Medium Line, x10 Knock-back)"

change the line "Special Attack 5" to "Special Attack 3"

Page 115
Under "Demi-God" the "Straight Toss" "Power Unleashed" and "Plow Through" uses of his Epic Magic Weapon power should be bulleted in.

Under "Light Master" Change "38 Pts (12 Stats, 26 Powers) " to "39 Pts (12 Stats, 27 Powers)"
And also change "Laser Bolts: Special Attack 3 (x4 Damage, Mid Range) 3pts" to:
"Laser Bolts: Special Attack 1 (x4 Damage, Mid Range) 3pts" and also change "Force Multi-power, 6pts:" to
"Force Multi-power, 7pts"

Page 117
Under "Master Crime-Fighter/Master Criminal" Change:
"Smoke/Flash bombs: Confusion -4, Close Range, Small Burst [limitation: Ammo Gadget]" to say:
"Smoke/Flash bombs: Confusion 2 (-4 Penalty, Close Range, Small Burst) [Limitation: Ammo Gadget]" and also change:
"Cowl: Super Senses 3: Thermal Vision, Radio Hearing [Limitation: Fragile Gadget (30 Hits/15 Soak)] 2pts" to instead say:
"Cowl: Super Senses 3: Thermal & UV Vision, Radio Hearing [Limitation: Fragile Gadget (30 Hits/15 Soak)] 2pts"

Page 118
Under "Power Armor" change "Super Senses 5 [Microscopic Vision, Telescopic Vision
Thermal Vision, Radar sense] 5pts" to instead say:
"Super Senses 5 [Microscopic, Telescopic, & Thermal Vision, Radio Hearing, Radar sense] 5pts"

Page 119
Under "Stellar Sentinel" change the top line from "40 Points [10 Stats, -2 Weakness, 32 Powers]" to instead read "42 Points [10 Stats, -2 Weakness, 34 Powers]" and change the line "Offensive Multi-power; 6pts" to instead read "Offensive Multi-power; 8pts"

Page 120
Under "Cosmic Herald" change "Star Bolts: Special Attack 4 (Mid-Range, x6 Dmg) [Enhancement: Space (6 Grid range)] 5pts" to instead say:
"Star Bolts: Special Attack 2 (Mid-Range, x6 Dmg) [Enhancement: Space (6 Grid range)] 5pts"
Also change "Recommended Advantages & Disadvantages:" to be the proper font.

Page 124
Beneath "Buying Advantages" add the following:
"Free Disadvantages: Instead of getting a Character Point for a Disadvantage (they "cost" 0 pts) the Narrator gives 1-3 Hero Points when the Disadvantage impacts the Character."

Heroes to the Rescue Introductory Adventure
Before the Index, insert the Heroes to the Rescue introductory adventure

Quick Build Sheet:
At the beginning of the Movement Powers box, add:
"Bouncing | 3pts"
Between "Fleet of Foot" and "Martial Arts Mastery" in the Intense Training Powers box, add:
"Heightened | 1pt"
Between the "Boost" and "Copycat" power in the Biomanipulation Powers box, add:
"Changeling | 2pts"
In the Perception Powers box, change "Super Senses | 2-5pts; Sustainted" to "Super Senses | 1-5pts; Sustainted"

Change Super Jump from "2pts" to "1pt"

Under "Stealth" change "Moving Silently" to "Prowling"

Under "Advantages & Disadvantages" remove the line "Take up to 3 Ads, then take an equal # of Disads".
Add the following to the "Ads" list, add "Versatile, Fearless"
Add the following to the Disads list: "Duty, Physically Challenged"