

DEGENESIS



REBIRTH EDITION

ENGLISH ERRATA V 1.0

GAME MECHANICS

MAXIMUM ACTION NUMBER

The maximum Action Number (Attribute+Skill) is 12D – that being Attribute at 6 and Skill at 6. The maximum Action Number at character creation coming through Culture, Concept and Cult is separate from this and applies only for character creation. Attributes and Skills can be increased above the maximum for character creation through experience points later. The minimum Action Number is always 1 as every Attribute counts at least one point whatsoever.

> KatharSys, page 27

COOPERATIVE COMPLEX ACTIONS

The second example on page 21 (KatharSys) for a cooperative complex Action rule is misleading. It states that the first Preservist who rolls only 2 Successes doesn't reach the threshold of 3, therefore losing all Successes. This is wrong. There is no threshold in cooperative complex Action rolls.

> KatharSys, page 21

MULTIPLE ACTIONS AND MOVEMENT

In KatharSys it is said, that characters and opponents can move up to two meters in their turn without penalties or they run up to a maximum of BOD+Athletics in meters, thereby receiving a -2D penalty. One "turn" can hold multiple Actions under certain circumstances. When a fighter rolls three Actions, he must not run more than BOD+Athletics distributed among those three Actions. The penalty applies as soon as he runs more than the above mentioned 2-meter threshold. Under certain circumstances, for example with three Actions, this penalty may not necessarily apply for Action 1 but then do so for Action 2 and 3.

> KatharSys, page 101

MOVEMENT DURING AN ACTION

Movement and Action are considered a Complete Action and they are not to be separated. A character can therefore walk some meters, attack and then walk some more meters within one single Action. Or he attacks and then moves afterwards. At the beginning of his turn the player must announce how many meters the character wants to move to count in possibly occurring penalties on movement to his Actions.

RELATIVE SPEED

When two motorized or mounted opponents clash, the relative speed is determined. On a frontal collision the speed of each opponent is being added up. When one opponent approaches from behind, the difference of both speeds is applied. On a collision angle of around 90° both the speeds count separate. Everything in between is to be estimated by the game-master.

> KatharSys, page 111

ENCUMBRANCE

A penalty coming through Encumbrance applies to all Action Numbers and to the Initiative roll.

> KatharSys, page 103

TRIGGER

When Triggers are applied to activate Potentials or certain gear, they are not consumed by doing so. They are still available for further effects during this Action, unless the effect states otherwise (See Katharsys p. 124, Splayer Specialty "Cutting"). In case of doubt the Game Master decides the order of triggered effects.

> KatharSys, page 19

TWO-HANDED COMBAT

The handling of all wielded weapons is being added up in two-handed combat. If the attack with the first weapon fails, so does the second attack automatically.

> KatharSys, page 106

EGO POINTS

Extra dice (+D) gained through invested Ego Points are being added to Initiative (PSY+Reaction) as well as the first Action roll of this turn. That also counts for a Combination roll: only the first of the two Action rolls is being supported by the extra dice through Ego Points. Out of combat, Ego Points can be used when something is a stake or something has to be achieved under pressure of time.

> KatharSys, page 100

MENTAL DEFENSE

The Action roll for Mental Defense (PSY+Willpower/Faith) does not cost an Action as long as it is demanded through external circumstances. It can be necessary though to actively oppose an already consisting mental effect with an Action in order to break it. Whether this is necessary or even possible can be found in the description of the certain effect.

> KatharSys, page 107

LANGUAGES

In KatharSys there is no direct Skill for understanding or speaking different languages. This can be depicted by a roll on INT+Science as this Skill can also be considered as a measure of general education and understanding of foreign grammar. Guideline: for each rank in this Skill one foreign language can be rudimentarily understood and spoken. The languages are congruent with the seven Cults. Dialects and different jargons can be applied through a CHA+Expression roll.

> KatharSys, page 15

CULTS AND RANKS

SCRAPPERS: RANK BADGER

Rifle means a shotgun or a hunting rifle. The rifle is not bound to the Cult.

> KatharSys, page 61

SCRAPPERS: RANK MECHANIST

The toolkit can be leveled up (1-3) and awards +1D per level on AGI+Crafting as well as +1D per level to AGI+Dexterity. The toolkit equals the one (wrongly) described as "Tool bag" in the table "Technology" on page 166 (KatharSys)

> KatharSys, page 61

CLANNERS: RANK CHAMPION

"Combat Skill" in the prerequisites means:

BOD+Brawl, BOD+Melee or AGI+Firearms.

"Engineering Skill" refers to: INT+Technology,

INT+Science or INT+Artifact Lore.

Each clan creates its own requirements for its champions.

> KatharSys, page 57

POTENTIALS

FISHERMANS BLOOD

The Anabaptist does not frenzy if he suffers more than 50% of his bearable Fleshwounds, but if he suffers more damage than 50% of his bearable Fleshwounds+Trauma. This potential can only be purchased once and cannot be upgraded

> KatharSys, page 87

ALMANACH

ARMOR QUALITIES: TERRIFYING

Only the source with the highest Terrifying-difficulty has to be contested with a PSY+Willpower/Faith roll. The difficulties of multiple sources are not added up.

> KatharSys, page 162

ARMOR

Armor cannot be worn in multiple layers. It is possible though to wear a coat or a cape over your armor. The Encumbrance is then added up, but the Armor rating is not. As long as the Armor rating of the main armor equals 1-3, the additional armor increases the overall Armor rating by +1, no matter how high the actual rating of the additional armor would be. Wearing armor with an Armor rating of at least 4, additional armor does not provide any more Armor rating.

> KatharSys, page 163

HELLVETIC AND PALER GRENADES

Name	Effect	Enc.	Tech	Value	Ressources	Cult
Shock grenade	Radius 5m. Targets cannot use Ego points for 2 turns.	-	IV	110	2	Hellvetics, Palers
Smoke grenade	Creates an obscuring cloud of smoke, radius 5m, heavily dependent on wind conditions, -4D on all actions requiring sight.	-	IV	80	2	Hellvetics

CARTRIDGES

Cartridges for Cartridge launchers and Fungicide Rifles are especially designed for each weapon and therefore cannot be mixed.

> KatharSys, page 126 / 160

TRANSPORTATION

The overall Encumbrance of items in a transport aid is decreased by -X. In case of a sleigh, that means the Scrapper pulling the sleigh gets +1 on his Encumbrance, but at the same time the Encumbrance for all the items transported is decreased by -3. The sleigh therefore enables the character to transport more items up to Encumbrance 2.

> KatharSys, page 166

ARMED MELEE TABLE

Layout in the "Armed Melee" table on p. 157 has been shot. Move numbers for Knife and Stiletto one to the left.

> KatharSys, page 157

MARVEL

Marvel rifles always start as muzzle loaders. With the help of modifications their owners can change the barrel and therefore gain a new caliber

> KatharSys, page 136 / 159

TUNNEL SHIELD

The carrier gets a penalty of -2D on all attacks, as long as he is wielding the shield in combat.

> KatharSys, page 133

FROM HELL

STUKOV SCORPIONS

The body of a Stukov Scorpion is about 30cm long. Counting the tail, a grown adult can reach up to over a meter. We suggest a toxin with the following effects:

Potency: 6

Effect: -1 BOD and -1 AGI per round;
when both fall to 0, the victim is paralyzed,
Duration: 2 days

> KatharSys, page 211 / 250