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Page 2 Creating characters

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### Focus Character story

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### HH Setting information

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### Environ information

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### Gear and Money Related

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## Aircraft

Page 82 Hinterland Aeronautica magazine cover page  
Page 55 Science of navigating (Bottom of page)  
Pages 57-58 "Lightning" crystals (should be lightening crystals)  
Pages 59-60 History of DC3 and the Ai' Ai' Garnosh  
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## Game-like rules

Page 69 Gambling  
Pages 83-87 Skills (Consider dropping them, as most games have their own skill rules.)  
Pages 88-91 Magic (Again, consider dropping. Magic in most games is very specific and you can't just tack on new spells without a lot of work.  
Pages 91-92 Psi powers (like above about Magic)

## NPCs

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## Scenarios

Pages 93-95 Scenario One: Pig in the Pokey  
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