

Errata for Worlds of Cthulhu issue 2

p. 6, Black Powder Guns (01%). The entry should read as follows: "Black-Powder Guns (20/01%). Necessary for the use of black-power weapons, guns which are not loaded with cartridges but loaded sequentially with percussion caps, balls, and powder. See the new combat rules below for more. Some characters will be experienced in handling black-powder weapons and their skill thus starts at 20%. Others are not, and their skill starts at 01%. The keeper decides who qualifies. It should be easy. A school marm starts at 01%, a Cowboy or Bounty Hunter starts at 20%. The character's background should be the deciding factor."

p. 9, Black Powder Weapons rules. The following caveat should be added to the rules: "The keeper should only enforce the results of Black Powder Weapons skill roll when the shooter has loaded his weapon whilst stressed (e.g. in a hurry or under fire) or at times of dramatic plot. A roll of 00 should always fail, but a weapon loaded carefully and at the shooter's leisure should be more reliable than one loaded haphazardly and quickly, and a Black Powder Weapons skill roll should be modified at the keeper's direction to generally succeed."

p. 11, Some of the dates given for the calibers are wrong. The following should be used instead:

.32-20 Winchester – 1882
 .32-40 Ballard – 1884
 .38-40 Remington – 1875
 .40-50 Sharps – 1869 (necked); 1879 (straight)
 .40-70 Remington or Sharps – 1876
 .43 Spanish (11.5x57Rmm Reformado) – 1867
 .44-40 Winchester – 1873
 .44-77 Sharps – 1869
 .44-90 Creedmoor – 1873
 .45-70 Govt. – 1873
 .50-70 Govt. – 1866

p. 12, Melee weapons table. The entries for 'Rock, thrown,' 'Spear, thrown' and 'Tomahawk, thrown' have "+? db". This should read "+½ db".

p. 12, Melee weapons table. The line "* Can inflict critical hits" should read "* Can impale".

p. 20, Character sheet. The Severe Wounds section of the sheet lists death as occurring at the point of the fourth severe wound. This contradicts the explanation on p. 13: "[T]he third time his hit points fall to or below zero, he finally bites the dust." . This is a matter of interpretation. Death does indeed occur when hit points reach zero for the third time. The fourth severe wound slot is marked as fatal because it is and cannot occur because the character is dead already.

p. 25, Texas Jim. "Attacks: Two .44 Colt Navy revolvers 60% [...] 1D10+1+1D4." This should be "Two .36 Colt Navy revolvers..." (damage 1D8+1D4) or "Two .44 Colt Old Model Army revolvers" (with the printed damage [but see next point]).

p. 25, Texas Jim. His revolvers are overcharged to "+30% range and +1D4 damage". This should be "+40% range and +1D4 damage" or "+30% range and +1D2 damage". See the overcharging table on p. 10.

p. 26, Irish Bill. His revolver is overcharged to "+10% range and +1 damage". This should be "+20% range and +1 damage". See the overcharging table on p. 10.

p. 68, Annales. "Some passages in the older language may have been beyond the translator's ability, or perhaps While none know..." Should read: "Some passages in the older language may have been beyond the translator's ability, or perhaps lost. While none know..."

p. 68, Annales. Identify Spirit is a rulebook spell, not a CDA spell.

p. 68, Lucien Wycham His Boke of Magick. "12 weeks to skim" ought to read "12 hours to skim".

p. 93, Overview of Events. "...the cryptic announcement '60 seconds to jump' which gives the characters just less than an hour ...". Clearly "60 seconds" ought to read "60 minutes".

p. 129, Linguist feat. "Benefit: Each time you select this feat you learn two additional languages." Should read "...you become fluent in two additional languages".