

SIDEKICK SOURCEBOOK

ERRATA V1.1

We tried really hard this time gang, but pobody's nerfect. Here's the official "fix" list for Sidekick Sourcebook, also available at the Pulsar Games Inc. website: <http://www.pulsargamesinc.com/>

CHAPTER II: Advantages

No Vital Areas

The OV penalty for using Critical/Devastating Attacks against Characters with No Vital Areas is still determined in Column Shifts as normal, not APs as stated. It is solely RV that is converted to APs, and not Column Shifts as normal.

CHAPTER III: Drawbacks

Alter Ego

The Bonus points for taking Alter Ego more than once in order to create a gestalt are only given to the powered form, not the normal forms.

CHAPTER IV: Linking

Linking is Chapter IV (4), not Chapter VI (6). Limitations are Chapter VI, as noted.

In the example for Linking, if the same Character had taken 3 RAPs of Physical Damage, he would have a Current Body Condition of 5 but would still have 8 APs of Body and Energy Blast, not Skin Armor.

CHAPTER V: Bonuses

Charge Object

First Paragraph, Last sentence

READS: Charging an object is an Automatic Action that takes APs of time equal to APs of Power minus APs of the object's Body.

SHOULD READ: Charging an object is an Automatic Action that takes APs of time equal to APs of the object's Body minus APs of Power, minimum 0 APs.

CHAPTER VII: Powers

Snare

The original version of this Power is on page 88 of the Blood of Heroes Main Book.

Two Dimensional is a Physical Power, not a Mental Power.

CHAPTER VIII: Skills

Martial Artist - Clarification: The Techniques Bonus may be referred to as either a Bonus or a Subskill. If it is referred to as a Subskill, the Factor Cost of Martial Artist is 7. If it is referred to as a +1 Factor Cost Bonus, the Factor Cost of Martial Artist is 6 and becomes 7 if the Bonus is taken.

CHAPTER IX: Rules

The example for Combat Situations, replace the name "Captain Man" with the name "Phaser", whenever it appears.

NOTES

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