

Wild Talents Essential Edition

First Printing Errata

We printed a short run of *Wild Talents Essential Edition* for GenCon release, and unfortunately several errors crept into that book that we've corrected for the second, larger print run.

Here are the substantial changes; most of them have to do with the addition of a "Reduced Capacities" flaw that serves as a step between full power capacities and the "No Capacities" flaw. A handful of typos and incorrect words were also changed that aren't worth listing here.

Page 75: Declarations and Dice Pools. Change "Minions declare last in a combat round" to "Minions declare first in a combat round."

Page 94: Hypertrained. Change text to: "You can purchase any number of hyperskills and any kind of dice with them. This includes hyperskills only, not native skill dice."

Page 94: Inhuman Stats. Change cost to "1+ Points." Change text to: "Characters with this permission have limits on stats that are different from the ordinary limits. Where humans are limited to five "native" dice in a stat (not counting hyperstat dice; see page 113), your archetype might have more, perhaps even in more than one stat. In addition, the maximum allowed stat sets the maximum allowed skill for all skills based on that stat.

This permission costs 3 Points for each inhuman "native" stat. That stat, and all skills based on it, can have up to 10d rather than the normal 5d limit, and can have hard dice or wiggle dice.

For each allowable "native" stat die lower than five in any stat, subtract 1 Point from the cost of this permission. This also restricts your maximum dice with skills associated with the restricted stat. The permission has a minimum cost of 1 Point.

For example, if your archetype allows you to have up to 10 dice in Body (and Body skills), the Inhuman Stats permission costs 3 Points. If it also allows a maximum of only three dice in Coordination (and Coordination skills; two fewer than usual), the permission costs only 1 Point."

Page 95: Peak Performer. Change text to: "You may purchase any kind of dice with your "native" stats and skills—up to the normal limit of five dice in a stat or skill unless you have Inhuman Stats. You can have 5wd in Body, for example, or 5hd in Coordination and 5wd in Body, but not 6d in either one."

Page 95: Prime Specimen. Change text to: "You can buy hyperstats (but only hyperstats; not native stat dice) without restriction."

Page 95: Super. Change text to: "You can purchase any number and types dice with of hyperstats, hyperskills, and powers. This permission does not allow native stats and skills beyond 5d or with hard dice or wiggle dice; that requires a permission like Inhuman Stats or Peak Performer."

Page 100: Anachronist. The cost of the archetype is 20 Points; add the Mutable intrinsic.

Page 101: Godling. The cost of the archetype is 20 Points; remove the Custom Hit Locations intrinsic.

Page 102: Mystic. The cost of the archetype is 21 Points; add the Mutable intrinsic.

Page 113: Mixing and Matching. Change the second paragraph to: "If you are allowed to have hyperstats and hyperskills, you can also take extras, flaws, and additional power quality levels on your ordinary stat or skill dice. In fact, if you want an extra or additional power quality level to work on your entire stat or skill dice pool, you must take it on all the dice in that stat or skill, including your "native," non-hyper dice."

Remove the third paragraph.

Change the fourth paragraph to: "Some characters have stats or skills that exceed human maximum, and can have extras, flaws, and additional power qualities, but that aren't considered hyperstats or hyperskills. (See the archetype permissions Inhuman Stats and Peak Performer.) The superhuman nature of your stat or skill isn't a Talent that sets you apart; it's fundamental to your existence, the way ordinary stats and skills are fundamental to ordinary humans. In that case, the stats and skills are bought at normal stat and skill cost (5 per die for a stat, 2 per die for a skill), for however many dice you take or whatever types of dice you have."

Page 120: Add the following extra: Native Power (+1): Your power is not a superpower at all, but a native ability as natural to you as walking or talking is to a normal person. You do not lose this power if a power like Nullify disrupts your archetype's sources or permissions.

Page 127: No Capacities. This flaw is worth -2 per die, not -1.

Page 127: Add this flaw: "Reduced Capacities (-1): The power quality's capacities are reduced to one-tenth normal: 10 lbs instead of 100 lbs, 64 yards instead of 640 yards, and so on."

Page 127: Self Only. This flaw is worth -3 per die, not -2.

Page 134: Custom Hit Locations. Power cost is 3 per die; the Self Only flaw is worth -3.

Page 135: Duplicates. Power cost is 10 per die; the Self Only flaw is worth -3.

Page 136: Extra Tough. Power cost is 3 per die; the Self Only flaw is worth -3.

Page 138: Healing: Power qualities are U+1; the No Capacities flaw is worth -2.

Page 139: Hyperskill and Hyperstat. *Clarification:* Hyperskill dice and Hyperstat dice are affected like other powers when a character is reduced to zero Willpower. This is in contrast to native skill and stat dice that are superhuman (and which cost more than hyperskill and hyperstat dice), which are not considered powers and therefore are not affected by loss of Willpower, just like a normal human's stat and skill dice.

Page 140: Immunity. Power cost is 3 per die; the Self Only flaw is worth -3.

Page 140: Insubstantiality. Power qualities are A D U+1; the No Capacities flaw on Useful is worth -2.

Page 141: Invisibility. Power cost is 5 per die; the Self Only flaw is worth -3.

Page 141: Invulnerability. Power cost is 19 per die; the Self Only flaw is worth -3.

Page 143: Multiple Actions. Power cost is 2 per die; the Self Only flaw is worth -3. Add the following text: "The bonus dice are available for the power's duration, but once you use them you must activate the power again to gain more."

Page 145: Regeneration. Power cost is 5 per die; the Self Only flaw is worth -3.

Page 145: Resilient. Power cost is 3 per die; the Self Only flaw is worth -3.

Page 146: Size Shift. Power cost is 5 per die; the Self Only flaw is worth -3.

Page 149: Willpower Battery. Power cost is 2 per die; the Self Only flaw is worth -3.

Page 154: Henry "Wraith" Francis. See the free download for updated character stats.

Page 156: "Rabid" Anne Gareth. See the free download for updated character stats.

Page 158: Dr. Jurassic. See the free download for updated character stats.

Pages 168 to 171: Wild Talents Reference. See the free download for updated reference sheets.

Pages 172 to 173: Wild Talents character sheet. See the free download for an updated character sheet.