

SAVAGE WORLDS ADVENTURE EDITION UPDATES

UPDATED 5/29/2019

All errata and clarifications listed below have been updated into the latest version of the PDF. Re-download from www.peginc.com or DTRPG.COM if you note a discrepancy.

- **P43 MARKSMAN:** Replace the existing text with:

The hero is a natural with ranged weapons. If she doesn't move in a turn and fires no more than a Rate of Fire of 1 as her first action, she may add +1 to an Athletics (throwing) or Shooting roll, or ignore up to 2 points of penalties from Called Shots, Cover, Range, Scale, or Speed. This is a lesser version of the Aim maneuver and does not stack with it. Marksman doesn't apply to additional attacks after the first.

- **P56 CAN'T SWIM:** Summary should say:

Can't Swim (Minor): -2 to swimming (Athletics) rolls; Each inch moved in water costs 3" of Pace.

- **P57 SUSPICIOUS:** Summary should say:

Suspicious (Minor/Major): The individual is paranoid. As a Major Hindrance, allies subtract 2 when rolling to Support him.

- **P79 MINEFIELDS:** "Failure means..." should read "Success means..."

- **P97 AIM:** To make it a bit more clear that the bonus applies to your *next* turn, add this to the second paragraph: "If a character spends her entire turn Aiming a ranged weapon at a particular target and takes no other actions, on her next turn she may..."

- **P103 MULTI-ACTIONS:** Add this to the bottom of the section:

Free Actions: Multi-Action penalties do not apply to free actions.

- **P112 EXPERIENCED SOLDIER:** Increase Stealth to d6.
- **P143 SOCIAL CONFLICTS:** Under Trials, 2nd paragraph. Change "...at least four tokens..." to "...at least three tokens..."
- **P165 OBJECT READING:** Delete Audible History Modifier and replace with:

Strong (+2): The caster can see or hear from the item's creation forward.

- **P165 PROTECTION:** Change: "Protection doesn't normally stack with other armor, but see the **Toughness** modifier." to "Protection stacks with all other armor, natural or worn, and is negated by AP as usual." (Toughness stacks as well but is *not* affected by AP.)
- **P165 PROTECTION:** The Toughness Modifier was changed to +1 instead of +2.
- **P178 TENTACLES:** Replace with the following text.

TENTACLES

The creature has a number of "tentacle actions" specified in its description (usually 2 or 4). Tentacle actions collectively count as one of a creature's three potential actions for the turn. The actions must stem from the tentacle in some way—usually a Fighting, Shooting, or grappling attack, but this is the GM's call.

If the creature is a Wild Card, it rolls its Wild Die with each tentacle action as usual.

If the being performs other actions on its turn, such as Taunting or casting a spell, these and the tentacle actions are affected by the Multi-Action penalty as usual.

Grappling rolls made with tentacles get a +2 bonus, and "crushing" causes the creature's Strength in damage unless otherwise listed.

Severing a tentacle is a Called Shot. If damage exceeds the creature's Toughness, the limb is severed and the monster is Shaken. If it was already Shaken, it takes a Wound.

- **P186:** Orc Chieftain. Change to:

Pace: 6; **Parry:** 8 (or 7 great axe); **Toughness:** 12 (4)

MINI-SETTINGS BOOK

ABYSSAL

- **P22 RESCUE AT SEA:** The Dramatic Task should say "There are 25 survivors and the party has four rounds to save them. Each success and raise rescues a survivor. (See the **Multi-Person Tasks** section under **Dramatic Tasks** in SWADE.)"

TESLA RANGERS

- **P29 EDGES:** Gadgeteer *is* available in Tesla Rangers.
- **P29 GALVANIC ENGINEER (Requirements):** Ignore the "Special" requirement.
- **P33 RUST STORM:** In the second paragraph, the Dramatic Task section should say: "He must acquire six Task Tokens in four rounds to reach the eye of the storm where a trio of rust devils await the group. If the group fails during a Complication, they make it but are Exhausted and ambushed by the creatures. If they simply fail, they make it but are Fatigued."



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