

# SPACE CONSPIRACY

*"I never made a mistake in my life; at least, never one that I couldn't explain away afterwards."*

*-Rudyard Kipling*

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## **ERRATA SHEET FOR SPACE CONSPIRACY VERSION 1.0**

### Play tester name misspelled

On page 2, beneath the **Play Testers** heading, the name "Tom Koleman" should have been spelled "Tom Kollman." This problem could have been avoided if he spelled his last name "Coleman" which would have meant that he was a wealthy heir to a thermos and camping manufacturing fortune and thus would not be spending his life as a lowly play tester.

To avoid ever making this error again, Blackclaw Games now requires all play testers to legally change their names to however we decide to spell them in the final publication.

### Same graphic used twice

On page 65 and page 203, the same graphic was used. To correct this, cut out the explosion graphic below and tape it into the book over whichever explosion you feel like replacing.



### Players and monsters not dying fast enough

When using higher level characters and monsters, combat can become protracted. If you want to speed things along, consider adding 1 point of additional bonus point of damage for every level of the character or monster. So in the hands of a 13th level character, a Wyvern Assault rifle would do 2D6+13

points of damage. A Big Foot's slam attack would do 3D8+8 points of damage, since a Big Foot is an 8th level monster.

Another, slightly less lethal, option is to go up to the next level die on all the weapons. A weapon that uses a 4 sided die would now use a 6 sided die. A weapon that uses a 6 sided die would now use an 8 sided die, and so on. Under this rule, the Wyvern Assault rifle would do 2D8 points of damage for any level character. A Big Foot's slam attack would do 3D10. For weapons that use a 20 sided die, this would finally be the chance for you to use a 30 sided die! Or you can just roll a 10 sided die alongside the 20 sided die for the additional damage.

### Running People Over

Under the Running People Over rules on page 161, the target of the attack gets an attack against the vehicle or its occupants right before the attempted impact occurs (Nearby range).

### Inspire

On page 31, we listed a class skill for counselors called "Inspire" and then proceeded not to list any such skill in the skills section. We had intended to cut this skill out on account of counselors already being too awesome, but then forgot to remove the skill from the list of class skills.

Since we feel bad about it, and to reward you for actually reading the errata (seriously, does anyone read this thing?), we'll list out the inspire skill here.

### **Inspire [Personality] (Counselor Skill)**

The Inspire skill allows a counselor to motivate a fellow team member so that they have a shot at achieving some goal, such as dancing really well or staying alive for another 10 minutes. By giving an incredibly motivating speech, the councilor can temporarily raise a stat score of a chosen team member. The team member must be able to hear and understand the counselor for this to work. The success level is equal to the current value of the stat being raised (i.e. if the counselor is trying to increase the strength of a team member with Muscles of 4, the success target is 4). A success increases the stat by 1 for the duration of an encounter or task. If a success doubles what is needed (i.e. needs a 4 and got a matching pair of 8s), the stat is increased by 2. Any stat can be increased, but only one stat can be increased at a time. Once someone is inspired, that's as inspired as they are going to get. However, they can be inspired multiple times a day.