



Errata

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Information is organized by sourcebook, presented in the order Core Books, Sourcebooks, Adventures, and Other, and then in order of stock number. If there is no information under a book or chapter heading, then no errata have been recorded for that section as of the publication time of this document. Please check the version number and release date of your copy of this document against the one posted on our website, to ensure that you have the latest version.

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1879 Players Guide™ (FAS52101)

Game Concepts

The Rule of Three, p.30: Penalties and bonuses are counted separately. Penalties do not crowd out bonuses. The three largest penalties apply. The player chooses which three bonuses apply to their character. The Rule of Three was kept for two reasons - one, to prevent powergaming, and two, because **1879** was developed from a version of CoreStep unbolted from **Earthdawn** before the current iteration of **Earthdawn** was finalized. This second reason has resulted in a lot of errata. Sorry about that.

History of the Worlds

Races

Character Creation

The word "Free" is overused, like the word "Level" in That Other Game. Its meaning is determined by context and whether or not it is capitalized. You get free Skill Ranks in certain Skills. Getting Ranks in your Free Skills may be a different thing based on where you are in character build. Getting a free Rank in a Free Skill uses the word twice, but in one case it's not capitalized, referring to a Rank that you are given and do not have to buy, and in the other is capitalized, referring to a Skill that is not Core or Optional, but Free and not related to your Profession.

Initial Skills

The paragraph on page 72, and the table on p.266, are both incorrect. Starting characters receive 8 Skill Slots for Core and Optional Skills, not 6. A starting character thus gets one Skill Slot for their Profession Skill, two for their Language Skills (Speak and R/W), eight for Core and Optional Skills, and four for Free Skills, for a total of 15 Skill Slots:

- 1 – Profession
- 2 – Language
- 8 – Core / Optional
- 2 – Knowledge (Free)
- 2 – General (Free)

You are not required to use all of the Core/Optional and Free Slots, but any not filled at the end of character build are lost and cannot be used later.

You need four Core Skills, at a minimum Rank of 2, to advance to PR2. This means that you need to take four Core Skills at character build. We suggest going on and filling your 8 PR1 C/O slots at character build with 4 Core and 4 Optional, and not leaving any empty slots, as you'll be losing character effectiveness if you leave empty slots. You can then add an Optional at PR2, but remember that you will need to add another Core Skill at every PR in order to keep advancing.

Language Skills, pp.72-73

The Speak Language and R/W Language Skills are given to all characters and do not count against Skill Slots in any way, shape, or form. You get one free Rank in each at character creation that does not come from any other pool, allocation, or grant. Any further Ranks in these two Skills at character build must come from the five Ranks available to distribute to Knowledge, Language, and General Skills. See **Assign Free Ranks** on p.72, which if it wasn't a heading would say "assign free Ranks" to avoid confusion due to capitalization.

Free Skills, pp.72-73

You get 4 free Skill Slots for Free Skills, two of which should be used for Knowledge Skills and two of which should be used for General Skills. The two Knowledge Skills, each using a free Slot, are Free Skills, not related to the character's Profession, and each get one free Rank. Come see the overuse of

the word inherent in the system. The two General Skills must have Ranks allocated from the pool of 5 free Ranks, which can also be distributed to the two Knowledge Skills (each of them already at a Rank of 1) and the Language Skills (each of them already at a Rank of 1). You are not required to use both General Skill Slots, but if you do not fill them, you lose them. Likewise, you do not have to take two Knowledge Free Skills, but if you only take one, you lose the free Skill Slot that your other Free Skill could have gone into.

Health Ratings, p.70

There are two different types of damage: Physical Damage and Stun Damage. A character's Death and Unconsciousness Rating represents the amount of each type of damage the character can take. When your character's damage (Physical plus Stun) equals or exceeds their Unconsciousness Rating, they fall unconscious and can take no further actions until their Damage is reduced. Once a character's Unconsciousness Rating has been reached, they will not take any further Stun Damage. When their Physical Damage equals or exceeds their Death Rating, the character dies.

Boojum Distribution

The Boojum distribution is more like Shadowrun than Earthdawn, in that there are only the four meta races on Earth. There have been no obsidimen or windlings seen as of yet, and there have been no Saurids to migrate to Earth. Approximately ten percent of the population transformed, or will transform as the mana level in remote areas rises, with the numbers evenly divided between elves, dwarves, snarks, and trolls. Only about half of the trolls survive, due to the difficulties of transformation. When a base stock human passes through the Rabbit Hole, there's a chance of their transforming, but the odds of it happening vary wildly. You might have a train where nobody transforms, followed immediately by one where half the passengers are changed. The Rabbit Hole environment should never be predictable. Most people do not know, or care, about the actual percentages and the chance of LGF. There's a Galvanic researcher in the London book who's done some serious work on determining this, and finding the actual reason for LGF, but his work is over the heads of the populace, and they might not care anyway, as his work contradicts the malicious interpretation of Darwin that the bigots are using.

It's worth noting that the mana field of Earth has not stabilized. It's still got thin spots. It may be a couple of years before Earth achieves a global average mana level equal to that of the Gruv. There may still be thin spots, such as the Takla Makan or Death Valley. See the **Astral Space** materials in the *1879 Players Guide* and *1879 Gamemaster's Guide*. People living in the Takla Makan region are going to be highly unlikely to go through LGF simply because of the low mana level in the region. If they travel to the great bamboo forest of the south, however, their chance of transformation would rise due to the higher mana field of the region.

If a decision is made to transform a player character, discuss it with the players (the entire party, not just the player whose character is affected) first, and make a decision as a group whether to select a character, or roll dice for each, or some other method of determining who transforms, if at all. The affected player should have input as to what metarace their character becomes, as this will strongly impact playability. If you just roll dice, you could end up with a character than can no longer follow their profession - an Airship Pilot becoming a troll, for example.

There is a social aspect, but it has to do more with bigotry than genetics. Some upper class families will not allow their snark or troll relatives to be seen in public, ashamed of having such coarse breeding turning up in their line. Some lower class families may ostracize an elf, as someone who has taken on

airs and is parading around like they're a toff. The Boojum Aid Society exists to assist such persons, who have been cut off or cast out from their families.

The number of snarks in the population will rise the fastest from reproduction, as, like Earthdawn orks, multiple births are the norm. Elves are just not very fertile, as befits a race that lives 300 years. This will of course contribute to the social pressure from bigotry, as the lower classes are already considered (by some of the nastier aristos) to breed like rats.

You can find the 1881 UK Census data online at <https://ukcensusonline.com/census/1881/>. What we suggest is that you have as many Boojums as your game requires. If your interpretation of **1879** has more Boojums, then have more Boojums. If your game requires more base stock humans, have more base stock humans.

Character Professions

The **Professional Abilities** listed with each Profession are gained on reaching PR5 / Journeyman Tier, all at once. As a house rule, you could gain one Ability per Professional Rank after achieving the necessary Tier, if your GM and group want a more even power progression.

Society and Social Level

Skills

Acrobatic Defense, p.178

Substitute “Acrobatic Defense” for “Acrobatic Strike” throughout the description.

Wood Skin, p.227

The result of the Effect Test adds to both the Death and Unconsciousness Rating of the character. Wound Threshold and current Wound count are not affected by this Skill. Damage taken after the Skill is in effect goes against the extra points granted by the Effect Test. Only once those are used up does Damage go to the character’s own Death and Unconsciousness Ratings. When Wood Skin expires, Damage absorbed by its Effect Test result goes away with it, and does not transfer to the character.

Combat and Its Aftermath

Character Advancement

Tagging Skills

Tagging Skills, p.261: Skills are tagged once the Test is allowed, and may be tagged before or after the dice are rolled. The attempt at using the Skill justifies it being tagged, not the result of the die roll. The following conditions apply to tagging Skills.

- Durability does not need to be tagged, as it’s not a Skill, but a function of character Health

Ratings.

- Any Skill that provides or augments Recovery Tests may be tagged whenever the character reaches their Unconsciousness Rating, whether or not the Skill is used. For example, Life Check does not require the character to reach their Death Rating to be tagged, only to be put in peril of their life from being knocked out. Only one Skill may be tagged when this point is reached.
- Skills that augment Toughness Tests against disease, poison, or other hazard may be tagged whenever the specific hazard is encountered, whether or not the Skill is used.
- Skills may be tagged by training, with one tag earned per week of training. Use the Tier at which the Skill was learned, and the chart on p.269, to determine the cost of such training.

Spell Learning Cost

The table on p.268 left out Initiate. Learning a new Initiate-Tier spell costs 500 APs.

Tier Advancement Skill Slot Gain

The chart on p.269 is incorrect. Free Slots are gained at each advance in Professional Rank. The chart on p.266 is correct.

Equipment

Magic Theory

Astral Sense Spell, p.343: In the first paragraph, the second sentence should read: “While the spell has an area of effect of 30 yards and a duration of 10 minutes, the spell is not as effective for studying patterns as the Astral Sight Skill.” The spell’s Range is Self, meaning that the magician may not cast it on others, only upon themselves. The area of effect is defined in the spell description.

Spellcasting

Take Strain, p.364: Remove the words “or dead” from the last sentence. Strain cannot go past the magician’s Unconsciousness Rating.

Check for Warping, p.365: Warping Damage is physical, and can kill the magician.

Spells

A spell is a process, not a thing. **1879** spells do not normally require concentration, similar to Earthdawn. Once the process of a spell has begun, it continues on its own. Any spell that does require concentration over the course of its effect will say so.

For any Area effect spell where the area is not explicitly stated in the description (such as Burn Area or Freeze Area), the area of effect is Rank x 5 feet from the point of origin, which must be within Rank yards of the caster. The caster may reduce this area (such as constraining it to Rank x 3 feet) without any effect on the Target Number for casting or the Spellcasting Step. For spray-type spells, such as Shockwave, the default area of effect is Rank yards in a 15 degree arc from the caster, borrowing the arc of fire from a cannon loaded with canister.

Astral Sight, p.372: The name of the spell should be Astral Sense. The third sentence of the spell description should read: “If successful, the magician is able to see presences in astral space up to 30 yards away.” At the end of the first paragraph of the spell description, the sentence should read: “Astral Sensing is a Simple Action (see Actions, p.231).” At the end of the first paragraph of the spell description, add a sentence reading: “For more information on how Astral Sensing works, and how it differs from the Astral Sight Skill, see p.343.”

Bolt, p.373: The Armor used to resist Damage and any special effects is determined by the KAV, as with any Base Spell.

Extract Element, p.378: The extraction area has the essence stripped out of it by this spell. Once an extraction has been performed, the area must recover for a number of years equal to the number of kernels obtained before it can be tapped for true elements again. The process described on p.423 is a gentler means of obtaining true elements. While it takes more time, it can be repeated on a daily basis, allowing for sustainable harvesting, whereas the Extract Element spell trades sustainability for time and convenience.

Shield, p.396: Shield effectively puts a wall between the caster and the opponent, and has to be knocked down like a wall to get through to the caster. The attacker has to beat the Shield's Physical or Mystic Defense to hit it, and then the Shield soaks up to its Barrier Rating in damage. If the damage done exceeds the Barrier Rating, the Shield goes away, just like a physical wall would collapse. Only damage exceeding the Barrier Rating in the hit that popped the Shield transfers to the character, and then only if the attacker rolled better than the character's Physical or Mystic Defense, which may be greater than that of the Shield. the caster can ignore the Shield and fire straight through it because it's their bulwark, just like a soldier can attack from inside their faction's fort. Barrier Rating gets used a lot more extensively in 1879 than in Earthdawn, as the effective Death Rating of inanimate objects. You'll see it in the Vehicles section, for instance.

Summoning

Enchanting

Engines, Lovelaces, & Byrons

Dodgers

Secret Societies

Saurid Shamans, p.515: Acid Spit goes against Physical Armor in the first round. Continuing damage from a successful hit ignores armor.

London and Points Further

The Gruv

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