

CAERON 3000 BASIC RULEBOOK ERRATA AND ADDENDUM

Revised 7/29/03

Pg. 10

The Bestian has claws that may be used for attack. The Bestian may make 2 claw attacks per round at Super Light Penetration for 1d4+1 damage each.

Pg. 14

Spit Venom

A person or creature hit by the venom receives a saving throw versus Physical Resistance to avoid the paralysis effect.

Susceptible to Heat

Over 80 should read as over 70.

Pg. 23

Susceptible to Heat

Over 80 should read as over 70.

Pg. 30

The text should have read as follows for Exceptional Day Vision:

The Matooma are able to see objects clearly at 20 feet that a normal person would at 4 feet.

Pg. 43

Saving Throws

All saving throws are on a d20. The player must roll equal to or less than the saving throw value.

Pg. 44

Optional Affinity Rule

The player may take 1 affinity point from a category and re-apply it to another (max of 3 affinity and min of 0).

Pg. 58

Hand-to-Hand Combat Skill

This skill gives the character the ability to attack with deadly force when unarmed. As the character progresses, he may cause penetration of higher levels of armor and cause more base damage.

<i>Expertise</i>	<i>Penetration Level</i>	<i>Damage</i>
Trained	UL	1d4+1
Skilled	SL	1d4+1
Talented	SL	1d6+2
Professional	L	1d4+1
Expert	L	1d6+2
Specialist	M	1d4+1
Authority	M	1d6+2
Omnipotent	H	1d4+1

The character is also able to perform the following feats at skill percentage chance of success:

Block

Prevent another hand-to-hand attack from succeeding.

Hold

Restrain another person. This can even work on a person who has superior strength.

Pg. 62

Phase Shift

The ability should be at Professional level of expertise.

Pg. 69

The Damage Threshold and Armor Level for some modern armor is listed incorrectly. The following corrections should be made:

<i>Armor</i>	<i>Armor Level</i>	<i>Dmg. Threshold</i>
Plasti Alloy	M	5
Alloy Mail	M	6
Adamanti Mail, Light	M	5
Adamanti Mail, Heavy	M	6
Force Armor, UL50	UL	2
Force Armor, UL75	UL	2
Force Armor, SL50	SL	3
Force Armor, SL75	SL	3
Force Armor, L50	L	4
Force Armor, L75	L	4
Force Armor, L100	L	4
Force Armor, L125	L	4
Force Armor, M50	M	5
Force Armor, M75	M	5
Force Armor, H50	H	6
Force Armor, H75	H	6

Pg. 71

The Plasma Blaster was omitted from the Modern Weapons table. The stats are as follows:

Weight: 9 lbs.

Penetration Level: Medium

Type: ME

Damage: 1d10+4

Cost (Q): 500

Pg. 80

Axe, Electric

The additional damage caused by the electricity should be 1d4+1.

Pg. 82

Sword, Electric

The additional damage caused by the electricity should be 1d4+1.

Pg. 82

All stun sticks are able to render the target unconscious. The difference for each is in the level of penetration, the target's ability to save against the stun effect, and the duration of the effect. The details are as follows:

Stun Stick, Heavy

Targets must make a saving throw versus Physical Resistance at -4 or fall unconscious for 1d6+3 rounds.

Stun Stick, Light

Targets must make a saving throw versus Physical Resistance or fall unconscious for 1d4 rounds.

Stun Stick, Medium

Targets must make a saving throw versus Physical Resistance at -2 or fall unconscious for 1d6 rounds.

Pg. 91

The ranges for Plasma Pistol and Plasma Blaster should be swapped.

Extra Long range for Projectile Pistol should be 201-300.

Pg. 105

Ancient Blast should be Ancient Burst in Skilled table

Pg. 117

Ancient, Warrior should have Minor Spell Craft as a starting power.

Pg. 129

In Table 11-2: Movement Rate, 18-21 should be 17-21.

Pg. 129

The last paragraph should read:

The attacker rolls a 20-sided die and adds his attack bonus. The result must be equal to or higher than the opponent's Armor Rating + 5 to score a hit. The base value to hit an unarmored opponent is 5.

Pg. 160

Terithran

Armor should be listed as 10/M/4

Pg. 161

Tree Beast

Armor should be listed as 11/M/4

Pg. 169

The mountain range above Jadelok City is the Valdar Mountain Range.

Updated Character Record Sheet

Go to www.caeron3000.com to download the latest character record sheet.

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Go to www.caeron3000.com for all the latest rules clarifications, modifications, and additions. Subscribe to our e-group to receive all the latest updates.