

ECLIPSE PHASE SECOND EDITION

CONDENSED PLAYER'S GUIDE CORRECTIONS (1.3 • APRIL 17 2025)

These corrections are included in the [current PDF](#) of *Eclipse Phase Second Edition Condensed Player's Guide*. The Print on Demand version is being updated. This is the first errata issued for *Condensed Player's Guide*. There are additional typographic corrections that are not listed.

p. 19 **Delaying Actions**

2nd para > 4th line, Initaitive s/b Initiative

p. 21 **Long Recharge**

Last line, recharged s/b restores

p. 58 **Positive Ego Traits table**

Good Instinct s/b Good Instincts

p. 101 **Beam Weapons table**

Under Battle Laser, in the Notes column, add Knockdown (in alpha order)

p. 67 **Revivification**

Replace this entry with the following:

Recently deceased biomorphs can be placed in medical stasis with a medical kit and a Medicine: Paramedic (10 minutes) task action. A medical specialist can revive a person if they are treated within 2 hours of death or removal from stasis (24 hours if the intent is to only save the morph, not the ego).

Quadruple this period for bodies kept in extreme cold or vacuum. Revivification requires a medical kit and a Medicine: Paramedic task action with a timeframe of 1 hour, +1 per wound. Revived characters are healed to 1 point below their Death Rating. A healing vat will also do the job, with a timeframe of 1 day.

p. 68 **Blinding**

2nd line, turns s/b turn

p. 75 **Thrust Vector**

Change the paragraph to the following:

Thrust vector has 3 subtypes. Turbojet (and turbofan) engines push you forward and create lift in atmosphere with a set of wings. They can also be pointed to generate thrust in different directions for vertical takeoffs/landings and better maneuverability in zero g. Turbojets (but not turbofans) work in vacuum if equipped with an air supply. Gas Jets are used in micrograv, ejecting gas in one direction to push you in the opposite direction (use Free Fall, 4/12 bio or 8/40 synth). Similarly, Rockets eject heated reaction mass for thrust (use Pilot: Space, 8/40).

p. 82 **Scan Wireless Signals**

3rd line > devices s/b device

p. 82 **Active Countermeasures**

2nd line > countermeasures s/b

p. 99 **Making a Morph**

There's a line missing from the end of this table due to overflow I think

Synthmorph should also have a Program (MP + 1) weeks line under Skill and Timeframes

p. 103 **Scorchers Table**

Under Caulterizer, add: DV 3d10 [17] vs. infomorphs.

p. 107 **Toxins Table**

Under Nervex, Duration s/b 10 minutes

p. 108 **Swarms Table**

Under Guardian, "both swarms take DV 5 per turn." s/b "both swarms take DV 1d10 [6] per turn."

Under Disassembler Swarm, add [4] after DV 1d6

Under Fixer Swarm, add [6] after 1d10

p. 111 **Personal Robots table**

Under Creepy, change Size from "VS" to "S or VS"

p. 112 **Pers Transport table**

Rocket Pack should be 8/40 Thrust Vector (Rocket)

Sled and Thruster Pack should be 8/40 Thrust Vector (Gas Jet)