

# ECLIPSE PHASE SECOND EDITION CORRECTIONS (1.4 • APRIL 16 2025)

These corrections are included in:

- the current PDF of *Eclipse Phase Second Edition* <Posthuman.Shop> and <DriveThruRPG>
- the corrected Second Printing of *Eclipse Phase Second Edition* <Posthuman.Shop>
- The Print on Demand version is still being updated.

Corrections in red are new in errata version 1.4. There are additional typographic corrections that are not listed.

## p. 34 Using Pools

Remove the last line of the first para (Unless otherwise noted ... per test.)  
Add a new paragraph directly below the bullet points:

Unless otherwise noted, only 1 pool point may be spent per test. Pool spent for an ongoing effect (the last bullet point above) counts as affecting a test.

## p. 44

“Interest skill during gameplay.” s/b “Know skill during gameplay.”  
“Interest skill in your old faction.” s/b “Know skill in your old faction.”

## p. 46 Specializations

This paragraph should read:

Skill specializations cost 1 CP. They give a +10 bonus to that skill when that specialization applies. (This specialization bonus does not count towards the skill maximum of 80.)

## p. 54 Morph List

Swarmanoid Cost: 3 MP

## p. 61 Neo-Octopus

Movement Rate: Swim 4/20, Thrust Vector (Gas Jet) 4/12, Walker 2/8

## p. 62 Synthmorph Characteristics > Lack of Biological Functions

Revised text:

Shells need not be bothered with trivialities like breathing, eating, defecating, aging, or any similar critical aspects of biological life. They do not need to sleep, but a few hours rest is common (and necessary to recharge pools).

## p. 63 Swarmanoid

Cost 3 MP DUR 50 DR 100

## p. 65 Arachnoid > Movement Rate

**Movement Rate:** Hopper 4/12, Thrust Vector (Gas Jet) 8/40, Walker 4/20, Wheeled 8/40

## p. 65 Reaper > Movement Rate

**Movement Rate:** Hopper 4/20, Ionic 8/40, Thrust Vector (Gas Jet) 8/40, Walker 4/20

## p. 66 All Flexbots > Movement Rate

**Movement Rate:** Thrust Vector (Gas Jet) 8/40, Walker 4/12

## p. 70 Medic Pack

Meds are 5 doses. Remove “for 4 days”

## p. 71 Mindhacker Pack

Remove Fokus and Servitor.  
Add: Psychosurgery App Mod/2 Edit minds. 326

## p. 71 Scavenger Pack

Orbital Hash are 5 doses

## p. 71 Soldier Pack

Grin and Meds both are 5 doses. Remove “for 4 days”

## p. 71 Techie Pack

Under Fixer Swarm, 4 days s/b 5 days

## p. 74 Hardening

Replace the entry with the following:

You are accustomed to trauma, but it has scarred you. You are immune to stress from either alienation, helplessness, the unknown, or violence (choose one p. 229). You may only choose the unknown if you also have the Psi trait. Your WIL Check is reduced by 10 and you suffer a -10 modifier on Persuade Tests. This trait may be taken multiple times for different types of stress; modifiers are cumulative.

## p. 75 Rapid Healing

Change the last sentence to:

Reduce the timeframes for natural morph healing p. 221 by half (the healing rates of aids such as medichines, meds, etc, are unaffected).

## p. 75 Stalwart

Revised text:

You laugh at fear. Apply a +10 modifier per level to WIL Checks and other tests that involve resisting fear, such as Provoke Tests for intimidation, psi sleights such as Nightmare, and some Stress Tests (GM Discretion; typically the unknown but sometimes helplessness or violence).

## p. 76 Striking Looks

The last line should read:

Synthmorphs and uplift morphs may only have this trait at Level 1.

## p. 77 Blocklisted Rep

Blocklisted replaces blacklisted.

## p. 78 Infection Risk

Add to the end:

This trait is only available for biomorphs.

## p. 77 Negative Ego Traits table

Timidity CP Cost 1/2/3

## p. 81 Example

10th para, “40 with COG” s/b “35 with INT”

## p. 124 2nd col, 4th para

1st line: Rep systems are not with s/b Rep systems are not without

## p.169 Islam

1st para on page, lines 6-7 > synthmorphs and biomorphs s/b synthmorphs and infomorphs

## p. 195 The Kuiper Belt and Oort Cloud

2nd para > 1st line > 30 50 55 s/b 30 to 50

## p 202 Step 2 > Full Defense

“incapacitated>226” s/b “full defense >226”

## p. 203 Step 9, 1st sentence

“is more than” s/b “equals or exceeds”

## p. 203 Combat Modifiers table

Attacker Running s/b Attacker takes a full move (p. 230)

**p. 203 Example**

Second and third paragraphs revised:

Jinx declares her intent to shoot the exhuman with a 3-round burst from her pistol. The GM declares that the exhuman will use Fray to dodge. Jinx has Guns skill of 70. The exhuman is at Close range (10 meters away), so the range modifier is + 0. With no other modifiers, her target is 70. She rolls a 96, a failure, but she spends a point of Flex to flip that to a 69 — which will count as two superior successes.

**p. 204 Melee Attacks table**

Eelware and Knife should list Concealable under Notes.

**p. 204 Melee Weapons > Clubs**

Remove “Clubs encompasses” and start with “A wide range ...”

**p. 208 Beam Weapons table**

Changes to following entries:

Beam Weapons	Notes
Hand Laser	Concealable
MW Agonizer (Pain) Mod/2	Pain (biomorphs only)
MW Agonizer (Roast)	Armor-Piercing, Pain (biomorphs only)
Battle Laser	Knockdown

**p. 210 Kinetic Weapons**

Change the 4th sentence from:

Most firearms are equipped with programmable smart bullets by default and have a range of other ammunition choices.

To:

Firearms are equipped with standard ammunition by default but have a range of ammunition choices including programmable smart bullets.

**p. 211 Capsule Ammo**

Add a line to the end:

Each dose may distributed among multiple capsule shots (max. 20), but that many shots must strike the target for the dose to take effect.

**p. 211 Railguns, 2nd para**

remove “(pistols through machine guns)”

**p. 212 EMP, last line**

Last line revised:

Every nanoswarm within range suffers DV 3d10 and –10 to actions until repaired.

**p. 213 Seeker/Grenade Table**

EMP DV s/b 3d10

**p. 213 Seeker Weapons Table**

Under Disposable Launcher, Range s/b 300 (remove “(includes missile)”) Complexity/GP s/b As Missile

**p. 213 Seeker/Grenade Table**

EMP DV s/b 2d10 + 5

**p. 214 Layering Armor**

in the 3rd line, add “(when layering)” after “If the total of either AV rating”

**p. 214 Armor Ware**

Add a sentence under the header:

These armor types are implanted ware (p. 311).

**p. 217 Armor Mods table**

Under Chameleon, Infiltration s/b Infiltrate

**p. 218 Area-Effect Attacks**

Under Fray > 3rd line > missed are-effect s/b missed blast area-effect

**p. 218 Scatter**

3rd line > missed are-effect s/b missed blast area-effect

**p. 218 Called Shots**

at the very end (after “area-effect attacks”), add the following before the period:

(except for cone area-effect attacks at point-blank range)

**p. 218 Disarm**

replace the last part of the last sentence (after the comma) with:

or to snatch the weapon and retain it in your own grip instead of knocking it away (melee only).

**p. 220 Wound Effects**

In the 1st line, “to actions” s/b “to all tests”

**p. 220 Bleeding Out**

Change the line “Apply a +30 if healing spray, meds, or medichines are healing you.”

To:

Apply a +30 if healing spray or meds are applied. Medichines automatically stabilize you and put you in stasis.

**p. 221 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. 221 Healing Table**

Make meds and fixers corrected lines in table:

Meds	1d10 [6] per hour	1 per day	1 day
Fixers	1d10 [6] per hour	1 per day	5 days

**p. 222 Trauma Effects**

In the 1st sentence, “character’s actions” s/b “character’s tests”

**p. 223 Psychosurgery Care**

At the following to the end of the 3rd paragraph:

At the GM’s discretion, a critical failure inflicts a Mental Disorder or other negative ego trait (Using Psychosurgery, p. 294).

**p. 227 Surprise, 4th line**

Infiltration skill s/b Infiltrate skill

**p. 229 Hardening**

2nd para, 6th line > after “from the unknown” (but before the period) add: “unless you have the Psi trait”

**p. 230 Movement Actions**

The subheaders for the different actions were accidentally hidden in the print version. Here is the missing info:

Movement Action	Action
Base Move	[Automatic]
Full Move	[Automatic]
Rushing	[Complex]
Jumping	[Quick]
Standing Up	[Quick]
Non-Standard Movement	[Complex]
Difficult Movement	[Task]

**p. 231 Movement Types**

The primary skill used for each movement type and the default movement rates were accidentally hidden. Here is the missing info:

Movement Type	Skill • Default Movement Rate
Boat	[Pilot: Nautical • Fast 8/32]
Hopper	[Athletics • Slow 4/12]
Hover	[Pilot: Ground • Fast 8/32]
Ionic	[Pilot: Air • Very Fast 8/40]
Microlight	[Pilot: Air • Fast 8/32]
Roller	[Athletics • Very Fast 8/40]
Rotor	[Pilot: Air • Fast 8/32]
Snake	[Athletics • Slow 4/12]
Submarine	[Pilot: Nautical • Fast 8/32]
Swimmer	[Athletics • Medium 4/20]
Thrust Vector	[Pilot: Air • Very Fast 8/40]
Tracked	[Pilot: Ground • Slow 4/12]
Walker	[Athletics • Medium 4/20]
Wheeled	[Pilot: Ground • Very Fast 8/40]
Winged	[Athletics • Fast 8/32]

**p. 231 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. 235 Microgravity**

“Terminal Velocity” tertiary header s/b “Escape Velocity”

**p. 239 Improve and Learn Skills**

Add the following line to the end:

No skill may be raised over 100 (and even then, 99 is still a critical failure)

**p. 239 Example sidebar**

4th para, 2nd line: from 40 to 45 s/b from 55 to 60

**p. 250 ALIs**

2nd para: Move the first sentence (Most ALIs are ...) to the end of the paragraph above.  
Cut the 2nd sentence.

**p. 250 Aptitudes, Skills, and Pools**

Add a new paragraph after the first:

Sample ALIs with skills are listed on p. 326. These listings may not fit all uses; GMs should adjust/swap skills as appropriate to fit their device/purpose (for example, the ALI for a bot equipped with eelware may come with Melee 30).

**p. 250 Traits**

Modified Behavior s/b Enhanced Behavior

**p. 250 ALIs > Sleeving**

Change this entire paragraph:

Most bot/vehicle/device ALIs are hard-coded in as firmware (effectively “sleeving” it) and cannot move to other devices. Other ALIs have their own infomorphs (equivalent to a digimorph with DUR 40) but may resleeve into other infomorphs or any morph with a cyberbrain. They cannot sleeve biomorphs with biological brains.

**p. 258 Brute-Force Attacks**

Add the following line to the end of the 1st paragraph:

An exploit app is required for brute-force attacks.

**p. 281 Heightened Awareness**

add to the end: and ignore distraction modifiers.

**p. 281 Psi-Chi Sleights Table**

Under Heightened Awareness, add to the end: no distraction mods.

**p. 285 Psi-Gamma Sleights Table**

Under Nightmare, psi armor s/b mental armor

**p. 291 Making a Morph tables**

This table was reorganized and is included at the bottom of this page.

**p. 291 Making Morphs**

This paragraph now reads:

Morphs can be made, but this requires one or more task action skill tests each with a significantly long timeframe, as well as access to the morph's blueprints/genetics, a proper nanofabricator and/or exowomb, and a medical facility. This timeframe cannot be reduced with time-accelerated VR. Since much of this process is automated fabrication/growth, only about 25% of the timeframe requires your complete attention (GM discretion). If you do not have blueprints/genetics, or you wish to design one from scratch, the timeframes will be considerably longer, with at least 50% of this timeframe requiring full attention (GM determination, but easily 5–10 times longer).

Making a Morph		
Morph Type	Skill and Timeframes	Gear Needed
Biomorph	Medicine: Biotech ([MP + 6] months)	Exowomb
Pod	* Medicine: Biotech ([MP + 1] months) and Program ([MP + 1] weeks)	Specialized Fabber, Tools Shop, or Healing Vat
Synthmorph	* Hardware: Robotics ([MP + 1] weeks) and Program ([MP + 1] weeks)	Medium Fabber

\* These task action tests can be done concurrently, and do not need to be made by the same character.

**p. 296 Interrogation**  
3rd para > 6th line > 1d10 + 2 s/b 1d10 + 2/half

**p.314 Getting Blueprints**  
First sentence should begin:

Nanofab blueprints come in four forms: single use, limited use, multi use, and open source:

**p. 317 Standard Augs table**  
Access Jacks should have a Ware Type of CH

**p. 321 Social Augmentations table**  
Synthetic Cover Complexity: Min/1

**p. 323 Spirocytes**  
Death Rating by 8

**p. 323 Combat Augmentations table**  
Muscle Aug and Pneumatics: +1d6 [4] DV  
Spirocytes: +8 DR

**p. 323 Telescoping Limb**  
Change the 1st sentence to the following:  
Your limb can extend for an extra meter of length on a medium-sized morph (.5 meters extra on small morphs; 2 meters extra on large morphs).

**p. 324 Cryogenic Protection**  
-120 C s/b -120 C/-184 F  
-200 C s/b -200 C/-328 F

**p. 324 Thermogenic Protection**  
1,000 C s/b 1,000 C/1,832 F

**p. 324 Gas-Jet System**  
Replace entry with:

Maneuver in microgravity with embedded nozzles. Gain the Movement Rate Thrust Vector (Gas Jet) at 4/12 (biomorphs) or 8/40 (synthmorphs).

**p. 325 Retracting Limbs**  
From the end of this entry, remove "or telescoping limb"

**p. 325 Physical Augs Table**  
Under Oxygen Reserve, 3 hours s/b 4 hours  
Gas-Jet System description: Movement Rate Thrust Vector (Gas Jet) at 4/12 (biomorphs) or 8/40 (synthmorphs).  
Under Wings description, add: Movement Rate Winged 8/32 (medium) or 8/40 (small).

**p. 326 Apps**  
Psychosurgery: This app is used to edit minds (Psychosurgery >p. 294)  
Add to the Apps table:  
Psychosurgery Mod/2 Edit minds.

**p. 327 ALIs & Muses table**  
Muses should have the skill Medicine: Psychosurgery 30.  
Change "two other Know skills" to "one other Know skill"  
Add the following: Note: Muses have INT 15 and 10 in other aptitudes.  
Under the Exploit app, change "required" to "essential"

**p. 327 Scorchers Table**  
Bedlam: SV 1d10 [6]  
Cauterizer: DV 1d10 +5 [11]  
Cauterizer: DV 3d10 [17] vs. infomorphs.  
Nightmare: SV 1d6 [4]

**p. 327 Tactical Networks**  
Under Communications Management, change the last sentence to read:  
"Treat as a system defender with Infosec 40 and Interface 40."

**p. 329 GMOs table**  
Dino Pet should have an INT Check of 30  
Pollinator Swarm: WT/DUR/DR should be -/25/50  
Squidling Movement Rate: Thrust Vector (Gas Jet) 4/12  
Dino Pet & Squidling: DV 1d6 [4]

**p. 329 Smart Animals table**  
Police Baboon traits, Modified Behavior s/b Enhanced Behavior  
Under Smart Hawk, Smart Monkey, and Smart Raccoon: DV 1d6 [4]

**p. 329 Xenofauna table**  
Clown Sprite: Walker movement should be 4/12  
Clown Sprite: DV 1d6 [4]  
Hexanewt: DV 1d10 [6]

**p. 331 Combat Drugs**  
Add the text for Brutalitea:

**Brutalitea:** Often served as a delicious tea, this combat drug heightens endurance and injury tolerance. Increase your Durability by 5, Wound Threshold by 1, and Death Rating by 8 for 3 hours.

**p. 331 Combat Drugs table**  
Brutalitea: +8 DR

**p. 332 Meds**  
"For 4 days" s/b "for 1 day"

**p. 332 Schizo**  
Modified Behavior s/b Enhanced Behavior

**p. 332 Health Drugs table**  
Bananas Furiusas Duration should be 8 hours

**p. 332 Nanodrugs table**  
Schizo, Modified Behavior s/b Enhanced Behavior  
Under Meds > Duration, 4 days s/b 1 day  
Under Meds: 1d10 [6]  
Under Schizo: SV 1d10 [6]

**p. 335 Toxins Table**  
BTX2 should inflict: DV 2d10 + 10 [21]  
CR gas: DV 1d6 [4]  
Flight: SV 1d10 [6]  
**Nervex: Duration s/b 10 minutes**

**p. 335 Nanotoxins Table**  
NecrosisL DV 1d6 [4]

**p. 336 Communications Gear**  
Add:

Satnet-in-a-Can Maj/3 Deploys satellites into orbit for GPS, imaging, comms relay, Know: Meteorology 60

**p. 336 Laser/MicrowaveLink**  
Add this sentence to the end:  
Each type (laser or microwave) is a separate device.

**p. 337 QE Comms Gear Table**  
Emergency Reservoir description: change "Micro" to "Very small-sized"  
Qubit Reservoir description: change "Medium" to "Small-sized"

**p. 338 Invisibility Cloak**

Change the text to:

Invisibility Cloak: This cloak is made of metamaterials with a negative refractive index. Electromagnetic and acoustic waves bend around it, making you invisible to such sensors (including sight and sonar). Apply -60 to Perceive Tests to detect you; attacks against you are blind p. 218. Cloaking can be made one-way; you can transmit out on stealthed frequencies, but this can be used to detect you. You also still generate sounds. The cloak is tunable; you can pass specific frequency ranges (i.e., you can be stealthed to infrared but not radar). While stealthed, you are blind/deaf to the selected frequencies (and not meshed if you bypass radio). You can create a small window to see/transmit through, but this can be spotted with the right sensors and a Perceive Test at -30. If you do not pass thermal radiation (making you visible in infrared), prolonged stealthing (over an hour) can lead to overheating and penalties (GM discretion).

**p. 339 Espionage Gear Table**

Bugzapper Strips and Ripper: DV 3d10 [16]  
Cuffband: DV 1d6 [4]

**p. 340 Salvage Tools**

Superthermite Charge: DV 6d10 + 10 [43]

**p. 341 Vacsuits > 4th para**

The fourth and fifth paragraph should be:

Unless specifically noted, assume characters have newer models that function the same as Smart Clothing p. 317; older dumb-fabric designs are typically kept around as backups in older habitats and ships.

Some vacsuits intended for micrograv come equipped with gas-jet systems; treat as a thruster pack p. 352.

**p. 341 Vacsuits Table**

in both entries, smart clothes s/b smart clothing p. 317

**p. 343 Nanotech Gear**

Under both Healing Spray and Repair Spray, [5] should be [6]

**p. 344 Swarm Units**

2nd line, DUR 20/DR 40 s/b DUR 25/DR 50  
2nd para, 1st line, DUR 40/DR 80 s/b DUR 50/DR 100

**p. 344 Attrition**

last line, 4 days s/b 5 days

**p. 345 Guardian**

2nd line, nanobots s/b nanobots and microbots

**p. 345 Swarms Table**

Guardian: Disables other swarms; both swarms take DV 1d10 [6] per turn  
Disassembler Swarm: Deconstructs, DV 1d6 [4] per turn, eats armor.  
Fixer Swarm: Repairs 1d10 [6] damage per hour or 1 wound per day.

**p. 346 Combat Robots table > Parisphere**

Movement Rate: Thrust Vector (Rocket) 8/40  
Ware: Structural Reinforcement s/b structural Enhancement

**p. 346 Exploration Robots table > Explorenaut**

Movement Rate: Tracked 4/12, Thrust Vector (Gas Jet) 8/40

**p. 347 Medical Robots table > Docbot**

Movement Rate: Thrust Vector (Gas Jet)/Wheeled 8/40

**p. 348 Personal Robots table**

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

**p. 349 Utility Robots table**

Automech Movement Rate: 8/40 Thrust Vector (Gas Jet)/Wheeled  
Robomule Movement Rate: 8/40 Thrust Vector (Gas Jet), 4/20 Walker  
Dwarfs should list Industrial Armor under Ware

**p. 351 Aircraft table > Flying Car**

Movement Rate: Thrust Vector (Rocket)/Wheeled 8/40

**p. 351 Exoskeleton Table**

Exowalker DR should be 40  
Transporter Movement Rate: 8/40 Thrust Vector (Rocket)

**p. 353 Hardsuits table**

Battlesuit Movement Rate: Walker 8/32, Thrust Vector (Rocket) 8/40  
High-Dive Suit Movement Rate: Walker 4/20, Thrust Vector (Rocket) 8/40  
Standard Hardsuit Movement Rate: Walker 4/20, Thrust Vector (Rocket) 8/40

**p. 353 Hybrids Table**

Rocket Buggy should have a Size of L  
GEV Movement Rate: Submarine 8/32, Thrust Vector (Rocket) 8/40,  
Walker 4/20, Wheeled 8/40

**p. 353 Nautical Craft & Pers Transport tables**

The headers for WT & DUR should be switched

**p. 353 Pers Transport table**

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

**p. 363 1st line**

Like AGIs s/b Like other infomorphs

**p. 385 Infection, Resleeving, & Backups**

In the 5th-6th line, darkcast s/b egocast

**p. 392 Jelly**

Fray: 30

**p. 393 Shifter**

Under Ware, Synthetic Cover should be Synthetic Mask  
Fray: 60

**p. 397 Whipper**

Fray: 60

**p. 397 Worm**

Under Eelware, shock effect s/b Shock and touch-only s/b capitalized

**p. 399 Factor Ambassador**

Know: Sculpture s/b 50

**p. 402 Ozma Agent stat block**

Correct Aptitude and Checks are:

COG: 20<sup>60</sup> • INT: 15<sup>45</sup> • REF: 10<sup>30</sup> • SAV: 25<sup>75</sup> • SOM: 10<sup>30</sup> • WIL: 15<sup>45</sup>

**p. 408 Fetch**

Perceive: 60 (70)

**p. 409 Fractal**

Disassembly: 80, DV 1d10, touch attack, armor protects but AV is reduced  
Shredder: 50, DV 2d10 + 6, SA/BF/FA, Ammo unlimited, Range 25, cone area effect  
Perceive: 60, 70 vision  
Move: Roller (Fast 8/32), Thrust Vector (Gas Jet, Slow 4/12), may create others

p. 411 **Puppet Stat Block > Grapple**  
Change text to the following:

**Grapple:** 50 (Grappling, p. 205), requires superior success, on next action puppet can use its action to maintain the grapple to also either plug in a disabler, p. 338 or a direct fiberoptic link to initiate a mindware hack.

p. 413 **Warbot**  
**Torch:** 60, DV 4d10, SS, Range 25, Ammo 100, cone area effect, fixed

p. 418 **References**  
[Ian Banks s/b Iain Banks](#)  
[The Use of Weapons s/b Use of Weapons](#)

p. 427 **Swarmanoid**  
Cost s/b 3 MP  
DUR s/b 50  
DR s/b 100

p. 427 **Uplift Biomorphs, Neo-Octopus**  
**Movement Rate:** Swim 4/20, Thrust Vector (Gas Jet) 4/12, Walker 2/8

p. 428 **Synthmorphs, Arachnoid and Reaper**  
**Movement Rate:** Hopper 4/12, Thrust Vector (Gas Jet) 8/40, Walker 4/20, Wheeled 8/40  
**Movement Rate:** Hopper 4/20, Ionic 8/40, Thrust Vector (Gas Jet) 8/40, Walker 4/20

p. 428 **Flexbots**  
Movement Rate: Thrust Vector (Gas Jet) 8/40, Walker 4/12

## CHARACTER SHEET

[An updated character sheet download is available — it is version 1.3.](#)

Under Fray, make the Apt entry REF x 2  
Under Perceive, make the APT entry INT x 2  
Under Active Skills, remove Active from each Type entry  
Add a Fray ÷ 2 vs. ranged attacks line  
Under Muse, replace one of the blank Know skill spots with  
Medicine: Psychosurgery 30 (in alpha order).

## SAMPLE CHARACTERS

All sixteen sample characters are downloadable with the latest updates in the [Eclipse Phase Second Edition Character Pack](#).

p. 82 **Dante**  
Research skill should be 60

p. 83 **Hex**  
Research skill should be 35

p. 84 **Qi**  
Firewall Pack, remove Smart Clothing  
Firewall Pack, add Anti-Glare Min/1  
Ware, add Anti-Glare and Industrial Armor, and both with a ^GP notation  
Research skill should be 65

p. 85 **Sava**  
Under Morph Traits, Addiction Grin, level 2) s/b Addiction (Grin, level 2)

p. 86 **Chi**  
From Mindhacker Pack, remove Fokus and Servitor, Add:  
Psychosurgery App Mod/2  
Flex should be 2

p. 87 **Killjoy**  
Research skill should be 65. Insight should be 1^3  
**Should have the contents of the Investigator pack.**

p. 88 **Njal**  
Vigor s/b 0  
Research skill should be 50

p. 89 **Zahiri**  
Firewall Pack, remove Smart Clothing  
Firewall Pack, add Anti-Glare Min/1  
Ware, add Anti-Glare and Industrial Armor, and both with a ^GP notation  
**Under Soldier Pack, remove Weapon Mount (it should only appear in the Soldier Pack Mod part)**  
**Under Ware, add “^GP Weapon Mount (Medium Pistol)”**

p. 90 **Astika**  
Gatecrashing Pack, remove Autocook  
Firewall Pack, add Anti-Glare Min/1  
Ware, add Anti-Glare and Industrial Armor, and both with a ^GP notation  
Research skill should be 40  
Under Movement Rate, Thrust Vector 8/40 should be Thrust Vector (Gas Jet) 8/40

p. 92 **Shrike**  
Gear, add (5 doses) after Meds

p. 94 **Amaru**  
Research skill should be 40

p. 95 **Berk**  
Firewall Pack, remove Smart Clothing  
Criminal Pack, add Anti-Glare Min/1  
Ware, add Anti-Glare and Industrial Armor, and both with a ^GP notation

p. 96 **Elis**  
Research skill should be 30  
f-rep should be 25

p. 97 **Pivo > Movement Rate**  
Thrust Vector 4/12 s/b Thrust Vector (Gas Jet) 4/12