

The ROBOTIC Age

The Robotic Age Errata 1.1

This Errata includes 2 very large changes and a bunch of small clarifications.

If you have noticed anything in The Robotic Age or The Robotic Age: Mars that should be on this list then please email me at TrueInOne@Gmail.Com

- Opposed Roll (Page 62)

This is lifted directly from the Mars supplement. If you have the Mars supplement you have already seen this.

In the Robotic Age core book, Opposed Rolls are when two people roll and, if both succeed, the person with the highest skill wins. This, however, was not how the Robotic Age was originally designed. It was a hasty, last minute change made by someone (me) very new to the process. If you like the way Opposed Rolls worked in the core book, now known as The Standard Way, feel free to keep using it. However, I must offer the alternate way to use Opposed Rolls.

The Classic Way

This is the way I originally planned for Robotic Age to work, and how I run games to this day.

Roll the dice as normal, except the defender wins as long as they successfully roll. Skill levels don't matter; a successful roll is a successful roll, and the defender has the advantage.

Example: Emet-Met slider shoots at Katrina and rolls 20 under 45. Success! Katrina rolls to dodge and gets a 49 under 50. Success! Because Katrina was the defender and she succeeded, she has dodged the attack.

- **Abilities & Baseline (page 41)**

Wow, this whole section. While writing it all made perfect sense to me but looking at it now I understand why people are confused.

Baselines

Baselines are a given and are never rolled.

If someone's baseline jump is 4 yards then they can always jump up to 4 yards. If their baseline lifting is 200 pounds then they can always lift up to 200 pounds.

If someone has baseline 20/20 vision then they can see anything clearly placed and not obscured. If something is hidden so it couldn't be spotted by someone with baseline vision then they can't see it.

Abilities

Abilities are meant to have 2 purposes. A mechanical benefit and a skill to roll. Usually the mechanical benefit raises a Baseline, while the skill roll would allow you to surpass the Baseline.

So if you have Increased Strength lv 40, that not only increases your Baseline Lifting by 400 pounds but also allows you to roll when you need to lift more than you are able.

Increased Jump lv 40 would give you +8 yards to your Baseline Horizontal Jump, but you can roll it to jump farther.

Exactly how much over your baseline this goes is entirely up to the GM. Some people might want more realism and only allow a 50% increase, while some will want over the top and allow a full 100% increase with a successful roll.

- **Increased Perception**
Besides it's normal effect, it now also increases your ranged damage by +1 for every 10 lvs in this ability.

- **Character creation 40 CP Language (page 29)**
This should be every character receives a Language at lv 40, instead of having 40 CP to spend.

- **Weapon Element Cost (page 30 / 53)**
On page 30 it says element costs are 5 CP, which is correct. Page 53, where it says 10 CP, is correct.

- **Element Trumps (page 30 / 43)**
Page 30 has the correct Elemental Trump chart, but on page 43 Sonic and Explosive are switched.

- **Katrina's Lifting Capacity (page 34)**
It isn't calculated correctly on her character sheet, it should be 400 pounds.

- **Defender Fighting Style (page 44)**
Effect B: Each Force Field takes hits separate from each other, and one can go down without affecting the others.
Example: The defender gives 3 people LV 1 Force Fields. Each force field can take 1 hit before going down.

- **Marksman Fighting Style (page 44)**

Effect B should read "Once per battle PER ENEMY"

- **Big enemy examples (page 94)**

Their Structure Capacity is supposed to be # of players x 100, instead of x 10 as it's written.