

AMETHYST

1.0

ERRATA

PAGE 14: In the chaparran race template, add the following new ability.

Surprisingly Resilient: You gain a +1 bonus to AC and Reflex Defense if you do not wear heavy armor and wield a shield.

PAGE 16: In the damaskan race template, replace the **Ambidexterity** entry with the following text.

Ambidexterity: You can wield any one-handed weapon as if it had the off-hand property.

PAGE 16: In the **Gravity Focus** power, replace the **Effect** entry with the following text.

Effect: Until the end of your next turn, increase your speed by +2. Gain a +2 bonus to Acrobat rolls. Gain a +5 bonus to Athletics rolls when climbing or jumping. You do not grant combat advantage with balancing or climbing. You gain a +2 bonus to Reflex Defense.

PAGE 27: In the tilen's **Blood Surge** power, Change **Encounter** to **2/Encounter**. Also add the **Reliable** keyword.

PAGE 36: In the **half-fae racial traits**, make the following revisions.

Gimfen: Remove Techan Option.

Chaparran: Change Nature's Step to Natural Habitat.

PAGE 45: In the **Doppelshido** entry, replace **Double Form** with the following text.

Double Form: Choose one "versatile" weapon you are proficient in at 1st level. Your chosen weapon is counted as two weapons for the purposes of rules, powers, class features, and feats that require two weapons.

PAGE 49: In the **Herbalist** lifepath, replace the **Ethnobotany** entry with the following text.

Ethnobotany: You gain Heal as a trained skill. You also gain a +1 bonus to Nature.

PAGE 61: Replace the text for the **Brotherhood** class feature with the following text.

BROTHERHOOD

If an ally is hit by any marked target (in which you are the source of the mark), you may initiate a basic attack against the marked target as an immediate interrupt.

PAGE 61: In the **Area Denial** class feature, add the **Auto** keyword. Replace the **Effect** entry with the following text.

Effect: You may perform a ranged basic attack (not an at-will power selected as a basic attack) against one target that enters or passes through the zone as an immediate interrupt. If you perform the attack, until the beginning of your next turn, all enemies treat the zone as difficult terrain. Although a zone, this power cannot be dispelled.

PAGE 62: For the **Double Tap** at-will power, add the following **Special** entry.

Special: You cannot select this at-will as your basic attack.

PAGE 62: In the **Rapid Fire** at-will power, replace the **Target** entry with the following text.

Target: All creatures in wall.

PAGE 63: In the **Got Their Back** daily power, add the following **Miss** entry:

Miss: Half damage.

PAGE 63: In the **Strafe** daily power, add the following **Miss** entry:

Miss: Half damage.

PAGE 64: In the **Shoot and Scoot** encounter power, replace the **Hit** entry with the following text.

Hit: 2[W] + Dexterity modifier damage.

PAGE 64: In the **Always Have a Backup** daily power, replace **Immediate Interrupt** with **No Action**. Replace **Trigger** and **Requirement** entries with the following single **Requirement** entry.

Requirement: An enemy in an adjacent square attempts to make an opportunity attack against you and you are wielding a ranged weapon that grants an opportunity attack if fired.

PAGE 65: In the **Kinetic Potential** daily power, add the following **Miss** entry.

Miss: Half damage and no additional effect.

PAGE 66: In the **Bloody Mess** daily power, add the following **Miss** entry.

Miss: Half damage and no ongoing damage.

PAGE 68: In the **Rifle Stock in the Face** encounter power, replace **Immediate Interrupt** with **No Action**. Replace **Trigger** with **Requirement**.

Requirement: An enemy in an adjacent square attempts to make an opportunity attack against you.

PAGE 68: In the **Techans And Their Weapons** daily power, add the **Reliable** keyword.

PAGE 68: In the **Mindless Mayhem** daily power, add the following **Miss** entry.

Miss: Half damage and no additional effect.

PAGE 69: In the **Quick Change** utility power, replace **Daily** with **Encounter** and **Free Action** with **No Action**.

PAGE 69: In the **Slicing Sweep** daily power, add the following **Miss** entry.

Miss: Half damage.

PAGE 72: Add the following **Marshal** class feature.

AS ONE

At 11th level, when you grant yourself or an ally a basic attack (via power, feature, or feat), gain a +1[W] bonus to the hit. This can only apply to hits that inflict at least 1[W] damage.

PAGE 72: In the **Double Tap** at-will power, add the following **Special** entry.

Special: You cannot select this at-will as your basic attack.

PAGE 73: In the **Mark of the Puppeteer** at-will power, replace the **Hit** entry with the following text.

Hit: 1[W] + Dexterity modifier damage and you can slide the target two squares. Increase damage to 2[W] + Dexterity modifier damage at 21st level.

PAGE 73: In the **No Time To Bleed** daily power, add the following **Miss** entry.

Miss: Half damage and you or the ally can still spend the healing surge.

PAGE 74: In the **Encouraging Fire** encounter power, replace the **Attack** entry with the following text.

Attack: Dexterity +2 vs. Reflex OR Intelligence +2 vs. Reflex. Increase attack bonus to +4 at 11th level and to +6 at 21st level.

PAGE 80: In the **Shock and Awe** daily power, replace the **Special** entry with the following text.

Special: All damage rolls gain a +1[W] bonus.

PAGE 82: Add new **Midas Touch** class feature.

MIDAS TOUCH (Select one)

--All powers that grant hit point recovery gain a bonus of +5 hit points at 1st level, +10 at 11th level and +15 at 21st level.

--Any firearm you wield has its damage scaled one level higher (1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 2d6 to 2d8 to 2d10). This stacks with powers which do the same.

PAGE 83: In the **Double Tap** at-will power, add the following **Special** entry.

Special: You cannot select this at-will as your basic attack.

PAGE 84: In the **Flash of Genius** at-will power, replace the **Hit** entry with the following text.

Hit: 1[W] + Dexterity modifier damage + Intelligence modifier damage OR 1[W] + Dexterity modifier damage + Wisdom modifier damage. Increase to 2[W] + Dexterity modifier damage + Intelligence modifier damage OR 2[W] + Dexterity modifier damage + Wisdom modifier damage at 21st level.

PAGE 90: In the **Rifle Stock In The Face** encounter power, replace **Immediate Interrupt** with **No Action**. Also replace **Trigger** with **Requirement**.

Requirement: An enemy in an adjacent square attempts to make an opportunity attack against you.

PAGE 93: In the **Stalker Role** entry, change “**Defender/Striker**” to “**Controller/Striker**”

PAGE 94: Add the new **Stalker** feature, **Range Focus**.

RANGE FOCUS

Select either **Hydrostatic Shock** or **Marksman Talent** as your Range Focus.

HYDROSTATIC SHOCK

As a minor action, select one enemy you have hit during your turn with a ranged weapon. You may choose to immediately inflict 1d6 damage or if the enemy attempts to move or attack before the beginning of your next turn, use an immediate reaction to knock the enemy prone. The damage increases to 2d6 at 11th level and 3d6 at 21st level. You can only knock medium or smaller targets prone.

PAGE 94: In the **Marksman Talent** entry, replace the last paragraph with the following text (there is no longer a limit on the use of Marksman Talent during an encounter).

Once you use Marksman Talent, you cannot use it again until the beginning of your next turn.

PAGE 95: In the **Combat Theatrics** at-will power, add the following **Special** entry.

Special: You cannot score a critical hit with this power. You still automatically hit with a natural 20.

PAGE 95: In the **Sharpshooter** at-will power, replace the **Hit** entry with the following text.

Hit: 1[W] + Wisdom Modifier damage and add +1 to the attack for the purposes of Marksman Talent. Increase to 2[W] + Wisdom Modifier damage at 21st level.

PAGE 97: In the **One Shot** daily power, add the **Reliable** keyword.

PAGE 97: In the **Step Aside** daily power, replace **Immediate Reaction** with **Immediate Interrupt**.

PAGE 98: In the **That’s One, That’s Two, That’s Three** daily power, add the following **Miss** entry.

Miss: Half damage and no additional effect.

PAGE 98: In the **Way of the Gun** daily power, add the following **Miss** entry.

Miss: Half damage and no additional effects.

PAGE 100: In the **Slip and Shoot** daily power, add the following **Miss** entry.

Miss: Half damage and no additional effect.

PAGE 101: In the **Go For The Kill** daily power, add the **Reliable** keyword.

PAGE 118: In the **Insurance Round** encounter power replace the entire entry with the following text.

Encounter • Martial, Weapon

Immediate Interrupt **Ranged** weapon

Trigger: Your weapon is targeted for disruption

Effect: Your weapon instantly recovers and you gain a basic attack.

PAGE 123: Replace the **York Gun Dancer’s Earning the Nickname** class feature with the following text.

Earning the Nickname (16th level): The penalty to attack rolls with one-handed small-arms while running is reduced to -2. If you have the class feature *Anywhere, Anytime*, your penalty is reduced to 0.

PAGE 134: In the **Naturally Echan Defiant** feat, replace the **prerequisite** with the following text.

Prerequisite: Trained in Engineer

PAGE 151: Make the following changes to **Plasma Thrower**.

Attack: Dexterity vs. Reflex

Target: Each creature in a burst 2 area in weapon range.

PAGE 156: In the table, under **Light Armor**, ignore the second armor values, (after the "/") except for Limshau Kawabari.

PAGE 240: In the **Cancer Dragon’s Bilewrought Contagion** entry, the Endurance DCs are incorrect.

Improve DC22+ ½ cancer dragon level

Maintain DC20 + ½ cancer dragon level

Worsen DC18 + ½ cancer dragon level.

PAGE 250: In the **Skegg Inciter** stat block, the monster is listed as a **Level 5 Controller**. It should be a **Level 4 Controller**.

PAGE 270: On the map, flip numbers **5** and **6**.

AMETHYST

FREQUENTLY ASKED QUESTIONS

Why does high level techan armor have multiple levels?

What this means is that the armor counts as multiple items. This is because it does more than just offer an AC bonus. If you buy the armor off the shelf, you can ignore these values. However, if you are making a character at a later level or if you find one and your group is determining who gets it and who doesn't, it's important to know how this armor relates to other items.

A good example is power armor. The Apostle Motor slave is a 25/25/14. This means it is 2 level 25 items and a level 14 item. If you look at the description, you can see why. More than just AC, it offer you weapons, resistances, more hit points, amplified strength, etc. It's actually a steal. In the case of the Force Body Vest, it also offers a +1 bonus to Reflex and Fortitude, which is why it also counts as a level 1 item as well as a level 3.

What is techan starting currency?

Unchanged from Player's Handbook. 100 gp/cr for starting characters.

However, please not that you can get additional gear based on lifepath and/or if your group is signed with a specific group. Check out Organizations as some offer major bonuses (like discounts off all level 1 equipment).

Are the EDF roll modifiers cumulative or not?

What that is SUPPOSED to mean is that the number of monsters does not affect the roll, only the number of *types* of monsters. If there is one pagus in the group, the penalty is -1. If there are ten pagus, it is still -1. If there were fifty pagus, boggs, and puggs, it would still be -1.

Throw in a single dragon, and it goes to -2.

So taking the table into account, if you have four echan players in the party, the techan suffers a -4 to his roll. That is cumulative. However, the number of monsters does not affect the roll, only the number of types. That being said, I do invite GMs to ignore the first penalty (or keep the penalty only at -1) if they really want a mixed group. Disruption is

much more useful as a cinematic device.

Page 73, Distracting Shot. What does suppressing cover mean?

By "Suppressing" cover, the target gains no benefit from any cover from you and all your allies.

Page 103, Big Damn Hero. Are the secondary targets those that are pushed back and that are still in the burst or target that are pushed back as well as targets that were missed but are still in the burst?

Yes, to the latter. For the secondary target, attack every target you hit with the primary attack, regardless if they are in the burst or not as well as all targets you missed with the primary that are still in the burst.

Why do puggs have only 15 XP instead of 25 XP?

Because puggs are only good in large numbers. You should never fight just one pug. Every pug encounter should have numerous puggs, outnumbering players at least 2 to 1.

Does using a weapon as your totem operate the same as Using a Weapon as an Implement as stated in **PLAYER'S HANDBOOK 3** and in the **PLAYER'S HANDBOOK ERRATA**?

Yes, in all respects except that you also gain the additional ability listed in the Amethyst Foundations book.

Can you use specialty weapons with class-chosen basic attacks?

Oh no. They can only be used with the PHB defined basic ranged attack.

You mention which classes in **PLAYER'S HANDBOOK 1** are canon, but what about **PLAYERS HANDBOOK 2** or **3**?

You will see a pattern in the listing below. Arcane and Divine classes are almost always out. Primal classes are optional on the condition their fluff matches. I recommend

connecting them to wilder races in Amethyst like pagus, kodiaks, and chaparrans. You would never see a primal class with damaskans, laudenians, or humans from a kingdom or free house.

PHB3 introduces psionic classes. It should be noted that psionics don't technically break canon, but we don't explain why. For now, let us say that they are not a common sight and would be the rarest class in the game.

Players Handbook 2

Avenger: A divine class so no.

Barbarian: While there is nothing to really prevent someone from choosing barbarian, it is really rare. Many of the nations in Amethyst are too civilized to really have them. If anything, avoid making them human. Chaparrans, pagus, kodiak are fine.

Bards: If these guys were charismatic leaders with the power to sway the masses with their words (like the way we altered them for Amethyst 3.5 or how Goodman presented them in their book last year), I wouldn't mind...but PHB2 makes them spellcasters...so they're out.

Druid: Druids were present in the 3.5 Amethyst and we have lifepaths which emulate some of their powers. You would definitely see them with the condition that they are rarer than wizards and nearly always non-human (chaparrans being the best suggestion).

Invoker: This is another divine class so they are out.

Shaman: Another primal class and like Barbarians would be well suited to the wilder races (chaparrans, kodiak, pagus). This is another rarity but not against canon.

Sorcerer: Nope, for obvious reasons.

Warden: This one's good but still another sight only with wilder races (chaparran, kodiak, pagus).

Players Handbook 3

Ardent: As stated, we would allow Ardent...though we cannot say why yet.

Battlemind: Same as above...

Monk: Despite being called psionics, Monks are good.

Psion: This is pushing it. I would avoid it and keep with the other three.

Runepriest: If you homebrew a rule swapping divine runs for Pleroma...I could see allowing it. This would be really rare and I would only allow it if a player was really begging.

Seeker: Returning to the primal conversation with PHB2, this can be included, though it would be rare and more accustomed to wilder races.