

SAVAGE WORLDS ADVENTURE EDITION UPDATES

UPDATED 6/22/2023

The following updates have been implemented since the first printing of the *Savage Worlds Adventure Edition*. Print them out and stick a copy in the back of your book to see if your printing already reflects these changes.

Each update has a version number listed next to it in red like this:

P98 BOUND & ENTANGLED [4.1]: Playtesting has shown us the *entangle* spell has become a bit too powerful, especially

The number indicates when that update was added. The whole number indicates the number of the printing of the rulebook and the decimal indicates the order of updates during that printing. In the example above—[4.1]—this was the first update after the 4th Printing of the *Savage Worlds Adventure Edition*.

You can find out what printing you have by checking the bottom of the credits page in the book. Every printing after the first lists which printing it is (Second Printing, Third Printing, etc.). If that isn't listed, you have a First Printing, and all the updates on these sheets apply. Otherwise, you only need the updates on this sheet with a higher number than your printing.

For example, if your book says it is a Third Printing, you only need the updates from these sheets labeled 3.1 and higher. All previous updates will already be in your book.

You can also download the latest version of the Core Rules PDF from www.peginc.com or DTRPG.COM which incorporates all these updates.

UPDATES

P18 [2.1]: We added the +1 version of Skill Bonus and clarified a bit when you should use this over the Skill increase ability:

Cost 1/2 —Skill Bonus (Once per Skill): Biological factors give the race a +1/+2 bonus when using a particular skill. A race that emits pheromones, for example, might have a +1 bonus to Persuasion.

P37 ARCANE RESISTANCE [5.0]: Replace the second paragraph with:

Enemy arcane abilities targeting the hero suffer a -2 penalty and magical damage is reduced by 2 as well. If a hostile power fails to affect the hero due to this penalty, it still activates and consumes Power Points (and may still affect other targets). This includes magical bonuses granted to weapons, such as the *smite* power or the damage bonus of magical weapons.

P41 COUNTERATTACK / IMPROVED COUNTERATTACK [1.1]: Replace "turn" with "round."

P42 FRENZY [5.0]: Frenzy is a limited action.

P42 IMPROVED FRENZY [5.0]: Replace the existing text with:

As Frenzy but the fighter adds a third Fighting die to his Fighting attack made with Frenzy this turn.

P43 MARKSMAN [1.1]: Replace the existing text with:

The hero is a natural with ranged weapons. If she doesn't move in a turn and fires no more than a Rate of Fire of 1 as her first action, she may add +1 to an Athletics (throwing) or Shooting roll, or ignore up to 2 points of penalties from Called Shots, Cover, Range, Scale, or Speed. This is a lesser version of the Aim maneuver and does not stack with it. Marksman doesn't apply to additional attacks after the first.

P44 SWEEP [5.0]: Sweep is now a limited action. The -2 penalty only applies to fighters *not* using a two-handed weapon.

P44 IMPROVED SWEEP [5.0]: Replace the existing text with:

As above but the whirlwind of death is able to avoid allies when using Sweep.

P45 COMMAND [2.0]: Now adds +1 to troops' Vigor rolls to recover from being Stunned as well. Updated Summary on page 61 as well.

P45 INSPIRE [5.0]: Using Inspire is now a limited action.

P45 TACTICIAN [4.0]: Replace "one allied Extra" with "Extra (or group of Extras sharing an Action Card)".

P46 GADGETEER [2.0]: Replace the last three paragraphs:

A Gadgeteer can spend up to three Power Points to "jury rig" a device from any reasonable collection of spare parts. This allows her to activate any power normally available to Weird Scientists of her Rank or lower in her particular setting, with a Power Point cost of 3 or lower.

The total cost of an individual power (plus any modifiers) cannot exceed the points spent to create it, nor can the inventor apply Limitations to the gadget. She may attempt to create multiple devices as long as she has the points to do so.

Each gadget is created and activated with a Weird Science roll at -2. This takes one entire turn, during which she can do nothing else (she cannot take Multi-Actions that turn). [4.0] In all other ways, it works as the normal activation of a power.

The inventor uses Power Points directly from her pool for the device, but once its initial Duration is finished (it cannot be maintained) it falls apart into its component pieces.

P50 RABBLE-ROUSER [5.0]: Using Rabble-Rouser is now a limited action.



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❖ **P51 WORK THE ROOM [4.0]:** Clarified “The additional die Supports another ally normally and can apply to any Trait chosen. It need not be the same Trait for both allies.”

[5.0] Work the Room is a limited action.

❖ **P51 WORK THE CROWD [5.0]:** Replace the existing text with:

As Work the Room but the hero now adds a third skill die to his Support roll this turn and Supports an additional ally.

❖ **P56 CAN'T SWIM [1.1]:** Summary should say:

Can't Swim (Minor): -2 to swimming (Athletics) rolls; Each inch moved in water costs 3" of Pace.

❖ **P57 SUSPICIOUS [1.1]:** Summary should say:

Suspicious (Minor/Major): The individual is paranoid. As a Major Hindrance, allies subtract 2 when rolling to Support him.

❖ **P61 TACTICIAN [4.0]:** Summary should say:

Draw an extra Action Card each turn that may be assigned to any allied Extra (or group of Extras sharing an Action Card) in Command Range.

❖ **P79 MINEFIELDS [1.1]:** “Failure means...” should read “Success means...”

❖ **P88 CRITICAL FAILURES [4.0]:** Change “skill die” in the first paragraph to “Trait die.”

❖ **P92 ACTIONS [5.0]:** To address several frequently asked questions, we have removed movement from the action economy. The first paragraph was reworded to say:

Characters perform “actions” when their Action Card comes up each round. A character can move and perform one regular action at any point in their movement without penalty. Movement is not an action (see **Movement**, below).

❖ **P92 FREE ACTIONS [5.0]:** Removed reference to movement.

❖ **P92 LIMITED ACTIONS [5.0]:** Pathfinder for *Savage Worlds* introduced the concept of limited actions, and this is now part of the core *Savage Worlds* rules. Add the following after the Free Actions section.

LIMITED ACTIONS

Some actions are more restricted. A character may only perform one limited action on their turn, whether it's the same or different actions. For example, a giant octopus can attack with all its tentacles as a limited action, but it can't use Sweep as well.

The same applies to free actions. If an item allows a character to teleport as a “limited free action,” he may only do so once per turn, and can't use Frenzy the same turn.

❖ **P92 RUNNING [5.0]:** removed reference to free actions.

❖ **P97 AIM [1.1]:** To make it a bit more clear that the bonus applies to your *next* turn, add this to the second paragraph:

“If a character spends her entire turn Aiming a ranged weapon at a particular target and takes no other actions, *on her next turn* she may...”

❖ **P97 AREA EFFECT ATTACKS [1.1]:** No change to how area effect attacks work, but we made it a bit more clear that area effect attacks hit anyone or anything caught under the template, ignoring attack penalties such as Speed or the Dodge Edge. Here's the slightly reworded full text.

AREA EFFECT ATTACKS

Grenades, spell effects, breath weapons, and other attacks that cover a large area are “area effect attacks.” The most common are Small, Medium, and Large Blast Templates, and the Cone and Stream Templates. There are copies you can print out on our website and we make sturdy cardstock versions as well.

Area effect weapons target a location rather than individuals and so ignore defensive bonuses for specific targets covered by the template, such as the Dodge Edge or speed penalties.

Cone templates are placed with the small end emanating from the attacker and fired with the Shooting skill (or Athletics for breath weapons and other natural attacks). Any power or other effect that uses a Cone Template may use the Stream Template instead. This is a straight line 1" (2 yards) wide and 12" (24 yards) long. A basic success means those beneath the template are hit. Failure means the attack didn't occur for some reason—the creature failed to belch up noxious gas, the flamethrower malfunctioned, etc.

To attack with a blast template, the player places the template on the tabletop (or describes where he wants it to land) and rolls Shooting, or Athletics for thrown weapons and breath attacks. If the attack fails and there's a chance it might deviate and hit someone else, see **Deviation**, below.

If the roll is successful, any target even partially beneath the template is affected, regardless of any attack penalties to hit such as the Dodge Edge. If the effect causes damage, roll for each victim separately. Attacks that hit with a raise cause bonus damage as usual.

❖ **P97 STREAM TEMPLATE [5.0]:** Add “Any power or other effect that uses a Cone Template may use the Stream Template instead. This is a straight line 1" (2 yards) wide and 12" (24 yards) long.” to the above Area Effect text and to the Template table on this page.

❖ **P98 BOUND & ENTANGLED [4.1]:** Playtesting has shown us the *entangle* spell has become a bit too powerful, especially in small spaces like dungeons. We also wanted to make sure things like manacles weren't too easy to escape, so we've made a few changes.



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First, the *entangle* power (from the core book) no longer has the Strong Power Modifier.

Second, the Entangled status now makes the victim Vulnerable rather than Distracted, and we clarified a few aspects of Breaking Free from a device. The amended text for both is below.

■ **ENTANGLED:** The victim can't move and is Vulnerable as long as he remains Entangled.

■ **BOUND:** The victim may not move, is Distracted and Vulnerable as long as he remains Bound, and cannot make physical actions other than trying to break free.

Breaking Free: Attempting to break free is an action using Strength at -2 or Athletics. With success, an Entangled hero is free of one entanglement or grappler. A Bound character improves to Entangled with a success; with a raise, he's free.

Breaking Free from a Device: A character bound by a physical device (such as a net, manacles, or handcuffs) who fails to break free can't try again until the situation changes in some way (GM's call).

Bound or Entangled victims may try to destroy the entanglement with an accessible and appropriate weapon (GM's call based on circumstances and the entangling material). Weapon attacks hit automatically (see **Breaking Things**), and attackers may Wild Attack for +2 damage. If successful the character is no longer Entangled (others in an area effect entanglement must be freed separately unless the attack is an area effect itself).

❖ **P100 DESPERATE ATTACK [5.0]:** New combat option as follows:

DESPERATE ATTACK

Desperate attacks are frantic efforts to hit a target at the expense of damage. The attacker adds +2 or +4 to any Fighting roll and subtracts a like amount from damage if he hits. This can be determined per attack (before rolling), and can't be combined with Wild Attack.

❖ **P101 GRAPPLING [4.0]:** Replace the rules for Crush with the following:

Crush: As an action, a grappler may make a Strength roll as damage against a target he has Entangled or Bound. (This is a damage roll so Scale modifiers are ignored.)

❖ **P103 MULTI-ACTIONS [1.1]:** Add this to the bottom of the section:

Free Actions: Multi-Action penalties *do not* apply to free actions, and free actions never inflict a penalty on other actions.

❖ **P106 STUN [2.1]:** We've made Stunned status a little easier to recover from:

STUNNED

Stun guns, creature abilities, the *stun* power, electrical hazards, or other shocks to the brain or nervous system make a character essentially helpless until they manage to shake it off.

Stunned characters:

- Are Distracted (this is removed at the end of the victim's next turn as usual)
- Are Vulnerable (this remains until they recover from being Stunned)
- Fall prone (or to their knees, GM's call)
- Can't move or take any actions
- Don't count toward the Gang Up bonus

Recovery: At the start of a Stunned character's turn, he makes a Vigor roll as a free action. Success means he's no longer Stunned but remains Vulnerable until the end of his *next* turn. With a raise, his Vulnerable state goes away at the end of this turn.

❖ **P112 EXPERIENCED SOLDIER [1.1]:** Increase Stealth to d6.

❖ **P127 [3.1]:** Falling. Not a change, but if calculating falling damage in feet is easier, use d6 per full 10 feet fallen.

❖ **P129 POISON [4.0]:** Replace the text for Paralyzing poison with the following:

Paralyzing: Treat as Stunned. If a Duration is listed, the victim cannot attempt to recover from being Stunned until that amount of time has passed. Otherwise, she may attempt to recover from paralysis on her next turn as usual.

❖ **P136 CONVICTION [1.2]:** Note that we took out the line that said you can only have one point of Conviction—there's no hard limit now.

Add this after the first paragraph:

Conviction can be spent to add a d6 to all a character's Trait and damage totals until the beginning of her next turn. This die can Ace, and its result is added to the final total.

Conviction tokens aren't Bennies and can't be used as such. They *are* kept between sessions, however.

A character may maintain Conviction from round to round by spending a Benny (at the start of his turn, before it runs out). Once Conviction lapses, however, the effect ends.

❖ **P137 SETBACK RESULT ON THE CREATIVE COMBAT CHART [2.1]:** The entry should say "...or simply loses her next turn as she attempts..." (instead of "action").

❖ **P143 SOCIAL CONFLICTS [1.1]:** Under Trials, 2nd paragraph. Change "...at least four tokens..." to "...at least three tokens..."

❖ **P150 LIMITATION [1.1]:** We updated this section to read:



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Each limitation placed upon the power reduces its total Power Point cost by one (to a minimum of 1). If this would normally reduce the cost to 0, you gain a +1 bonus (+2 maximum) to the arcane skill total instead.

- **RANGE:** The power's Range is reduced to Touch (and its listed Range is greater).
 - **PERSONAL [2.1]:** The power's Range becomes Self (and has a Range of Touch or the Range Limitation above).
 - **ASPECT:** The character can only access one aspect of a power (that has more than one choice), such as *sloth/speed* or *boost/lower Trait*.
- ❖ **P154 ARCANES PROTECTION [5.0]:** Replace with the following:
- Success with *arcane protection* means hostile powers suffer a -2 penalty (-4 with a raise) to affect this character. If the hostile power fails to affect the target due to this penalty, it still activates and consumes Power Points (and may still affect other targets). If the power causes harm, damage is also reduced a like amount for the protected target.
- Arcane protection* stacks with Arcane Resistance should the recipient have both!

- ❖ **P156 BOOST/LOWER TRAIT [5.0]:** The base cost is now 3, and the cost per Additional Recipient is now +2.

- ❖ **P158 DEFLECTION [4.0]:** Replace the effect of *deflection* (2nd paragraph) with the following:

With success, foes must subtract 2 from either melee or ranged attacks (caster's choice). With a raise, the penalty applies to both. An attacker using a ranged weapon in melee against the recipient suffers the penalty either way.

- ❖ **P158 DETECT/CONCEAL ARCANA [5.0]:** replace the second paragraph and beyond of effects to read:

When used on a supernatural creature, the caster learns its active powers and arcane abilities. With a raise, he knows Weaknesses common to that creature type. This doesn't reveal Weaknesses of unique individuals, if any. Those must usually be discovered through research or trial and error.

Invisible Creatures: Detect arcana also allows a character to ignore up to 4 points of penalties when attacking foes hidden by magical darkness, invisibility, or similar abilities (or all penalties with a raise).

Conceal arcana prevents detection of arcane energies on one being or item of Normal Scale for one hour (see the Size Table page 179). For larger creatures, increase the cost by the Scale modifier (+2 PPs for Large, +4 PPs for Huge, or +6 PPs for Gargantuan).

With success, attempts to detect arcana on the being or item suffer a -2 penalty or -4 with a raise. If detect arcana fails, the character cannot see through the ruse with this

casting and is not aware it is concealed unless presented with obvious evidence of such (for example, the attack of an invisible foe).

- ❖ **P158 DISPEL [5.0]:** *Dispel* is now a Novice Rank power. Delete the existing Power Modifier and replace with:
- MODIFIERS**

- **DISENCHANT (+1):** The caster can target a magical item rather than an individual or a power. This is a standard arcane skill roll, not an opposed roll (the GM may apply a penalty to disenchant powerful items or artifacts). If successful, all the item's magical abilities are negated for one round, or two with a raise.

- **MULTIPLE POWERS (+3):** If successful, the caster dispels all the target's currently activated powers.

- ❖ **P159 DIVINATION [5.0]:** *Divination* is now a Seasoned Rank power.

- ❖ **P160 ELEMENTAL MANIPULATION [5.0]:** Replace the second paragraph and beyond with the following:

Upon activation, the caster may choose one of the following effects:

- **ATTACK:** The caster uses their activation roll as an attack roll, dealing 2d4 damage to a target (3d4 with a raise) within Range.

- **MOVE:** The caster may move a cubic foot of air, earth (half that in stone), fire, or water up to the caster's Smarts in any direction as a limited action.

- **PUSH:** The elements buffet and move the target. The caster uses his activation roll in place of his Strength for a Push (see page 104).

- **SPECIAL EFFECTS:** The caster may use the elements to create an additional effect with the GM's approval. Some examples are using air to blow out a torch, fan a flame, or cool someone down (reroll a Fatigue roll in oppressive heat). The caster may use earth to cover tracks, fix breaks in stone or earthen walls, or use fire to conjure flame about the size of a torch or spread existing flame. He may use water to conjure a quart of water (not "inside" objects or people) or purify a gallon of water per casting.

After activation, each additional use of the effects above are an action. Roll a new arcane skill roll for Attack or Push (these rolls do not suffer Backlash for Critical Failures as they are not activation rolls).

- ❖ **P160 EMPATHY [5.0]:** Replace the *empathy* effect with the following:

A successful arcane skill vs Spirit roll gives the caster insight into a target's basic emotions. This grants him a +1 bonus (+2 with a raise) to all Intimidation, Persuasion, Performance, or Taunt rolls against the target for the



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Duration of the power. The bonus does not apply to skill rolls made to activate powers.

Empathy works on animals, adding +1 (+2 with a raise) to Riding or other rolls to interact with the creature.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- ❖ **P161 ENTANGLE [4.1]:** Increase the Hardness in the base effect from 5 to 8. Tough Power Modifier replaces Strong:
- **TOUGH (+1):** The entangling material is particularly resilient. Increase its Hardness to 10.
- ❖ **P163 INTANGIBILITY [5.0]:** *Intangibility* is now a Veteran Rank power. Replace the second paragraph and beyond with:

While incorporeal, the character may affect other incorporeal beings (including himself), and he is still susceptible to supernatural attacks, including powers and enchanted items. With a raise on the activation roll, reduce the damage from supernatural attacks by 4.

The being becomes corporeal when the power ends, but if within someone or something he's shunted to the nearest open space and Stunned.

If cast on an unwilling target, the victim resists with Spirit. If affected, he shakes off the effect with a Spirit roll as a free action at the end of his following turns.

- ❖ **P165 OBJECT READING [5.0]:** Replace the effects with the following, and remove the Modifier:

Object reading is the ability to get visions of the past from an object. With a successful casting, she gains a vague impression of whatever information she's looking for, from the object's creation forward. A raise grants her more specific information.

If the caster uses object reading on a bloody knife to investigate a murder, for example, success might tell her the wielder was a human and that the attack happened at night. With a raise, she might get a glimpse of the killer's face or some other clue that reveals his identity.

- ❖ **P165 PROTECTION [1.1]:** Remove the More Armor and Toughness modifiers and replace the effect of *protection* (1st paragraph) with the following:

Protection creates a field of energy or armor around a character, giving him 2 points of Armor. With a raise, the bonus is applied to Toughness instead.

- ❖ **P166 RELIEF [4.0]:** Replace the *relief* effect with the following:

Relief allows the caster to recover from a negative condition or the effects of Fatigue.

Recover: The caster removes one of the following conditions: Shaken, Distracted, or Vulnerable. A raise on the arcane skill roll removes two conditions. If affecting more than one target

(via the Additional Recipients modifier), the caster may choose which condition(s) to remove for each ally.

Relief can't remove conditions caused by ongoing effects (Bound or Entangled, Stunned, etc.) unless the source of the effect is removed.

Numb: Reduces the recipient's total penalties from Wounds and Fatigue by one with success, or two with a raise. An Exhausted (-2) hero with three Wounds (-3), for example, reduces her total -5 penalty to -4 with success, and -3 with a raise. This effect lasts one hour. It doesn't actually remove the Wounds or the Fatigue, it just allows the recipient to ignore the penalties. If the target would be Incapacitated by Wounds or Fatigue, she's still Incapacitated as usual.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **STUNNED (+1):** If using the Recover option, the caster may also affect the Stunned condition. This completely removes the effects of being Stunned.
- ❖ **P167 SHAPE CHANGE [5.0]:** Remove the Speech Modifier. Leave the Shape Change table as it is, but change the effect text around it to read:

This power allows the caster to take the form of other living creatures. She can only turn into the base form of such beings, not elite or alternative versions (so an orc is allowed but an orc chieftain is not). With a raise, the caster can increase the creature's Strength and Vigor by one die type each.

The size of the new form is limited by the caster's Rank:

Held and worn items are assumed into the new form and reappear when the power ends.

While transformed, the character retains his Edges and Hindrances, and his Smarts, Spirit, and their linked skills. He gains the creature's Agility, Strength, Vigor, and linked skills, as well as any powers common to that creature (fire breathing for dragons, flight for pegasi, etc). The caster does not gain a target's Power Points if it has them—he retains his own.

His ability to use devices and communicate is limited to those of his form—goblins can speak and therefore cast spells but bears and tigers cannot. The caster may maintain powers cast before the shape change regardless of form.

- **WOUND EFFECTS:** The caster cannot benefit from a creature's additional Wounds or Wound reduction abilities like Resilient, Very Resilient, or Unstoppable, or extra Wounds from Large or Huge Scale creatures.
- ❖ **P169 SUMMON ALLY [5.0]:** Change the Power Point Cost for servants to: Attendant = 1, Bodyguard = 3, Sentinel = 5, and Mirror Self = 7.
- ❖ **P169 TELEKINESIS [5.0]:** Replace the *telekinesis* effect with:



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Telekinesis is the ability to move objects or creatures (including oneself) with arcane will. It has a Strength of d10, or d12 with a raise. On activation, the caster may immediately perform one of the “uses” below. Subsequent uses are actions and use the arcane skill (but are not activation rolls and therefore not subject to Backlash from Critical Failures).

Unwilling beings targeted by telekinesis resist the caster’s arcane skill with an opposed Spirit roll when first targeted, and at the start of each of their turns thereafter until they’re released. Successful resistance does not mean the spell fails—the caster may try again on his next turn.

Uses:

BASH: The target may be bashed into the floor, ceiling, or walls for Str+d6 damage.

CHANGE TARGETS: The caster may release a victim or tool as a free action. Picking up a new weapon is a free action. Selecting a new unwilling target is an action and is resisted as above.

MANIPULATE: The caster may use tools to perform simple tasks or wield a weapon, using the caster’s arcane skill. (This doesn’t alter the caster’s Parry if wielding a weapon if his arcane skill is different from his Fighting skill.)

MOVE: The target or tool may be moved up to the caster’s Smarts as a limited free action.

❖ **P178 SIZE [4.0]:** Change the last paragraph to read “Unless otherwise stated, such creatures have Reach equal to the additional Wounds granted by Size.”

❖ **P178 STUN [4.0]:** Replace Stun text with the following:
A creature with this ability often has an electrical attack, mild toxin, mind lash, or similar defensive mechanism that temporarily disables their prey. Anyone Shaken or Wounded by the accompanying attack must make a Vigor roll minus any listed penalties or be Stunned (page 106). The Vigor roll is made at -2 if the creature hits with a raise.

❖ **P178 TENTACLES [1.1]:** Replace with the following text.

TENTACLES

The creature has a number of “tentacle actions” specified in its description (usually 2 or 4). Tentacle actions collectively count as a single limited action [5.0] for the creature on its turn. The actions must stem from the tentacle in some way—usually a Fighting, Shooting, or grappling attack, but this is the GM’s call.

If the creature is a Wild Card, it rolls its Wild Die with each tentacle action as usual.

If the being performs other actions on its turn, such as Taunting or casting a spell, these and the tentacle actions are affected by the Multi-Action penalty as usual.

Grappling rolls made with tentacles get a +2 bonus, and “crushing” causes the creature’s Strength in damage unless otherwise listed.

Severing a tentacle is a Called Shot. If damage exceeds the creature’s Toughness, the limb is severed and the monster is Shaken. If it was already Shaken, it takes a Wound.

❖ **P179 SIZE TABLE [4.0]:** Added the Reach bonus to the size table headers.

❖ **P180 ALLIGATOR [2.1]:** Increase Size to 2 and Toughness to 11 (2).

❖ **P185 LION (Pounce) [2.0]:** Change to:

Pounce: Lions pounce on their prey to best bring their mass and claws to bear. If a lion makes a Wild Attack, it adds +4 to its damage instead of +2.

❖ **P189 SWARM (Bite or Sting) [2.0]:**

Bite or Sting: Swarms inflict hundreds of tiny bites or stings every round, hitting automatically (unless Shaken) and causing 2d4 damage to everyone in the template at the end of their turn. Damage is applied to the least armored location (those in completely sealed suits are immune).

Swarms aren’t intelligent enough to do anything but move and bite and shouldn’t take Multi-Actions, make Tests, etc.

■ **Swarm [2.1]:** +2 to recover from being Shaken, Parry +2. Swarms are composed of many small creatures, so cutting and piercing weapons do no real damage. Area effect attacks work normally, and a character can stomp to inflict his damage in Strength each round. Some swarms (bees, hornets, birds) may be foiled by total immersion in water.

❖ **P186 [1.1]:** Orc Chieftain. Change to:

Face: 6; **Parry:** 8 (or 7 great axe); **Toughness:** 12 (4)

❖ **P203 SUMMARY SHEET [5.0]:** Updated to reflect changes to states.

