

CENTURY'S EDGE

My Dear Ladies and Gentlemen,

Once again those blamed imps of the type-press have befuddled one of our glorious publications making it quite necessary that we clarify and adjust the material presented in our splendiferous rule book. Thankfully, the adjustments are few and will easily be eliminated in subsequent printings. Should more of these ghastly tarnishes come to surface, we will update this posting to address them. By area they are:

RESOURCE USE

- We have come to realize that the sacrificing of an attribute's Resource to gain Bonus Factors can get a bit out of hand -even to a degree of puerility. In later printings, the use of Resource in this manner will be limited to a maximum Deduction of $DF \times 4$ (regardless of the amount of pool left). This maximum will generate a $BF \times 5$, still allowing even a D4 attribute to possibly hit a +20 *amazing* result.

MULTITASKING

- When multitasking, the MC's actions take place simultaneously; therefore action order is determined off the SLOWEST of the actions being attempted (i.e. always apply the greatest delay when determining action order with a multitasked group of actions). For example, The Prim Rose is using a whip to hold back attackers while fumbling to light a bomb's fuse with his off-hand. These two actions are being multitasked. Since the whip has a delay of -5, the Prim Rose's action order drops from a +4 (based off his Reflex) to a -1. When the time comes for his turn (at the -1) he can attempt to both strike at the oncoming henchmen and light this fuse.

THE ARISTOCRAT

- Our dear friend the Aristocrat was shamefully slander in the early printings of our book. This magnificent citizen was some how assigned the same Rank 7 Goal as that base-fellow, the Combatant. To rectify this, replace the suggested goal with:
 - **Having "Arrived"** *Character must organize some great social event that demonstrates they are in the upper echelon of society.*

ARMOR OPTIONS

- Armor in Century's Edge was intentionally designed to be meager -almost ineffective. The war craft of the time was especially deadly, and munitions were quickly out performing the defensive articles being produced. Thus, the original rules present armor such that, only the heaviest of pieces might stand a real chance of preventing injury. Still, some yearn for more fanciful terms for armor and in our ever-continuing quest to please our players, we present the following alternate rules for armor:

The Bonus Die Method *In this method, the armor die is rolled in conjunction with the character's positive Health Die (or other resource when using non-physical forms of armor), treating it like a bonus die. This is a Compound Roll, thus the results of both dice are added together and compared to the total Deduction the character is facing. If the Compound Roll meets or beats the total damage, no Deduction is made. If the*



damage is greater it is Deducted from the MC's pool. In this system, the die of the armor may or may not be "down graded" a level (D6 to D4 for example) with each use (the narrator should decide on this point).

The Subtractive Method This method allows armor to have the greatest effect in combat. Here, the armor die is rolled and subtracted off of the Deduction the character would otherwise take. So, rolling an armor die for 6 against an 11 point Health Deduction brings it down to a 5 point Deduction. As with the other armor variants, the narrator might wish to down grade the armor's die-level each time it is used, or not. This method makes armor incredibly significant, and adds to the processes involved in combat, slowing it down a bit. Still, if your game has a heavy steam-punk feel, or is "combat-centric" this version might play well to those styles.

The Difficulty Die Method In this version, armor dice are converted to difficulty dice and added to the negative die of an opponent's attack. This makes it less likely for an opponent to land a successful hit -translating to the hit being absorbed or deflected by the armor. Because this method impedes targeting more so than damage, it doesn't always faithfully mimic the effects of armor. High damage weapons (such as a DF x 7 mortar) may fail to injure an MC simply because the armor die negated the firer's chance to hit. As above, narrators might choose to degrade these armor-based difficulty dies as the armor is used and abused.

MACHINES AND VEHICLES

- In somewhat of an ornery streak, we left the rule book ambiguous about the use and operation of machines and vehicles. Call us charlatans, but such details seem befitting a book specifically on Industrial Age gadgets and steam-driven wonders... Until such a date as we can provide this whimsical volume, we can only educate you on the basics. All machines/vehicles run off of the action order of their users (minus any delay one might place on a device for it being "slow to react" or of bulky design). Machines/vehicles are usually operated as a full *action*. When directing the movement of a vehicle, a pilot can only use its other functions if they can be accessed as part of a multitasked *action*. For instance while driving a team of horses on a wagon, the driver might also fire upon an approaching wagon (using one hand to control the reigns and the other to work the pistol). Similarly, a Martian operating its tripod could work the levers that make it walk with one set of tentacles while operating its heat-ray with another. Ratings given for machines and vehicles are either used in-place of the operator's roll, or Merged with it. Special circumstances might allow the device's dice to be Compounded with the operator's attribute roll (the Clockwork Body Brace on page 108 is an example).
- When vehicles or machines are damaged, the Deductions are taken from their material pool. When these pools reach 1/2 their starting amounts, the devices start to malfunction. The narrator should determine the severity of the malfunction based on the device's total pool (a 10 point device dropped to 5 is going to be in worse shape than a 100 point device dropped to 50) and the type/location of damage it's been suffering. At zero points the device is totally destroyed and may become unstable (if bearing fuel, pressurized vapor, or some other dangerous cargo). Riders/drivers may be injured when their vehicle is destroyed -most often narrators should assign a crushing force rating (pg 178) to the situation and have the MCs roll against it.

MARTIAN TRIPODS

- The armor die for that incogitable menace, the Martian Tripod (as it appears in the Field Guide of Dangers excerpt and in the adventure, *The Provocation at Grayload Gulch*), should be D20 x 2 -That is, the metallic hull of these technological wonders is constructed of an alloy, so advanced, its protection is always doubled when rolled. Thus, rolling a 12 actually yields 24 points worth of armor for the tripod. We apologize for this miscalculation. As these behemoths are (thankfully) so rare; we had not yet encountered one during the guide's initial writing, and were forced to use supposition and hearsay in deducing its properties -regrettably even we underestimated its stalwart integrity along these lines...

If you have questions or comments regarding the rules you can contact our staff at gm@wholesumentertainment.com.

