



ERRATA

FOR FADING SUNS™
(SEPTEMBER 2022)

Universe Book

first printing

PAGE 122 - RIGHT LAST PARAGRAPH

- Changed “regularly” to “sometimes”

Possession of these rings is even more strictly policed than jumpkeys, but they’re sometimes used, not only by Imperial ships but also by noble armadas and even (to heretics’ dismay) some pursuing Inquisitors.

Character Book

first printing

PAGE 10 - THE BASICS

- Changed the steps with more accurate text to align with the GM Screen and the Beginners Box:

0. BEGIN THE ROUND: INITIATIVE

The troupe leader chooses who acts first. Once that chosen character has acted, their player chooses who acts next. Once everyone (PC and NPC) has acted, the round ends. (Note: Some characters might have an *initiative* edge, in which case they act first and then decide who will act next.)

When it’s your turn in the initiative queue, use the following sequence:

1. WHAT ARE YOU GOING TO DO? ACTION

Declare what you are doing: shoot a gun, yell a command, jump from a moving skimmer, etc. Anything a character does is considered to be an *action*. If it’s an action directed against another character (PC or NPC), that person is the action’s *target*.

Example: Jasmina fires a laser pistol at Baron Morgens-tern.

2. HOW DOES THAT WORK IN THE RULES? TRAITS

Skill ranks + characteristic ranks = goal number. Any given action can be described using a combination of two traits: a skill (a trained ability) and a characteristic (one of nine innate abilities). These are listed on the character sheet.

Example: Firing a laser pistol at short range involves the Shoot skill and the Dexterity characteristic.

3. DID YOU ACTUALLY DO IT? GOAL ROLL

- Roll less than your goal number = success.
- Roll your goal number exactly = critical hit (ignore step 5 and gain 1 WP).
- Roll higher than your goal number = miss (it’s over; don’t complete the rest of the sequence).
- Roll a ‘20’ = critical miss (the GM gains 1 WP).

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Example: *Jasmina has a Shoot of 5 and a Dexterity of 7, giving her a goal number of 12. Jasmina's player rolls the die and gets a 7 – a success.*

4. HOW WELL DID YOU DO IT? VICTORY POINTS

If you succeeded, the number you rolled = victory points (VP).

Example: *Jasmina succeeded with a 7, so she gains 7 victory points (VP).*

5. WHAT OPPOSES YOU? RESISTANCE

1. Spend VP to cancel the target's Resistance: Body vs combat; Mind vs influence; Spirit vs occult
2. Defender can react by spending VP to boost their Resistance.
3. Spend VP to trump defender's boost. If you can't spend enough to equal it, the sequence ends.

Targets have innate and trained abilities to avoid actions made against them; situations without PC or NPC targets might still pose a certain difficulty that could foil some actions, even when the goal roll is successful. This is represented by *Resistance*, described by a number. The expenditure of victory points (VP) must match that number before any impact can take effect. (The factors that determine the Resistance number vary and are described in detail later in this chapter.)

Example: *Baron Morgenstern is wearing stiffsynth armor, which provides 4 Resistance against physical attacks. Jasmina must spend 4 VP to overcome this Resistance before her laser pistol's 5 damage can penetrate the armor.*

6. WHAT'S THE END RESULT? IMPACT

Physical attack: Inflict the weapon damage (+1 dmg per 2 VP spent)

Influence: Impose the action's psychological state on the target.

Example: *Jasmina's laser pistol does 5 damage. She can spend VP to increase this.*

PAGE 134 - GOSPEL

- **Changed Precondition to:**

Precondition: Chorister and Performing Arts (Song) capability

PAGE 141 - KEY SIGNATURE

- **Replaced Sing with Perform:**

For each round that you keep time by singing (as a primary action), members of your troupe who can hear you subtract 1 from the Resistance opposing their actions for each VP you spend that turn (up to a maximum of your Perform skill).

PAGE 154 - RIGHTEOUS SERMON

- **Changed Precondition to:**

Precondition: Priest and Performing Arts (Oratory) 5+

PAGE 157 - SECOND SKIN

- **Changed Precondition to:**

Precondition: Incognito or Spy

PAGE 158 - LEFT FIRST PARAGRAPH

- **Replaced "active observation rolls" with " Pierce disguise rolls"**

While you wear this disguise, opponents cannot detect it with instinctual perception and *Pierce disguise* rolls are unfavorable.

- **Added "(when imposed by others)" to clarify**

Benefice: You've already made peace with death. You're willing to risk everything, if the situation requires it (when imposed by others).

PAGE 176 - CONVINCING

- **Replaced Lore with Knowledge**

Capability: No capability is typically required, unless you're trying to convince the target that his facts are wrong, in which case the relevant Knowledge, Science, or Customs Lore capability might be required.

PAGE 178 - LEFT 2ND PARAGRAPH

- **Replaced first sentence**

If someone is actively looking for someone in disguise, they make a *Pierce disguise* roll (Observe + Perception or Wits, if they know the person the

disguise is mimicking) as a primary action to see through the disguise.

PAGE 233 - MELEE WEAPONS

- **Added (15 shocks per fusion cell)**

Weapon	Features/Accessories
Frap stick (shockstick)	Shock (15 shocks per fusion cell)
-Hironem stunstick (yesht)	Shock (15 shocks per fusion cell)

PAGE 233 - MELEE ACCESSORIES

- **Replace feature with:**

Item	Feature
Shock-tip	Requires fusion cell; -1 goal; gains Shock property (15 shocks per fusion cell)
Vibro upgrade	Requires fusion cell; -1 goal; gains Shock property (15 shocks per fusion cell)

PAGE 236 - MELEE ACCESSORIES

- **Removed Buckler features “+4 Resistance vs missile attacks”**

HANDSHIELDS	Features
Buckler (steel)	Slamproof

PAGE 239 - MELEE ACCESSORIES

- **Added effect “within solar system” to clarify**

Device	Effect
Whisper pin*	Personalized (voice recognition); miniature collar-&-earpiece (Observe rolls to spot device are unfavorable (within solar system)); Sec = Demanding (e).
Quantum radio (XL)	Instant quantum transfer (no delay or interference); Sec = Miraculous (e) within solar system.

second printing

PAGE 186 - INTERFACE

- **Changed Restricted to:**

RESTRICTED: *Merchant, Amateur, Clergy, Conspiracist, Enthusiast, Occultist, Scribe, Spy*

PAGE 241 - ENTERTAINMENT

- **Removed parenthetical rules under effect**

PASTTIME	Effect
Music collar	Translates voice into instrumental sound

Gamemaster Book

first printing

PAGE 4 - BOOKS

- **name corrected to:**

Poul Anderson’s Technic histories

PAGE 11 - SETTING THE PACE

- **Replaced first sentence in second paragraph**

You should vary this pace from drama to drama, based on the overall weight of the dramatic stakes for any given drama.

PAGE 49 - ASTRID THE VALKYRIE

- **Replaced quote**

“Do not kneel to the Imperial slavers! Shake off the yoke of Eldrid the Mad and be free!”

PAGE 49 - ASTRID THE VALKYRIE

- **Replaced first sentence of description**

Description: Astrid served in the Fheykrigs alongside Eldrid, helping her establish herself as Grand Thane.



PAGE 49 - ASTRID THE VALKYRIE

- **Replaced perks**

Perks: Armed to the Teeth, Born on the Battlefield, Fencing, Independent, Professional Reputation (Savant), Resilient, Stoic Body

PAGE 50 - COUNTESS FREYA

- **Replaced perks**

Perks: Aim Where It Hurts (Swashbucker; Duello), Dance of Destruction, Fencing, Imperious, Nimble, Stoic Body, Stoic Mind

PAGE 50 - COUNTESS FREYA

- **Replaced action** *Sword strike*

Actions:	Goal	Impact
Sword strike	12	5 dmg

PAGE 53 - SILDA SAR'HALIMA

- **Replaced perk - Theurgy rites**

Theurgy rites: Ecumenical (Divine Revelation, Laying on Hands, The Prophet's Holy Blessing)

PAGE 57 - SPACE STATION

- **Replaced equipment**

Equipment: Spacesuit, frap stick (15 charges)

PAGE 82 - SPACE STATION

- **Replaced second paragraph**

Queen Sura Ramakrishna, who aided in the delicate marriage negotiations, also swore fealty, as her family gained recognition as a noble house, albeit a minor one.

PAGE 83 - SPACE STATION

- **Replaced Solar System**

Solar System: Ayodhya (0.4 AU), Freyen (0.8 AU), Hargard (1.5 AU, Hatan), Sigefest (2.7 AU, 2 moons), Vrindavan (gas-giant; 6 AU, 7 moons), Udal (12 AU), Aesir (23.5 AU, 2 moons), Diyan Dinè'e (35 AU), Jumpgate (49 AU)

PAGE 84 - JYANDHOM

- **Replaced last sentence in third paragraph**

The head of Siddis, Duchess Vayatadr (formerly Queen), and the ruler of Rochirion, Duke Rajan (formerly Prince), were among the first to do so.

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PAGE 86 - RECENT HISTORY

- **Replaced fourth sentence in second paragraph**

However, whispered rumors say that she began to suffer symptoms of a debilitating illness, forcing her to shift her strategy.

PAGE 87 - RECENT HISTORY

- **Replaced fourth sentence in fourth paragraph**

These meetings, taking place under Sigfaddir Firestorm's protection, formed a broad consensus against the outworlder Church, one that could lead to an alliance against the Church's goals on Hargard.