

Strands of Fate - Errata & FAQ (1st Printing, 24.11.2010)

p. 55 - Clarification

Any time any Aspect is used to compel you, you get a Fate Point. This could be a Character Aspect, a Specialty Aspect, an Item Aspect, a Power Aspect, or even a Zone Aspect.



p. 99

Under *Striking Looks*, replace "You gain a +2 bonus to Persuasion rolls when dealing with members of the opposite sex, or homosexual members of your same sex." with "You gain a +2 bonus to Persuasion rolls when dealing with people that are attracted to your sex and species."



p. 100

Under *Weapon Specialist*, add "polearms and spears" to the weapon categories.



p. 118

Awe should not require an Affinity Ability.



p. 119

Under *Barrier*, replace "The barrier lasts for a number of hours equal to your Affinity x 3, or until dismissed by you." with "The barrier lasts for a number of hours equal to your (Affinity x 3) + 1, or until dismissed by you."



p. 281

Under *Languages*, replace "So a character with a Knowledge of 4 may begin the game knowing his native language and two others." with "So a character with a Knowledge of 4 may begin the game knowing his native language and one other."



p. 299 - Clarification

The Consequence of *Damaged* does not affect the Armor Rating, but the armor can no longer absorb stress until it's healed. This aspect can be invoked or compelled as normal.

p. 357

Under *Sensor Ranges*, replace the table with the following:

	Close (-0)	Medium (-2)	Long (-4)
Land	<1 mile (1.5km)	10 miles (15km)	50 miles (75km)
Air	<10 miles (15km)	50 miles (75km)	200 miles (300km)
Space	<200 miles (300km)	2,000 miles (3,000km)	200,000 miles (300,00km)



p. 396

In the first paragraph of *Vacuum*, the vacuum suit page reference should be to page 308.



p. 400 - Clarification

A Unit (and a Unit only) can attack more than one target per turn. The Unit should pick a primary target. Attacking other targets is a Supplemental Action and the Unit suffers a cumulative -1 penalty for each attack, so the first attack is at -0, the second at -1, the third at -2 and so on.



p. 425

Under *Striking Looks*, replace "You gain a +2 bonus to Persuasion rolls when dealing with members of the opposite sex, or homosexual members of your same sex." with "You gain a +2 bonus to Persuasion rolls when dealing with people that are attracted to your sex and species."



p. 431

Under *Striking Looks*, replace "The Werewolf gains a +2 bonus to Persuasion rolls when dealing with members of the opposite sex, or homosexual members of your same sex." with "The Werewolf gains a +2 bonus to Persuasion rolls when dealing with people that are attracted to your sex and species."

Under *Curse of Lycanthropy*, replace the entries "**True Expert - Strength of the Beast (P) (Strength)**" and "**True Expert - Inhuman Physique (P) (Endurance)**" with "**Persistent Specialty - Strength of the Beast(P) (Strength)**" and "**Persistent Specialty - Inhuman Physique(P) (Endurance)**", respectively.

p. 451

The table for *Breaking Things* is incorrect. Replace it with the table from page 264.

