



OFFICIAL TORTURED EARTH ERRATA

1.925 (02JULY2017)

This is the first errata for the Tortured Earth Role-Playing System. Please check www.torturedearth.com <https://www.facebook.com/torturedearth/> and <https://twitter.com/TorturedEarth> for updates!

Note: This is the official errata for the Tortured Earth Game Guide as of 02JULY2017. All content is subject to change.

Author's Note

Thank you all for your feedback! Tortured Earth is constantly improving due to the wonderful response we are getting from all who are playing it.

You should notice that some rules have fundamentally changed. This should, in no way, detract from your enjoyment of the system. If you find that using the original rules work for your game table, then, by all means, use them (and let us know why). This Errata is a compilation of suggestions from Tortured Earth players from all over the world that we have reviewed and decided to present to you.

Send all comments to feedback@torturedearth.com

-Artice

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Change Log

1. Various PC races received updates concerning vision rules. 1.91
2. Dual Wielding penalties have been updated. -2 for the primary (first) attack and -4 for the secondary attack. 1.91
3. Added the Crafting Formula for Alchemy and Herbalist consumables. 1.92
4. Corrected Drang (Rat) starting PC attributes. 1.92
5. Clarified Aimed Basic Attack (p.5). 1.92
6. Increased Healing Effectiveness and Critical Successes for LP Restorative Potions (p.48-50). 1.92
7. Clarified Free Attack, Flanking, and Movement (p.5). 1.92
8. Added Free Attack rules for character sizes (p.9). 1.92
9. Added Rules for Gravity and Falling (p.4) 1.92
10. Added Rules for Crash Landing (p.4) 1.92
11. Removed Flight from the Lestraum (p.38) 1.92 They are now a ground-based race. Added Quake Mapping and Resistances to Knockback, Knockdown, and Relocate.
12. Added rules for manifesting Psychic Blade and Psychic Hammer and attacking them using the Basic Attack rules (p.38). 1.92
13. Removed Crafting: Organic from Crafting: Wood description (p.27). 1.92
14. Added rules for a negative Attribute score (p.4) 1.92
15. Added rules for **Breaks** regarding the Target status effect critical successes (see Decapitate and Dismember Status Effects) (p.42) 1.92
16. Updated the Ramarune's Projectile Vomit attack Status Effect with: "Status Effect: Special (If the target suffers from bleed then they contract Disease: Septic Wound at Projectile Vomit Rank) (p. 85) 1.92
17. All races have been removed from the Errata due to the upcoming Race Update 1.5 Rules. 1.92
18. Frostbite now has the appropriate save (PE vs 10 + Frostbite Rank) (p. 43). 1.92
19. Weapon Specialist Skills received an overhaul. (p. 9-18) 1.92

General Updates and Reminders.

When halving an uneven number, always round down.

Changing positions (kneeling to standing, prone to standing, etc.) costs 1 CP.

All General Skill (athletics, crafting, observation, etc.) checks attempted after the Combat Order is announced cost 1 CP and are considered to be a Basic ability unless otherwise stated in the skill. These are known as "Knowledge Checks" later in this document.

"Attack Roll" and "Attempt Roll" are used interchangeably.

Attacks are separated into several different options: Aimed Basic Attacks, Dual Wielding Attacks, Basic Attacks, and Variant Attacks.

Aimed Basic Attack: A character can add 1 CP to their Basic Attack to target a body zone. It acts like the Target Status Effect but the Attack Bonus is not added to the attack roll. Also, Decapitate, Dismember, and Immobilize are not available upon a critical success. This still follows the rules for a Basic Attack (only 1 Basic Attack type including flux and psychic projections per Turn unless dual-wielding).

Dual Wielding: A character must declare they are attacking with each weapon. They spend 2 CP and roll one attack at a time and must declare what weapon they are using. The first basic attack occurs at -2. The second attack has a penalty -4, the damage is halved after the roll and all modifiers have been added, and the Fragility of the attack increases by +1. These penalties are reduced based on the Rank of the Weapon Specialist type they are using. See **Dual Wielding** in the **Weapon Changes** section below.

Improvised Attacks (this new game mechanic replaces buttstock strike and pistol whip). See more information in the **Weapon Changes** section below.

Improvised Weapons (virtually any weapon can be crafted w/minimal materials/Rank 0 w/+3 Fragility).

Ammo Specialist has been removed from all weapons. Ammunition only occurs at Rank 1 and either adds a Rank 1 Status Effect to an attack or increases the damage type of the status effect in the case of multiple uses of the ammo.

Free Attack: A character moving in excess of ½ their movement speed around or away from an enemy who is within melee range grants that enemy, or multiple enemies, a free basic attack. If a Basic Attack is not available, the attacker may perform a Variant Attack melee attack without activating any status effect. If no melee attack is available then the creature may attempt an Unarmed attack (PA vs PA; PM, Crushing damage). A hostile target may perform as many Free Attacks per Turn as they have PA. For example, if a 3 targets move out of

range of a hostile target (with a Physical Agility of 2), then the hostile target may attempt up to 2 Free Attacks.

Flanking: Flanking occurs when a defender is engaged with multiple enemies not positioned in a forward position. Each attacker in a flanking position gains a +1 to their attack.

Movement: Movement has been simplified from the Guide (see p.175). Retreat has been removed. Replace this rule with, "Characters moving greater than ½ of their Speed (regardless of Land, Climbing, etc.) out of melee range of a hostile target allows the hostile target to attempt a Free Attack. "

Holding actions: Players can delay their entire turn before any CP is spent but after the "Beginning of Turn" action is complete. Meaning, they take damage from status effects or perform any action that triggers upon the "Beginning of Turn" then they delay their second phase of the turn (spending CP) until the designated Turn begins. They do not lose their place in the Combat Order.

Area of Effect attacks: Unlike attacks targeting a single enemy, area of effect attacks (such as Fireball) will hit the targeted area. The Attack roll merely sets the Target Score the defenders must beat in order to avoid the damage.

Healing with Flux abilities: A recipient of any sort of healing via a flux can only receive as many successful attempts as they have PE.

Natural Healing: Characters receive PE number of LP and WP number of MP after a long (8 hour) rest.

Healing using Potions, First Aid Kits, and Poultices. The number of Restorative Potions and Restorative Teas (and alcoholic beverages/substances) one can consume per 4 hours is equal to or less than their PE score. Consuming any Potion or Tea in excess of their PE causes them to make an Intoxication Check. It is 10 + Number of Drinks in excess of their PE. Failure leads the character to become Intoxicated (see the **Intoxicate** Status Effect) for 8 hours. While in this state, they also suffer -1 to all IQ, WP, and PC checks per Intoxicate Rank.

First Aid Kits can be used by anyone, however, a non-trained field medic can only use 1 per encounter. Non-Field Medic trained individuals heal 2d4 LP where Field Medics heal 2d4 + IQ + Field Medic Rank LP.

Poultices made by Herbalists can be applied by anyone during combat. They have very limited healing potential but can be applied as many times as the recipient has PE. Herbalists add their IQ + Herbalist Rank to the number of LP restored.

Skill Checks and Skill Ranks. Unskilled checks occur at $\frac{1}{2}$ the required Attribute (rounded down). Skilled checks occur at the full Attribute. A player can choose to improve their roll by using a Point-Per-Day in their skill which then increases the attempt roll by the Rank of the skill.

For example, if the GM requests for everyone to attempt an Observation check. Those characters skilled in Observation add their full PC to the check where the unskilled only add $\frac{1}{2}$ their PC to the roll. Those skilled in Observation also has the option to add their Observation Rank to the roll by using an invested Point-Per-Day.

Character Size Categories:

- Small: Size category 3 and below (approximately 3ft and smaller)
 - Small Characters do not provoke Free Attacks from Large creatures and greater.
- Medium: Size category 4-6 (over 3ft to 6ft)
 - Medium Characters do not provoke Free Attacks from Huge creatures and greater.
- Large: Size category 7-9 (over 6ft to 9ft)
 - Large Characters do not provoke Free Attacks from Gargantuan creatures.
- Huge: Size category 10-12 (over 9ft to 12ft)
- Gargantuan: Size category above 12ft

Gravity and Falling Damage

Gravity. Given gravity produces an acceleration of 10 m/s² and after 1 second, an object will fall roughly 32 feet. Converting this to the Tortured Earth Game Rules, we will assume objects fall at 6" (30 ft.) per turn. Characters sustain 1d4, Crushing Damage per inch fallen.

Crash Landing

Unlike Falling, Crash Landing occurs when a creature is attempting to land after flying. They make an attempt of PE vs 10 or take 2d6, Crushing Damage on a failure. Critical Failure causes them to take maximum Damage and suffer from the status effect **Knockdown** at Rank 1.

Negative Attribute Scores

Having a negative attribute score from a temporary status effect does not modify Maximum Carry/Lift or the Life Point and Mental Point totals. These totals only change if the Attribute score increases due to reaching skill point milestones (every 25 skill points) or because the character mutates via the Mist. See pages 55-92 for further information on Abhorrent advancement.

Weapon Changes.

The following abilities have been discarded and should not be used.

Firearms: Buttstock Strike, Pistol Whip, and Ammo Specialist.

Buttstock Strike and Pistol Whip now use the **Improvised Attacks** rule below.

Ammo Specialist is now redundant. All ammo occurs at Rank 1 (if Rank is applicable).

Weapons utilize the same **Uses-Per-Day** mechanic as do all other skills in the Tortured Earth system. Unlike Spells or Psychic abilities, however, players using weapons have a wide variety of status effects in which to specialize when investing skill points.

Point Investment. Each weapon has an associated Basic Attack and a Special Attack. The player is able to invest Skill Points in either the Special Attack variant or they will be able to choose from a list of available Status Effects to create a custom Variant.

Currently (as of 7 June 2016) not all Special Attack Variants have been included in this document. Just use all available Criticals as custom Variants.

Example: Using the Battle Axe, a player can invest their Skill Points in the Special Attack "Punishing Blow." With this special variant, the character does increasing amounts of damage with every successful Frenzy attack while decreasing their next Defense attempt. Essentially, this Special Attack is unique to the Battle Axe subcategory of weapons. The player may invest points in any of the other available Status Effects that are available to the Battle Axe such as Bleed, Disarm, Distract, Frenzy, Knockback, Rend, Slash, or Target to create a Custom Variant. The player can invest Skill Points in as many of these Variants as they wish as well as the Special Attack Variant.

Specialist Tree. The player can also invest points in a Specialist Tree that has a much lower return than investing directly into a weapon Variant. For example, the player wishes to invest points directly into Axes. There is not a **Uses-Per-Day** mechanic associated with General Trees so the Ranking progresses automatically. 1-5 points invested will give the player access to all Rank 1 abilities while 6-10 invested points will give the player access to all Rank 1 & Rank 2 abilities associated with the Axe specialist skill cluster. All 'Specialist' Rank abilities and point investment costs are listed at the beginning of each weapon category.

An important benefit of investing points in both a Custom Variant and the Axe Specialist tree is the player can spend a Uses-Per-Day in an invested Variant with any weapon that shares the 'Axe' category. The limitation is the lowest Rank between the Axe Specialist and the Custom Variant will be utilized. For example, if the player has Rank 5 in the Bleed Status Effect in a Battle Axe and they wish to cause the target to Bleed using a Hatchet, they can use an available Uses-Per-Day in Battle Axe while wielding a Hatchet. If their Axe Specialist Rank is equal-to or greater-than their Bleed Custom Variant Rank in Battle Axe, they successfully activate Bleed at Rank 5. If their Axe Specialist Rank is lower than their Bleed Custom Variant Rank, Bleed activates at the lower Rank.

Basic Attacks. This refers to an unskilled or instinctive attempt to attack with a weapon. The Damage is defined by the Weapon Type DMG. **Basic Attacks** only cost 1 CP but can only be used once per Turn unless reach a particular Rank in the particular Weapon Specialist in the type of weapon that is being wielded. Other triggered abilities using Basic Attacks, such as Counterattack, allow the character to utilize Basic Attacks when it is not their Turn. **Basic Attacks** use the **Weapon Type** Attack, Base Damage, and Damage Type. For example, a character wields a Battle Axe which has PM as damage modifier. If the attack is successful, roll a single 1d8 and add PM to determine DMG. Currently, the only way to increase the number of Basic Attacks a Character can attempt per Turn is by investing 50 points in the appropriate weapon Specialist Tree. See the Specialist Tree Rank description at the top of the page of each weapon category.

Basic Attacks: Status Effects and Critical Successes. The player can either choose a critical status effect listed on the weapon to add to the damage roll OR they can have the critical success do maximum weapon damage and forfeit the additional status effect.

Thrown Attacks. Any character is capable of throwing just about anything as a projectile weapon. If the original purpose of the weapon is not thrown, it is considered an **Improvised Attack**. See Section 09 – Combat & Status Effects: Utility Variants, Thrown – 1 Handed & Thrown – 2 Handed and **Improvised Attack** below.

Hands. This refers to the number of hands that the weapons require in order to wield. If a one-handed weapon is wielded with two hands then the damage increases by 2 points.

Dual Wielding. Similar to Aimed Basic Attacks, this is another variation of a Basic Attack. Everything affecting

Basic Attacks and Dual Wielding affects this attack. A character must declare they are activating a Dual Wielding attack. They spend 2 CP and roll one attack at a time and must declare what weapon they are using. The first basic attack occurs at -2 but performs just like a Basic attack. The second attack has a penalty -4, the damage is halved after the roll and all modifiers have been added, and the Fragility of the attack increases by +1. The defending target rolls two Defense attempts, one after each attack is rolled.

Penalties associated with Dual Wielding are reduced based on the Rank of the Weapon Specialist type they are using. In most cases, dual wielding is limited to 1-handed weapon types. However, in the case of a character having multiple arms, it is possible for two-handed weapons to be dual wielded.

Components and Blueprint. Characters need a blueprint and components in order to construct a weapon. The **Blueprint** section shows what skill and training is required and the **Components** section shows what materials are needed to construct the item.

Improvised Weapons. Players wishing to create a weapon but lacking the Crafting Skill Rank, blueprint, or necessary components can create an **Improvised Weapon**. This weapon type mimics the intended weapon in every way except the **Fragility Rating** (see below for **Fragility** rules) is 5 and the weapon will always have a starting IE of 3. The weapon is essentially Rank 0 for the purposes of attachments. Improvised Weapons are able to be repaired beyond the starting IE of 3. Upgrading an Improvised Weapon from Rank 0 to Rank 1 is not possible unless the character has access to the appropriate blueprint, has the necessary Crafting Skill, and has the materials. Creation and use of **Improvised Weapons** is up to the GM's discretion.

Improvised Attacks. This describes situations in which the player decides to utilize a weapon in ways that are not within the pre-defined variants. The GM should use the closest weapon type available (a table leg can be substituted for a Club, for example). All **Improvised Attacks** use the **Basic Attack** rule and all **improvised weapons** have a reduced Item Efficiency (see above). This rule replaces the Buttstock Strike and Pistol Whip variants. In general, rifles do 1d6 + PM, Crushing damage and pistols do 1d4 + PM, Crushing damage unless stated otherwise on the weapon or attachment.

Weapon Name. Players should keep in mind that all skill points invested in a weapon reflect training with a particular type of weapon. Should a character lose their weapon, the training (in the form of Rank & invested Skill

Points) remains available for continued use with a weapon of the same name (Battle Axe, Long Sword, etc.). The weapon may be replaced or repaired with all invested skill points intact. **Weapon Name** is used interchangeably with **Weapon Subcategory** in this book. Invested Uses-Per-Day can be transferred between weapons sharing the same Weapon Category (axes with axes, pistols with pistols, etc.) if points are invested in the weapon Specialist Tree. See the **Point Investment** section at the beginning of this chapter for details.

Critical Success/Failure and Fragility Rating. A Critical Success occurs upon a roll of 20 on a d20 (also called a natural 20). This attack is a guaranteed success and maximum base damage is assigned to the target (see the Basic Attack listed on the weapon entry). Upon a Critical Success, players choose which additional listed Status Effect they wish to see added to the critical effect. Any additional damage from associated Status Effects (from a Custom Variant, Special Variant, or from adding an effect due to a Critical Success) do not occur at the maximum dice amount and must be rolled. These effects are listed under the '**Available Status Effects**' row. An added status effect from a Critical Success occurs at the Variant Rank. See the **Status Effects** chapter for explanations and limitations on the status effects. All attacks critically miss on an attack roll of 1 on a d20. Some weapons have a higher chance for failure due to their technological or mechanical construction and critically miss on a roll that is stated beside **Fragility** in the weapon '**Notes**' section.

Reloading. Replacing spent ammunition for all weapons costs 1 CP. Magazines, cartridges, or drums must be loaded prior to combat.

Item Efficiency. The efficiency of a weapon refers to its overall toughness. This are essentially the weapon's Life Points and the weapon is rendered inoperable and all attachments are destroyed upon reaching zero Item Efficiency points. Item Efficiency can be restored by utilizing the applicable Crafting skill to repair the weapon. See the **Blueprint** line listed at the bottom of each weapon entry.

Item Rank. The Rank of the weapon or armor refers to its overall quality and appearance. A higher Rank allows for a greater number and quality of attachments to be installed on the weapon or armor. Lower Ranked items have the same potential functionality of a higher Ranked item. However, these weapons have a worn/homemade appearance that changes as the weapon is improved via a skilled craftsman. Generally, the weapon looks very

homemade and is covered with tape, zip ties, rope, etc. at Ranks 1-4. The item at Ranks 5-7 looks store bought. Rank 8-9 items look extremely well built and a Rank 10 item looks masterfully crafted.

Item Weight. The total weight of the weapon is equal to all listed materials in the **Components** section.

Weapon Size. Characters may utilize weapons a size class above or below their own size class. In doing so, the following rules apply:

- Small characters may wield small weapons with one hand. If the weapon is capable of being wielded with two hands, the weapon's damage increases by 2. Small characters may wield medium weapons, but must do so with two hands. Under these circumstances, small characters do not increase damage dice when wielding medium weapons with two hands. Small creatures may not wield large weapons.
- Medium characters may wield small weapons with one hand. Medium weapons may be wielded with 1 or 2 hands (2 hands increases the damage by 2). Medium creatures may wield large weapons with two hands. Wielding large weapons with two hands does not increase damage unless otherwise specified in the variant or notes.
- Large creatures may wield medium weapons with one hand. Large weapons may be wielded with 1 or 2 hands (2 hands increases the damage by 2). Large creatures may not wield Small weapons.
- Huge creatures may wield large weapons with one hand. Huge weapons may be wielded with 1 or 2 hands (2 hands increases the damage by 2). Huge creatures may not wield Small or Medium weapons.
- If the GM wants to modify the size of a weapon to make it available to different-sized races, they merely have to increase or decrease the Damage dice, half or double the required materials, and make it available or unavailable to small-sized to huge-sized creatures. Firearms and shields are the exception to this rule.

Changes to specialized ammunition.

Specialized ammunition that granted a status effect based on the Rank of the ammunition have been removed. Since ammunition Rank increases has been removed, specialized ammo now grants the status effect at Rank 1 only. Multiple hits using the same specialized ammunition does not increase the status effect Rank. However, multiple uses of specialized ammo increase the damage dice by 1 type of the status effect (maximum 1d12). During a successful Save Attempt, the specialized ammunition damage dice increase is the first to be eliminated before any other instance of the status effect.

For example, if a player successfully attacks an enemy (either a Basic attack or a Variant attack) using a Bow equipped with a Broadhead Arrow, they roll 1d8, Piercing Damage and apply Bleed 1 on the target. Before their target's turn, another character successfully attacks the target with either another Broadhead Arrow or an invested variant using Bleed. Now the enemy has Bleed 1 but takes 1d6 bleeding damage rather than 1d4.

Another example of this is the same bowman successfully attacks an enemy with a Broadhead Arrow who is already suffering from Bleed 3. They still suffer from Bleed 3 but they take 1d6 and 2d4 bleed damage. If they successfully save, the highest damage dice of the Bleed effect is removed first.

See the appropriate Crafting skill to see what Rank certain specialized ammunition can be crafted. Also, see the Crafting Kits section for the properties of the specialized ammo.

Whisper Shot Update.

Whisper Shot: All injectable poisons trigger upon a successful attack. A critical success means that at least 1 point of damage affects the target therefore triggering any poison or disease the syringe carries. The Silent Sting Variant is no longer applicable as the Rank of the poison or disease is determined by the Rank of the creature that the Herbalist extracts it from or the Rank of the Alchemist. See Alchemist and Herbalist for further details.

Weapon Specialist.

Axe Specialist Tree		
The following benefits only occur if using a weapon in the Axe category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All axe attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All axe attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
4	16-20	The following Dual Wielding attack penalties are reduced: The penalty for the first attack is removed. The penalty for the second attack is reduced to -3.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All axe attacks receive +1 bonus to Attack Rolls.
7	31-35	All axe attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
8	36-40	All axe attacks gain Slash at Rank 1 (this compounds with variants already using Slash).
9	41-45	Slash occurs at d6 or by an increased damage dice type if it already occurs at d6.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Frenzy Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using an Axe can be attempted per Turn if wielding a weapon in the Axe category. All Dual Wielding attack penalties are removed for axes.

Club Specialist Tree		
The following benefits only occur if using a weapon in the Club category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All club attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All club attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
4	16-20	The following Dual Wielding attack penalties are reduced: The penalty for the first attack is removed. The penalty for the second attack is reduced to -3.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All club attacks receive +1 bonus to attack rolls.
7	31-35	All club attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
8	36-40	Bludgeon occurs at d6 or by an increased damage dice type if it already occurs at d6.
9	41-45	Due to their inherent resilience, club wielders can halve IE damage taken while in combat.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Frenzy Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Club can be attempted per Turn if wielding a weapon in the Club category. All Dual Wielding attack penalties are removed for Clubs.

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Hammer Specialist Tree		
The following benefits only occur if using a weapon in the Hammer category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All hammer attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All hammer attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
4	16-20	The following Dual Wielding attack penalties are reduced: The penalty for the first attack is removed. The penalty for the second attack is reduced to -3.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All hammer attacks receive +1 bonus to attack rolls.
7	31-35	All hammer attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
8	36-40	All hammer attacks gain Bludgeon at Rank 1 (this compounds with variants already using Bludgeon).
9	41-45	Bludgeon occurs at d6 or by an increased damage dice type if it already occurs at d6.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Frenzy Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Hammer can be attempted per Turn if wielding a weapon in the Hammer category. All Dual Wielding attack penalties are removed for Hammers.

Knife Specialist Tree		
The following benefits only occur if using a weapon in the Knife category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All knife attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All knife attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
4	16-20	The following Dual Wielding attack penalties are reduced: The penalty for the first attack is removed. The penalty for the second attack is reduced to -3.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All knife attacks receive +1 bonus to attack rolls.
7	31-35	All knife attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
8	36-40	All knife attacks gain Rend at Rank 1 (this compounds with variants already using Rend).
9	41-45	Stab occurs at d6 or by an increased damage dice type if it already occurs at d6.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Frenzy Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Knife can be attempted per Turn if wielding a weapon in the Knife category. All Dual Wielding attack penalties are removed for Knives.

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Mace Specialist Tree		
The following benefits only occur if using a weapon in the Mace category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All mace attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All mace attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
4	16-20	The following Dual Wielding attack penalties are reduced: The penalty for the first attack is removed. The penalty for the second attack is reduced to -3.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All mace attacks receive +1 bonus to attack rolls.
7	31-35	All mace attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
8	36-40	All mace attacks gain Knockback at Rank 1 (this compounds with variants already using Knockback).
9	41-45	Bludgeon occurs at d6 or by an increased damage dice type if it already occurs at d6.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Frenzy Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Mace can be attempted per Turn if wielding a weapon in the Mace category. All Dual Wielding attack penalties are removed for Maces.

Polearm Specialist Tree		
The following benefits only occur if using a weapon in the Polearm category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All polearm attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All polearm attacks receive +1 bonus to Damage.
4	16-20	All polearm attacks receive +1 bonus to Damage.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All polearm attacks receive +1 bonus to attack rolls.
7	31-35	All polearm attacks receive +1 bonus to Damage.
8	36-40	All polearm attacks gain +1 Range.
9	41-45	Slash or Stab occurs at d6 or by an increased damage dice type if it already occurs at d6.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Frenzy Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Polearm can be attempted per Turn if wielding a weapon in the Polearm category.

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Power Tool Specialist Tree		
The following benefits only occur if using a weapon in the Mace category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All power tool attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All power tool attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
4	16-20	The Basic Attack receives +1 bonus to attack rolls for 2-handed Power Tools. For 1-handed Power Tools, the following Dual Wielding attack penalties are reduced: The penalty for the first attack is removed. The penalty for the second attack is reduced to -3.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All polearm attacks receive +1 bonus to attack rolls.
7	31-35	All power tool attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
8	36-40	All power tool attacks are more efficient. The number of attacks before refueling or recharging is increased by +2.
9	41-45	Status effects occur at d6 or by an increased damage dice type if it already occurs at d6.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Frenzy Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Power Tool can be attempted per Turn if wielding a weapon in the Power Tool category. All power tool attacks are even more efficient. The number of attacks before refueling or recharging is increased by +3. All Dual Wielding attack penalties are removed for Power Tools.

Scythe Specialist Tree		
The following benefits only occur if using a weapon in the Scythe category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All scythe attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All scythe attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
4	16-20	The Basic Attack receives +1 bonus to attack rolls for 2-handed Scythes. For 1-handed Scythes, the following Dual Wielding attack penalties are reduced: The penalty for the first attack is removed. The penalty for the second attack is reduced to -3.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All scythe attacks receive +1 bonus to attack rolls.
7	31-35	All scythe attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
8	36-40	All scythe attacks gain Bleed at Rank 1 (this compounds with variants already using Bleed).
9	41-45	Bleed occurs at d6 or by an increased damage dice type if it already occurs at d6.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Frenzy Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Scythe can be attempted per Turn if wielding a weapon in the Scythe category. All Dual Wielding attack penalties are removed for Scythes.

Sectional Weapon Specialist Tree

The sectional weapon category has been removed from the game as a weapon type.

Spear Specialist Tree

The following benefits only occur if using a weapon in the Spear category.

Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All spear attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All spear attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
4	16-20	The Basic Attack receives +1 bonus to attack rolls for 2-handed Spears. For 1-handed spears, the following Dual Wielding attack penalties are reduced: The penalty for the first attack is removed. The penalty for the second attack is reduced to -3.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All spear attacks receive +1 bonus to attack rolls.
7	31-35	All spear attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
8	36-40	All spear attacks gain +1 Range.
9	41-45	Stab occurs at d6 or by an increased damage dice type if it already occurs at d6.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Frenzy Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Spear can be attempted per Turn if wielding a weapon in the Spear category. All Dual Wielding attacks are removed for Spears.

Staves Specialist Tree

The following benefits only occur if using a weapon in the Stave category.

Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All stave attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All staves grant a +1 to Defense rolls.
4	16-20	All staves receive +1 bonus to Damage.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All stave attacks receive +1 bonus to attack rolls.
7	31-35	All staves grant a +1 to Defense rolls.
8	36-40	All stave attacks gain Confuse at Rank 1 (this compounds with variants already using Confuse).
9	41-45	Confuse occurs at d6 or by an increased damage dice type if it already occurs at d6.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Frenzy Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Stave can be attempted per Turn if wielding a weapon in the Stave category. Once per day, a character can attempt to find another staff whose Rank is equal to ½ their IQ and has 5 IE. IQ vs Environmental Rank + 10.

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Sword Specialist Tree		
The following benefits only occur if using a weapon in the Sword category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All sword attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All sword attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
4	16-20	The Basic Attack receives +1 bonus to attack rolls for 2-handed Swords. For 1-handed Swords, the following Dual Wielding attack penalties are reduced: The penalty for the first attack is removed. The penalty for the second attack is reduced to -3.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All sword attacks receive +1 bonus to attack rolls.
7	31-35	All sword attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
8	36-40	All swords gain +1 to their critical range.
9	41-45	Slash occurs at d6 or by an increased damage dice type if it already occurs at d6.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Frenzy Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Sword can be attempted per Turn if wielding a weapon in the Sword category. All Dual Wielding penalties are removed.

Unarmed Specialist Tree		
The following benefits only occur if using a weapon in the Unarmed category. Any bonuses associated with the Unarmed Specialist only trigger if the character is not equipping anything in their hands.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All unarmed attacks receive +1 bonus to attack rolls.
2	6-10	Unarmed Specialists receive +1 to their Defense Roll when their PA is targeted.
3	11-15	All unarmed attacks receive +1 bonus to attack rolls.
4	16-20	A second basic attack using an Unarmed Attack can be attempted per Turn.
5	21-25	All unarmed attacks receive +1 bonus to Damage.
6	26-30	1d4 is now added to all Unarmed Attacks.
7	31-35	During a Critical Success when attacking with a Special Attack, both status effects are used.
8	36-40	Unarmed Specialists receive +1 to their Defense Roll when their PE is targeted.
9	41-45	Bludgeon occurs at d6 or by an increased damage dice type if it already occurs at d6.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Frenzy Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A third basic attack using an Unarmed Attack can be attempted per Turn. All Unarmed attacks now add 1d6 rather than 1d4.

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Whip Specialist Tree		
The following benefits only occur if using a weapon in the Whip category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All whip attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All whip attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
4	16-20	The following Dual Wielding attack penalties are reduced: The penalty for the first attack is removed. The penalty for the second attack is reduced to -3.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All whip attacks receive +1 bonus to attack rolls.
7	31-35	All whip attacks receive +1 bonus to Damage or +1 to defense rolls if dual wielding.
8	36-40	All whip attacks gain +1 Range.
9	41-45	Asphyxiate occurs at d6 or by an increased damage dice type if it already occurs at d6.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Frenzy Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Whip can be attempted per Turn if wielding a weapon in the Whip category. All Dual Wielding attack penalties are removed for Whips.

Bow Specialist Tree		
The following benefits only occur if using a weapon in the Bow category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All bow attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All whip attacks receive +1 bonus to Damage.
4	16-20	All bow attacks receive +1 bonus to attack rolls.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All bow attacks receive +1 bonus to attack rolls.
7	31-35	All bow attacks receive +1 bonus to Damage.
8	36-40	All bow attacks gain +1 Range.
9	41-45	Stab occurs at d6 or by an increased damage dice type if it already occurs at d6.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Rapid Fire Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Bow can be attempted per Turn if wielding a weapon in the Bow category.

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Crossbow Specialist Tree		
The following benefits only occur if using a weapon in the Crossbow category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All crossbow attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All crossbows attacks receive +1 bonus to Damage.
4	16-20	All crossbow attacks receive +1 bonus to attack rolls. If Dual Wielding with a Crossbow, the following attack penalties are reduced: The penalty for the first attack is removed. The penalty for the second attack is reduced to -3.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All crossbow attacks receive +1 bonus to attack rolls.
7	31-35	All crossbows attacks receive +1 bonus to Damage.
8	36-40	All crossbow attacks gain +1 Range.
9	41-45	Being very knowledgeable in the machinations of crossbows, the fragility is reduced by 1 (to a minimum of 1).
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Rapid Fire Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Crossbow can be attempted per Turn if wielding a weapon in the Crossbow category. All Dual Wielding attack penalties are removed for Crossbows.

Flamethrower Specialist Tree		
The following benefits only occur if using a weapon in the Flamethrower category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All flamethrower attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All Flamethrower attacks are efficient. The number of attacks before refueling or recharging is increased by +1
4	16-20	All Flamethrower attacks are even more efficient. The number of attacks before refueling or recharging is increased by +1
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All flamethrower attacks receive +1 bonus to attack rolls.
7	31-35	All flamethrower attacks gain +1 Range.
8	36-40	All flamethrower attacks are very efficient. The number of attacks before refueling or recharging is increased by +1
9	41-45	Time to reload flamethrowers have been reduced by 1 CP (to a minimum of 1 CP).
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Rapid Fire Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Flamethrowers can be attempted per Turn if wielding a weapon in the Flamethrower category. All Flamethrower attacks are even more efficient. The number of attacks before refueling or recharging is increased by +3.

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Pistol Specialist Tree		
The following benefits only occur if using a weapon in the Pistol category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All pistol attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All pistol attacks receive +1 bonus to Damage.
4	16-20	All pistol attacks receive +1 bonus to attack rolls. The following Dual Wielding attack penalties are reduced: The penalty for the first attack is removed. The penalty for the second attack is reduced to -3.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All pistol attacks receive +1 bonus to attack rolls.
7	31-35	All pistol attacks receive +1 bonus to Damage.
8	36-40	All pistol attacks gain +1 Range.
9	41-45	Rapid Fire bonus damage increases by +1 for every successful subsequent attack. See Rapid Fire in the Status Effects section for further information.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Rapid Fire Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Pistol can be attempted per Turn if wielding a weapon in the Pistol category. All Dual Wielding attack penalties are removed for Pistols.

Rifle Specialist Tree		
The following benefits only occur if using a weapon in the Rifle category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All rifle attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All rifle attacks receive +1 bonus to Damage.
4	16-20	All rifle attacks receive +1 bonus to attack rolls.
5	21-25	IE Damage received in combat is reduced by 1.
6	26-30	All rifle attacks receive +1 bonus to attack rolls.
7	31-35	All rifle attacks receive +1 bonus to Damage.
8	36-40	All rifle attacks gain +1 Range.
9	41-45	The Target Status Effects get +1 to the critical success range.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Rapid Fire Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Rifle can be attempted per Turn if wielding a weapon in the Rifle category.

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Shotgun Specialist Tree		
The following benefits only occur if using a weapon in the Shotgun category.		
Rank	Skill Points	Benefit – All effects are cumulative
1	1-5	All shotgun attacks receive +1 bonus to attack rolls.
2	6-10	IE Damage received in combat can be rerolled and the second roll must be taken.
3	11-15	All shotgun attacks receive +1 bonus to Damage.
4	16-20	The Basic Attack receives +1 bonus to attack rolls. The following Dual Wielding attack penalties are reduced: The penalty for the first attack is removed. The penalty for the second attack is reduced to -3.
5	21-25	All shotgun attacks receive +1 bonus to attack rolls.
6	26-30	All shotgun attacks receive +1 bonus to Damage.
7	31-35	All shotgun attacks gain +1 Range.
8	36-40	All shotgun attacks receive +1 bonus to Damage.
9	41-45	All shotgun attacks now add 1d4 to the damage if the target is being attacked within 2”.
10	46-49	A single missed attack roll per Turn can be attempted vs the original Defense roll at the cost of 1 CP. In the case of an attack using the Rapid Fire Status Effect, a single attempt can be rerolled at the cost of 1 CP.
Master	50	A second basic attack using a Shotgun can be attempted per Turn if wielding a weapon in the Shotgun category. All Dual Wielding attack penalties are removed for Shotguns.

Crafting Updates

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The following pages contain how each Crafting skill has been updated. All crafting skills share the following rules:

Blueprints. These are the listed requirements in order to craft something using the components listed on the weapon, armor, or other item. They list the minimum Rank that a character must obtain before they can attempt the crafting roll. Improvised weapons do not follow this rule. See Improvised Weapons in the previous Weapon Updates section.

Crafting a new item requires a character to reach the minimum Rank of the Crafting type listed on the Blueprint section of the weapon or armor. They must possess all of the components listed in the Components section. The attempt is a d20 roll + the Crafting Primary Attribute + Crafting Rank vs 10 + the Blueprint Target Score. This attempt uses a point-per-day. If successful, the Item is crafted with a Rank of $\frac{1}{2}$ the Crafter's Rank and has 5 Item Efficiency (IE). A failure consumes $\frac{1}{2}$ of the component type. A critical failure consumes all of the components. A critical success crafts an item with a base IE of 8.

Scrap and Components. Scrap refers to general junk which is either raw materials or broken items containing necessary parts to make something worthwhile. Components refer to finished parts, either new or crafted by combining scrap together. The ratio of Scrap to Components is 5:1. In other words, it takes 5 pieces of scrap to make 1 component.

Locating scrap is IQ + Crafting Rank vs 10. The GM has final say whether the desired scrap is even available in the location where the character is searching. Converting scrap to components is Crafting Primary Attribute + Crafting Rank vs 15. These crafting checks use a point-per-day.

Extracting components while they are currently in operation (such as a powered circuit board or running engine) is IQ + Crafting Rank vs 18 (or Target Score set by the GM). The GM has final say on the outcome of removing active components! This uses a point-per-day.

Repair. Crafting Attribute + Crafting Rank vs 10 + number of IE to restore up to maximum. This uses a point-per-day.

IE Max Increase. Crafting Attribute + Crafting Rank vs 10 + Current IE + 1. This uses a point-per-day.

Rank Increase. Crafting Attribute + Crafting Rank vs 10 + Current Rank +1. The Item will lose 5 IE from their maximum IE Total during this process. This uses a point-per-day. Increasing Ranks on a weapon or piece of armor enables it to have multiple attachments installed. In addition, weapons and armor between Ranks 1-4 look thrown together and barely resemble the item they are supposed to be. Ranks 5-7 look like a store-bought item. Ranks 8-10 look like the pinnacle of what the item can possibly be as if it was crafted by a master. **An item cannot increase in Rank beyond the crafter's Rank.**

Attachments: As previously mentioned, items, such as weapons and armor, can be enhanced by installing Crafted Kits such as spikes, blades, electric leads, or various armor plating. To do so, an item must be of sufficient Rank so the appropriate Crafted Kit can be attached. For example, if a Crafted Kit such as a Standard Spike Kit requires a weapon to have 2 available Ranks free, the weapon must be at least Rank 2 with nothing installed. If the weapon was Rank 4 and already had a single Standard Spike Kit installed on it, it now has 2 available Ranks therefore the second Standard Spike Kit can be attached. The weapon now must be increased in Rank before it can have any further attachments.

The roll to attach a Crafted Kit is Crafting Attribute + Crafting Rank vs 10 + Rank requirement of the attachment. For example, if a Spike Kit requires 2 Ranks to be available, then the Attachment Attempt roll is Attribute + Crafting Rank vs 12 (10 + 2). This uses a point-per-day. See the Crafting Kits section for further information.

Master Rank: The Master Rank is reached when a character has reached Rank 10 and has invested at least 5 points in the skill. This is equivalent to the character having 50 points in the skill.

Knowledge Checks.

Using knowledge checks does not cost a point-per-day. It is used to discover information concerning items, equipment, vehicles, etc. that a character may encounter during their adventures.

Crafting also gives the character a bonus to specific knowledge checks concerning their area of expertise. If the character is trained in Crafting: Mechanical Rank 3 and they want to determine the effectiveness of an old car engine then they would roll a d20, add their IQ + Crafting Rank (3) vs 18 (Target Score set by the GM).

Certain events are only accessible by certain crafters. For example, if a character has Rank 2 in Crafting: Electronics and they are attempting to hack a relatively simple network, they are able to do so by rolling a d20, adding their IQ + Crafting Rank (2) vs 12 (Target Score set by the GM). Keep in mind, they are only able attempt this if they have the appropriate equipment!

All Knowledge Checks are considered to be Basic abilities and follow the same rules as Basic Attacks.

Crafting: Crystal

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Training in Crystal Crafting allows a skilled artisan to create, repair, or enhance psychically attuned crystals. The primary attributes are **IQ** and **WP**. Crystal Crafters can also extract special Inks from molds, mildews, and slimes at the rate of 1d4 units per Crafting Rank (WP + Rank vs 10 + Mold/Mildew/Slime Rank. Rank of the creature determines the quantity of salvageable Ink).

Attunement Crystal attachments are called Color Facets. Each Facet requires the Attunement Crystal to have 2 available Ranks. For example, A Rank 2 Attunement Crystal can have 1 Facet installed where a Rank 4 can have 2 Facets installed.

Reaching the following milestones trigger the listed bonuses:

Rank 1: Training in Crystal Crafting also gives the crafter a certain level of expertise concerning minerals and other geological studies. They add their IQ + Crafting Rank to mineral related knowledge checks.

Rank 2: Common stones can be converted to be used as psychic attunement crystals. The crafting roll is IQ + Rank vs 10. After conversion, these stones are Rank 0 with a max IE of 5. Since these act as an attunement crystal, backlash is avoided. The fragility rating is 1-4 as the stone is unstable. If reaching 0 or less IE, the stone explodes dealing 1d10, Kinetic Damage per Rank of the ability (Basic Projections occur at Rank 1) damaging everything within Ability Rank inches (PBAoE") of the stone.

Rank 3: The crystal crafter is becoming proficient with their craft and they can see the psychic potential in common glass and can now use glass as an attunement crystal. The roll to convert glass is WP + Rank vs 12. After conversion to psychic attunement, the glass item is Rank 1 and is able to function as a full attunement crystal, however, since glass is unstable, the Fragility Rating is 1-3 and it takes 1d6 IE damage rather than 1d4. The glass will explode like an attunement crystal if it reaches 0 or less IE at 1d10, Kinetic Damage per Rank of the ability (Basic Projections occur at Rank 1) damaging everything within Rank inches (PBAoE") of the glass.

Rank 4: Knowledge Skill checks during the Combat Order are now not considered to be Basic abilities.

Rank 5: Ink is extracted at 1d6 units per Rank rather than 1d4 units. A Field Crystal Extractor Kit can be crafted. Semi-precious gems (Amethyst, Topaz, Quartz, etc.) can now be used as attunement crystals. The roll to convert to psychic attunement is WP + Rank vs 15. The fragility is 1-2.

Rank 6: Ink is extracted at 1d8 units per Rank rather than 1d6 units per Rank.

Rank 7: Precious gems (Diamond, Sapphire, Ruby, etc.) can now be converted into Attunement Crystals. The Attempt roll is WP + Crystal Crafting Rank vs 15. If successful, the gem is Rank 1 with 5 IE and can be attuned to a psychic ability. The psychic can choose to reroll damage taken from a critical failure.

Rank 8: Critical successes for all Crystal Crafting checks now occur on a roll of 19-20.

Rank 9: A single failed attempt (crafting only) can be re-rolled once per day.

Rank 10: Mistformed Stones are an extremely rare mineral. The attempt to convert one to psychic attunement is WP + Rank vs 20. If successful, the gem is Rank 1 with 5 IE and can be attuned to a psychic ability. IE damage taken from critical failures occurs at ½ the damage dice roll (minimum of 1 damage). Just like a living creature, the Mist may fuse multiple mineral types to form a single hybrid. The properties of each of these Mistformed Stones are unique and are nearly impossible to define.

Mastery: A single failure of each type (crafting/gathering/attaching, etc.) can be re-rolled once per day.

Crafting: Electronics

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Training in Electronics allows a crafter to create, repair, or enhance electronics as well as craft ammunition used by high-tech weaponry. The primary attribute is **IQ**. Electronic specialist can also gather electronic components & salvage.

General salvage attempts automatically succeed if an obvious or abundant source of salvage is present. If electrical components are present but not currently used, then a salvage check can be attempted (IQ + Rank vs 10) to safely remove them from their housing.

Electronic salvage are pieces of scrap that can be used to create components (5:1 ratio of scrap to components). They can convert 1d4 scrap to components by using a Crafting check of IQ + Crafting Rank vs 15. Crafting checks to gather fully functioning components while they are currently in operation are IQ + Crafting Rank vs 18 + Component Rank (or Target Score set by the GM). The GM has final say on the outcome of removing active electrical components!

Reaching the following milestones trigger the listed bonuses:

Rank 1: Training in electronics also gives an electrician a certain area of expertise concerning electrical systems, computer networks, high-tech equipment, and cybernetic hardware. They add their IQ + Crafting: Electronics Rank to knowledge or hacking checks. Hacking can only be attempted with hacking hardware (such as a tablet, laptop, biomechanical apparatus, etc.). Improvised Electrical Kits can now be crafted and installed adding +1 to the Fragility Rating to the item.

Rank 2: Improvised Computer Hacking Hardware can be crafted giving a Fragility Rating of +2 to any hacking attempt. Improvised Ammunition Charging Kits can now be crafted. They require 6 hours to charge 4 Breaching Charges, Energy Cells, or Plasma Cells.

Rank 3: The electrician is adept at manufacturing ammunition for technological-based weaponry. They can craft 1d4 + 3 per successful attempt. Critical success maximizes the number of ammunition crafted (not to exceed materials if applicable).

Rank 4: Knowledge Skill checks during the Combat Order are now not considered to be Basic abilities.

Rank 5: Electronic salvage is gathered at 1d6 units per Rank rather than 1d4 units per Rank. Standard electrical-type kits can now be crafted and installed to enhance a weapon. A Field Electronics Kit and Standard Ammunition Charging Kits can now be crafted. Ammunition requires 4 hours to charge 4 Breaching Charges, Energy Cells, or Plasma Cells.

Rank 6: 1d6 + 5 ammunition is now crafted per successful attempt. A Critical success maximizes the number of ammunition crafted (not to exceed materials). Standard Computer Hacking Hardware can be crafted.

Rank 7: Electronic salvage is gathered at 1d8 units per Rank rather than 1d6 units per Rank.

Rank 8: Enhanced electrical-type kits can now be crafted and installed to enhance a weapon. Enhanced Ammunition Charging Kits can now be crafted. They require 2 hours to charge 6 Breaching Charges, Energy Cells, or Plasma Cells.

Rank 9: Critical successes for all Electrical Crafting checks now occur on a roll of 19-20. Enhanced Computer Hacking Hardware can be crafted. It gives a bonus of +2 on hacking attempts.

Rank 10: A single failed attempt (electronic crafting only) can be re-rolled once per day.

Mastery: A single failure of each electrical crafting type (crafting/gathering/attaching, etc.) can be re-rolled once per day.

Crafting: Mechanical

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Training in mechanical crafting allows a mechanic to create complex machinery such as firearms or, eventually, engines. The primary attribute is IQ.

Mechanics can search for mechanical scrap that can be used to craft finished components. The ratio of scrap to components is 5:1. These crafters can convert 1d4 scrap to components by using a Crafting check of IQ + Crafting Rank vs 15. Crafting checks to gather fully functioning components while they are currently in operation are IQ + Crafting Rank vs 18 + Component Rank (or Target Score set by the GM). The GM has final say on the outcome of removing mechanical components that are currently in use!

Reaching the following milestones trigger the listed bonuses:

Rank 1: Training in Mechanics also gives the mechanic an expertise concerning mechanical systems, engines, rudimentary robotic hardware, and firearms. They add their IQ + Crafting: Mechanical Rank to knowledge checks concerning all things mechanical. Improvised Mechanical Kits can now be crafted and installed. They add +1 to the Fragility Rating to the item.

Rank 2: Improvised Ammunition Reloading Field Kits can be crafted. It has a Fragility Rating of +2 when attempting to craft ballistic ammo in the field.

Rank 3: The mechanic now channels their inner grease monkey and adds +1 to all Riding: Mechanical rolls while driving a vehicle. This doesn't require the use of a point-per-day. They can repair any mechanical-based vehicle if they have the proper tools. Repairing vehicles follows the general Repair rule.

Rank 4: Knowledge Skill checks during the Combat Order are not considered to be Basic abilities.

Rank 5: Mechanical salvage is gathered at 1d6 units per Rank rather than 1d4 units per Rank. Standard mechanical-type kits can now be crafted and installed to enhance a weapon or other item. Standard Ammunition Reloading Field Kits can be crafted.

Rank 6: The mechanic now adds +3 to all Riding: Mechanical rolls while driving. This doesn't require the use of a point-per-day.

Rank 7: Mechanical salvage is gathered at 1d8 units per Rank rather than 1d6 units per Rank.

Rank 8: Enhanced mechanical-type kits can be crafted and installed to enhance a weapon or other item.

Rank 9: Critical successes now occur on a roll of 19-20. Enhanced Ammunition Reloading Field Kits can be crafted. They give a bonus of +2 to crafting ballistic ammunition.

Rank 10: A single failed mechanical crafting attempt can be re-rolled once per day.

Mastery: A single failure of each mechanical crafting type (crafting/gathering/attaching, etc.) can be re-rolled once per day.

Crafting: Metals

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Training in metal crafting allows a crafter to create metal tools, weapons, and armor. The primary attribute is IQ.

Metalsmiths can search for metal scrap that can be used to craft finished components. The ratio of scrap to components is 5:1. These crafters can convert 1d4 scrap to components by using a Crafting check of IQ + Crafting Rank vs 15. Crafting checks to gather fully functioning components while they are currently in operation are IQ + Crafting Rank vs 18 + Component Rank (or Target Score set by the GM). The GM has final say on the outcome of removing metal components that are currently in use!

Reaching the following milestones trigger the listed bonuses:

Rank 1: Training in Metals also gives the mechanic an expertise concerning mining practices, ores, and smithy techniques. They add their IQ + Crafting: Metals Rank to knowledge checks. Improvised Metal Kits can now be crafted and installed. They add +1 to the Fragility Rating to the item.

Rank 4: Metal Armor Plates can now be crafted and attached to armor. Knowledge Skill checks during the Combat Order are now not considered to be Basic abilities.

Rank 5: Metal salvage is gathered at 1d6 units per Rank rather than 1d4 units per Rank. Standard Metal Kits can be crafted and installed.

Rank 7: Metal salvage is gathered at 1d8 units per Rank rather than 1d6 units per Rank.

Rank 8: Enhanced Metal Kits and Enhanced Metal Armor Plates can be crafted and installed to enhance a weapon or armor.

Rank 9: Critical successes now occur on a roll of 19-20.

Rank 10: A single failed crafting attempt can be re-rolled once per day.

Mastery: A single failure of each type (crafting/gathering/attaching, etc.) can be re-rolled once per day.

Crafting: Non-Organic

Tortured Earth Game Guide p.30

Training in non-organics allows a crafter to create items out of plastic, fiberglass, and carbon fiber. The primary attribute is IQ.

Non-organic crafters can search for plastic scrap that can be used to craft finished components. The ratio of scrap to components is 5:1. These crafters can convert 1d4 scrap to components by using a Crafting check of IQ + Crafting Rank vs 15. Crafting checks to gather fully functioning components while they are currently in operation are IQ + Crafting Rank vs 18 + Component Rank (or Target Score set by the GM). The GM has final say on the outcome of removing components that are currently in use!

Junk Substitution: Non-Organics differ from the other crafting skills in that they can substitute plastics for any other material to craft anything at ½ of the components and ½ of the required Blueprint Rank of the original item. In doing so, they increase the Fragility of the item by +4. It is constructed as a Rank 1 item and cannot be increased.

Reaching the following milestones trigger the listed bonuses:

Rank 1: Training in Non-Organics also gives the mechanic a certain area of expertise concerning plastics and other non-organic material. They add their IQ + Crafting: Non-Organic Rank to knowledge checks. Improvised Non-Organic Kits can now be crafted and installed. They add +1 to the Fragility Rating to the item they are attached to.

Rank 4: Knowledge Skill checks during the Combat Order are now not considered to be Basic abilities.

Rank 5: Non-organic salvage is gathered at 1d6 units per Rank rather than 1d4 units per Rank.

Rank 6: The Fragility penalty of Junk Substitution is reduced to +3.

Rank 7: Non-organic salvage is gathered at 1d8 units per Rank rather than 1d6 units per Rank.

Rank 8: Enhanced Non-Organic Kits can be crafted and installed to enhance a weapon or armor.

Rank 9: Critical successes now occur on a roll of 19-20.

Rank 10: A single failed crafting attempt can be re-rolled once per day.

Mastery: A single failure of each non-organic crafting type (crafting/gathering/attaching, etc.) can be re-rolled once per day. The Fragility penalty of Junk Substitution is reduced to +2.

Crafting: Organic

Tortured Earth Game Guide p.30

Training in organics allows a crafter to create items out of bone, animal shell, hair, hide, plant fiber, and other non-wood organic materials. The primary attribute is IQ. (a change from the book is that the knowledge of medicinal plants and teas and gathering materials for these organic medicinal materials now fall under the skill set of the Herbalist in the Medical section).

Organic crafters can search for raw organic scrap that can be used to craft finished components. The ratio of these raw materials to components is 5:1. These crafters can convert 1d4 scrap to components by using a Crafting check of IQ + Crafting Rank vs 15. Crafting checks to gather fully functioning components while they are currently in operation are IQ + Crafting Rank vs 18 + Component Rank (or Target Score set by the GM). The GM has final say on the outcome of removing components that are currently in use!

Reaching the following milestones trigger the listed bonuses:

Rank 1: Training in Organics gives the crafter a certain area of expertise concerning the functionality of bones, shells, hide, etc. to be used in crafting. They add their IQ + Crafting: Organic Rank to knowledge checks. Improvised Organic Kits can now be crafted and installed. They add +1 to the Fragility Rating to the item they are attached to.

Rank 4: Knowledge Skill checks during the Combat Order are now not considered to be Basic abilities.

Rank 5: Organic salvage is gathered at 1d6 units per Rank rather than 1d4 units per Rank.

Rank 7: Organic salvage is gathered at 1d8 units per Rank rather than 1d6 units per Rank.

Rank 8: Enhanced Organic Kits can be crafted and installed to enhance a weapon or armor.

Rank 9: Critical successes now occur on a roll of 19-20.

Rank 10: A single failed crafting attempt can be re-rolled once per day.

Mastery: A single failure of each type organic (crafting/gathering/attaching, etc.) can be re-rolled once per day.

Crafting: Traps

Tortured Earth Game Guide p.30

Training in traps allows a crafter to create ammunition for firearms and traps of all kinds. They also have the ability to add their Crafting: Traps Rank to their attempt at disarming or resetting a trap. The primary attribute is IQ. (a change from the book is that the knowledge of medicinal plants and teas and gathering materials for these organic medicinal materials now fall under the skill set of the Herbalist in the Medical section).

Trap crafters differ from the others in that they do not have a scavenging mechanic. They rely on either investing points in other crafting skills or by obtaining their components through other means. They are, however, able to disarm or reset traps they come across in their adventures. The check for this is IQ + Crafting: Traps Rank vs 10 + Target Score of the Trap (listed in the Traps section of the document below).

All crafting attempts use a point-per-day.

Disarm and resetting traps does not consume a point-per-day.

Reaching the following milestones trigger the listed bonuses:

Rank 1: Training in Traps gives the crafter a certain area of expertise concerning the functionality of traps or explosive devices. They add their IQ + Crafting: Traps Rank to knowledge checks. Sharpened Stick Trap (Pit Trap) can be created.

Rank 2: 1d4 ammunition for firearms can be crafted. See the Ammunition section of the document for further information. Gravity Traps can be created.

Rank 3: Hinged traps can be crafted.

Rank 4: Skill checks during the Combat Order are now not considered to be Basic abilities. Pipe Bombs and Flares can be crafted.

Rank 5: Improvised Explosive Devices (IED) can be crafted. Ammunition is crafted in quantities of 2d4.

Rank 6: Specialized firearm ammunition and Flashbangs can be crafted.

Rank 7: Directional Explosive Devices can be crafted.

Rank 8: Landmines can be crafted. Explosive traps can now be enhanced with other materials adding a single additional status effect such as stab or slash. Use the Attachment rules above.

Rank 9: Critical successes now occur on a roll of 19-20. Frag Grenades and Incendiary Bombs can be created.

Rank 10: A single failed trap crafting attempt can be re-rolled once per day. Timers can be installed or detonation times can be set on all triggered or explosive traps.

Mastery: A single failure of each traps crafting type (crafting/gathering/attaching, etc.) can be re-rolled once per day. All damage dice is increased by 1 type.

Crafting: Wood

Tortured Earth Game Guide p.30

Training in wood crafting allows a crafter to create items out of wooden components. The primary attribute is IQ.

Wood crafters, carpenters, and whittlers can search for raw scrap that can be used to craft finished components. The ratio of these raw materials to components is 5:1. These crafters can convert 1d4 scrap to components by using a Crafting check of IQ + Crafting Rank vs 15. Crafting checks to gather fully functioning components while they are currently in operation are IQ + Crafting Rank vs 18 + Component Rank (or Target Score set by the GM). The GM has final say on the outcome of removing components that are currently in use!

Reaching the following milestones trigger the listed bonuses:

Rank 1: Training in Wood Crafting gives the crafter a certain area of expertise concerning the functionality of wood used in crafting, construction, or furniture. They can also use certain woody grasses, such as bamboo, as a replacement for wood used in weapons, armor, construction, or furniture. They add their IQ + Crafting: Wood Rank to knowledge checks.

Rank 4: Knowledge Skill checks during the Combat Order are now not considered to be Basic abilities. Standard Wood Kits can be crafted and installed.

Rank 5: Wood salvage is gathered at 1d6 units per Rank rather than 1d4 units per Rank.

Rank 7: Wood salvage is gathered at 1d8 units per Rank rather than 1d6 units per Rank.

Rank 8: Woody Grasses, such as bamboo or cane, can be used in construction as a replacement for traditional wood.

Rank 9: Critical successes now occur on a roll of 19-20.

Rank 10: A single failed wood crafting attempt can be re-rolled once per day.

Mastery: A single failure of each wood crafting type (crafting/gathering/attaching, etc.) can be re-rolled once per day.

Crafted Kits. The following table replaces the kits on page 102 in the Tortured Earth Game Guide.

Electronic Kits and Ammunition			
Kit Name	Description	Available Ranks Required to Attach	Components Required to Craft
Improvised Ammunition Charging Kit	This kit charges electronic-based ammo in the field at the rate of 4 ammo per 6 hours. This weighs 5 pounds.	N/A	3 Electrical, 2 Non-Organic
Standard Ammunition Charging Kit	This kit charges electronic-based ammo in the field at the rate of 4 ammo per 4 hours. This weighs 5 pounds.	N/A	3 Electrical, 2 Non-Organic
Enhanced Ammunition Charging Kit	This kit charges electronic-based ammo in the field at the rate of 6 ammo per 2 hours. This weighs 5 pounds.	N/A	3 Electrical, 2 Non-Organic
DC Battery Recharge Adapter	This kit charges universal batteries for power tools and other simple weapons at a rate of 2 hours per battery charged. It weighs 4 pounds.	N/A	3 Electrical, 2 Non-Organic.
Improvised Shock Kit	Adds 1 Electric Damage to a successful attack. This must be attached on a melee weapon. Adds +1 Fragility. Adds 1 pound to the weapon.	1 Rank	1 Electrical, 1 Metal, 1 Non-Organic
Standard Shock Kit	Adds 1 Electric Damage to a successful attack. This must be attached on a melee weapon. Adds 1 pound to the weapon.	2 Ranks	2 Electrical, 1 Metal, 1 Non-Organic
Enhanced Shock Kit	Adds 1 Electric Damage to a successful attack. Also adds Rank 1 Electrify on a Critical Success. This must be attached on a melee weapon. Adds 1 pound to the weapon.	2 Ranks	2 Electrical, 1 Metal, 1 Non-Organic
Lightning Reloader	Increases the attack for the next attack after using Quick Reload by +1. Adds 2 pounds to weapon. Useable by all weapons with an ammunition requirement and that can chose Quick Reload.	2 Ranks	2 Electrical, 1 Metal, 1 Non-Organic
Dampener	This gives electric-based weaponry -1 to the Fragility Rating (to a minimum of 1). Adds 3 pounds to the weapon.	4 Ranks	3 Electrical, 3 Non-Organic
Laser Sight	This can be attached to any firearm. It gives a +1 bonus to attacks up to 6". It adds 1 pound to the weapon.	4 Ranks	2 Electric, 1 Metal, 1 Organic (Glass – must be enhanced by Crafting: Crystal Rank 2)
Inferior Hacking Module	Improvised Computer Hacking Hardware can be crafted. It gives a Fragility Rating of +2 to any hacking attempt. It weighs 3 pounds.	N/A	3 Electrical, 2 Non-Organic
Standard Hacking Module	Improvised Computer Hacking Hardware can be crafted. It weighs 3 pounds.	N/A	3 Electrical, 2 Non-Organic
Enhanced Hacking Module	Improvised Computer Hacking Hardware can be crafted. It gives a bonus of +2 to any hacking attempt. It weighs 3 pounds.	N/A	3 Electrical, 2 Non-Organic
Type 4 Energy Cell	For use in Bounty Pistols. 1d6, Electric Damage.	N/A	1 Electrical, 1 Non-Organic are consumed per crafting attempt.

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Overcharged Type 4 Energy Cell	For use in Bounty Pistols. 1d6 +2, Electric Damage. Fragility Rating increases by +1.	N/A	3 Electrical, 1 Non-Organic are consumed per crafting attempt.
Type 4 Plasma Cell	For use in Blaster Pistols. 1d6, Fire Damage.	N/A	1 Electrical, 1 Non-Organic are consumed per crafting attempt.
Overcharged Type 4 Plasma Cell	For use in Blaster Pistols. 1d6 +2, Fire Damage. Fragility Rating increases by +1.	N/A	3 Electrical, 1 Non-Organic are consumed per crafting attempt.
Type 8 Energy Cell	For use in Bounty Rifles. 2d6, Electric Damage.	N/A	2 Electrical, 2 Non-Organic are consumed per crafting attempt.
Overcharged Type 8 Energy Cell	For use in Bounty Rifles. 2d6 +2, Electric Damage. Fragility Rating increases by +1.	N/A	3 Electrical, 2 Non-Organic are consumed per crafting attempt.
Type 4 Plasma Cell	For use in Blaster Rifles. 2d6, Fire Damage.	N/A	2 Electrical, 2 Non-Organic are consumed per crafting attempt.
Overcharged Type 8 Plasma Cell	For use in Blaster Rifles. 2d6 +2, Fire Damage. Fragility Rating increases by +1.	N/A	3 Electrical, 2 Non-Organic are consumed per crafting attempt.
Type 8 Breaching Charge	For use in Power Sledges. 1d12, Kinetic Damage.	N/A	2 Electrical, 2 Non-Organic, 2 Explosives (Traps) are consumed per crafting attempt.
Overcharged Type 8 Breaching Charge	For use in Power Sledges. 1d12 +2, Kinetic Damage. Fragility Rating increases by +1.	N/A	3 Electrical, 2 Non-Organic, 2 Explosives (Traps) are consumed per crafting attempt.
Mechanical Kits and Ammunition			
Improvised Ammunition Reloading Field Kit	This kit allows a character to craft ballistic ammo in the field with a Fragility Rating of +2 (fails on 1-3).	N/A	3 Mechanical, 2 Metal
Standard Ammunition Reloading Field Kit	This kit allows a character to craft ballistic ammo in the field with no penalty.	N/A	3 Mechanical, 2 Metal
Enhanced Ammunition Reloading Field Kit	This kit allows the character to craft ballistic ammo in the field with a bonus of +2.	N/A	3 Mechanical, 2 Metal
Stabilizer Bow Pulley	This attachment enhances Compound and Mechanical Bows allowing for greater stability when aiming. This increases the maximum range for bows and crossbows by 5". This weighs 2 pounds.	3 Ranks (only 1 allowed)	2 Mechanical, 2 Organic or 2 Non-Organic (rope)
Advanced Receiver	This attachment enhances all firearms by lowering the Fragility Rating by 1 (to a minimum of 1). This attachment weighs 2 pounds.	4 Ranks (only 1 allowed)	2 Mechanical, 2 Metal
Scope	Scopes increase the maximum Range by 5" and the attack of a firearm by +1.	5 Ranks (only 1 allowed)	3 Mechanical, 1 Metal, 1 Organic (Glass – must be enhanced by Crafting: Crystal Rank 2)
Whisper Shot Dart	These darts do 1d4, Piercing Damage. A skilled crafter can also add poison (see Alchemist) to inject the unfortunate target.	N/A	1 Mechanical, 1 Poison (if applied)

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Metal Kits			
<p>Note: Improvised kits give a +1 fragility to the item and require 1 available Rank, Standard require 2 available Ranks, and Enhanced kits require 2 available Ranks and add either Stab (for spike kits), Slash (for blade kits), or Bludgeon (for cap kits) at Rank 1 or increase the status effect damage dice by 1 type if the attack already has a status effect associated with it if 2 or more Enhanced kits are installed.</p>			
Bayonet	Attaching a Bayonet to a firearm or crossbow allows the improvised attack to do either Piercing or Slashing damage rather than Crushing. It also reduces the Fragility Rating of the Improvised Attack by 1 (to a minimum of 1). This adds two pounds to the weapon.	3 Ranks (only 1 allowed)	3 Metal
Improvised Blade Kit	Attaching an improvised Blade Kit to a melee weapon adds 1 Slashing damage to all successful attacks. Improvised kits increase the Fragility Rating of the item by +1. This adds 1 pound to the weapon's weight.	1 Rank	2 Metal
Standard Blade Kit	Attaching a Blade Kit to a melee weapon adds 1 Piercing damage to all successful attacks. This adds 1 pound to the weapon's weight.	2 Ranks	2 Metal
Enhanced Blade Kit	Attaching an enhanced Blade Kit to a melee weapon adds 1 Piercing damage to all successful attacks. 1 Rank of the Slash status effect occurs at 1 damage dice higher than what is listed per enhanced kit installed. This adds 1 pound to the weapon's weight.	2 Ranks	2 Metal
Improvised Cap Kit	Attaching an improvised Cap Kit to a melee weapon adds 1 Crushing damage to all successful attacks. Improvised kits increase the Fragility Rating of the item by +1. This adds 1 pound to the weapon's weight.	1 Rank	2 Metal
Standard Cap Kit	Attaching a Cap Kit to a melee weapon adds 1 Crushing damage to all successful attacks. Improvised kits increase the Fragility Rating of the item by +1. This adds 1 pound to the weapon's weight.	2 Ranks	2 Metal
Enhanced Cap Kit	Attaching an enhanced Cap Kit to a melee weapon adds 1 Crushing damage to all successful attacks. 1 Rank of the Bludgeon status effect occurs at 1 damage dice higher than what is listed per enhanced kit installed. This adds 1 pound to the weapon's weight.	2 Ranks	2 Metal
Improvised Spike Kit	Attaching an improvised Spike Kit to a melee weapon adds 1 Piercing damage to all successful attacks. Improvised kits increase the Fragility Rating of the item by +1. This adds 1 pound to the weapon's weight.	1 Rank	2 Metal
Standard Spike Kit	Attaching a Spike Kit to a melee weapon adds 1 Piercing damage to all successful attacks. This adds 1 pound to the weapon's weight.	2 Ranks	2 Metal

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Enhanced Spike Kit	Attaching an enhanced Spike Kit to a melee weapon adds 1 Piercing damage to all successful attacks. 1 Rank of the Stab status effect occurs at 1 damage dice higher than what is listed per enhanced kit installed. This adds 1 pound to the weapon's weight.	2 Ranks	2 Metal
Reinforcement	Metal bands, clamps, rods, and plating covers any weapon which increases its durability. The fragility rating decreases by 1 (to a minimum of 1). This adds 3 pounds to the weapon.	4 Ranks	4 Metal
Silencer	This item attaches to the end of a ballistic firearm allowing for shots to be virtually silent. If attacking while hidden, silencers give the hostile targets in the area a -5 penalty to the detection roll. This increases the fragility of the firearm by 1 and give a -1 to the attack roll. This adds 1 pound to the weapon.	3 Ranks (only 1 silencer allowed)	2 Metal
Upgraded Rifling	This new barrel increases the maximum range for most pistols and rifles by 5". This replacement replaces the original barrel.	2 Ranks (only 1 allowed per barrel installed on the firearm)	6 Metal
Reinforced Stock	Using a shotgun or rifle as an Improvised Attack now uses 1d8 for damage (or 1 damage dice greater than what is listed). This adds 3 pounds to the weapon.	Rank 3 (only 1 allowed)	3 Metal
Additional Barrel	This adds an additional barrel to a double barreled shotgun (or any other multi-barreled firearm). It adds 5 pounds to the weapon. This also inherently increases the amount of ammunition that can be loaded by 1.	4 Ranks	4 Metal, 3 Mechanical
Metal Broadhead Arrow	Metal Broadhead Arrows inflict Bleed 1 on a target. If the target is already suffering from Bleed then the damage dice increases by 1 type. Using these arrows increase the Fragility Rating of the attack by 1.	N/A	2 Metal, 2 Non-Organic or 2 Wood
Non-Organic Kits			
Junk Substitution	Any attachment can be replicated from any discipline (except Crystal) using plastics and other non-organic components. This increases the Fragility Rating of the attachment by +4.	Depending on the Rank of the original Attachment	Varies depending on the requirements of the original attachment. All component amounts are combined and replaced with the combined total of Non-Organic components.
Foregrip	Attaching this to a 2h Firearm increases the attack value by +1. This adds 1 pound to the weapon.	4 Ranks (only 1 allowed)	3 Non-Organic
Bow Sight	This attachment gives a bow +1 to the attack roll.	4 Ranks (only 1 sight allowed)	2 Non-Organic
Glow Sight (Bow)	This item mounts with brackets to the front of the bow giving the shooter greater accuracy. They receive a +1 to the attack up to 4".	3 Ranks (only 1 sight allowed)	2 Non-Organic, 1 Crystal (Crystal Crafting Rank 4)

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Bow Silencer	This consists of a pair small strips of frayed rubber or soft plastic attached to the bow string of any bow or crossbow reducing the noise of a shot. If attacking while hidden, this attachment gives the hostile targets in the area a -5 penalty to the detection roll.	3 Ranks (only 1 sight allowed)	1 Non-Organic
Organic Kits			
Bone Broadhead Arrows	Bone Broadhead Arrows inflict Bleed 1 on a target. If the target is already suffering from Bleed then the damage dice increases by 1 type. Using these arrows increase the Fragility Rating of the attack by 1.	N/A	2 Organic (bone), 2 Non-Organic or 2 Wood
Traps Kits			
The following specialized ammunition can replace any ballistic round. In doing so, the damage type is replaced with the new damage type.			
Armor Piercing	The tips of these bullets are made from a hardened metal, usually steel. Add Rend 1 to any attack. This increases the fragility rank of the attack by 1.	N/A	1 Explosive, 2 Metal are consumed per crafting attempt
Hollow Point	These bullets have a hollow tip which causes the bullets to expand as they hit a target. All damage dealt to a target not wearing armor suffer from Stab (+1d4 Piercing). This increases the fragility rank of the attack by 1.	N/A	1 Explosive, 1 Metal are consumed per crafting attempt
Incendiary Rounds	Combustible chemicals housed in the tip of these bullets explode upon impact dealing Kinetic damage. The chemicals coat the target dealing Burn 1 at the beginning of the next turn. For targets already suffering from Burn, the damage of Burn increases by 1 damage dice (1d4 to 1d6 for example). This increases the fragility rank of the attack by 1.	N/A	3 Explosive, 1 Metal are consumed per crafting attempt
Slug	Used only in shotguns, the slug changes the damage type to 1d12, Piercing and increases the Range by 2".		
Wood Kits			
Hard Wood Bow Limbs	These limbs replace the original limbs on a wooden bow or crossbow. It adds +2 to the damage but -2 to the attack. They are made of any treated hard wood. This increases the weight of the bow by 2 pounds.	4 Ranks (only 1 allowed)	6 Wood (hard wood)
Soft Wood Bow Limbs	These limbs replace the original limbs on a wooden bow or crossbow. It adds +2 to the attack but -2 to the damage. This is made of any treated soft wood. This decreases the weight of the bow by 1 pound.	4 Ranks (only 1 allowed)	6 Wood (soft wood)

Consumables

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The following information replaces the Single-Use Weapons page. All non-special status effects occur at Traps Rank

Name	Pit Trap	Sharpened Stick Trap	Gravity Trap (Net)	Gravity Trap (Deadfall)
Status Effect	Special	Stab	Entangle	Bludgeon
Damage	N/A	1d6, Piercing	N/A	4d6, Crushing
Range	N/A	N/A	Special	Special
Description	A shallow hole is dug in the ground and camouflaged with surrounding foliage or lightweight junk. Anyone stepping in this hole has their land movement speed halved for the next CP spent for movement. Detection is Observation vs 12.	Sharpened sticks are set in a Pit Trap during its construction which both slow the movement speed as well as damage anyone triggering the trap. At Traps Rank 5, Impale is added. At Rank 8, Stab and Impale occur at d8. Detection is Observation vs 12.	A large net (2" x 2") is set above a target area and falls when triggered or by manual activation. Detection is Observation vs 12. Defenders roll their PA vs 12 or be affected by the attack (they must beat 12). Those in the net suffer from Entangle until they extract themselves by destroying the net (Net LP = 2x Trap Rank)	Logs, engine blocks, or very heavy scrap is set with rope where it falls on a targeted area when triggered or by manual activation. Detection is Observation vs 12. Defenders roll their PA vs 12 or be affected by the attack (they must beat 12). At Traps Rank 2, only a simple deadfall trap can be made doing 4d6 damage to all within 1" of the impact area. At Traps Rank 5, damage is reduced to 3d6, Crushing but it swings instead of drops and all targets suffer from Knockback 5. At Rank 8, all damage is increased to d8.
Crafting Type/Rank	Traps: Rank 1	Traps: Rank 1 (5 & 8)	Traps: Rank 2	Traps: 2 (5 & 8)
Blueprints	A shovel and 10 minutes	A shovel, 10 minutes, and 10 lbs of wood	50ft of rope and a 10ft x 10ft (2" x 2") net.	200ft of rope and approximately 10ft log or heavy scrap.

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Name	Hinged Trap	Pipe Bomb	Flare	Improvised Explosive Device
Status Effect	Stab & Special	Special	N/A	Kinetic Blast + Stab
Damage	3d8, Piercing	1d8, Kinetic	Blind	4d8 Kinetic + Piercing
Range	2" Cone (begins at far end of cone)	2" + PM"	2" + PM"	4" Cone
Description	<p>These clever traps are very deadly to anyone walking in front of them when they are triggered. Detection is Observation vs 10 + Traps Rank. Defenders roll their PA vs 15 or be affected by the attack (they must beat 15).</p> <p>These traps are set on a hinge under tension from a spring or other material. It can be triggered or manually activated.</p> <p>The target suffers from Stab and Knockback at ½ the Crafters IQ. Base damage increases to 4d8 and Impale at ½ the Crafters IQ.</p>	<p>Attack: PA vs 8 + Distance in inches. Defenders roll their PE vs 15 or be affected by the attack (they must beat 15). Damage is 1d8, Kinetic + Stab at ½ Crafter's IQ to all within 2" of targeted area.</p> <p>Roll 1d4 during a critical failure while attacking and refer to the following:</p> <ol style="list-style-type: none"> 1: The bomb is thrown 1" closer to the attacker and detonates. 2: The bomb is thrown 2" closer to the attacker and detonates. 3: The bomb is thrown 3" closer to the attacker and detonates. 4: The bomb is thrown 4" closer to the attacker and detonates. 	<p>Flares light the area removing darkness and low-light effects to all within 5" (25ft) of the flare. All within 1" of the flare suffer Blind Rank 3 until they move away.</p>	<p>These often hastily crafted explosive devices are both extremely dangerous to the unfortunate targets in the way of the blast as well as the one setting the device.</p> <p>The fragility during construction and setup is 1-3. Setup is IQ or PA vs 13. The device immediately detonates upon a critical failure damaging everything within PBAoE 2". Detection is Observation vs 8 + Traps Rank. Defenders roll their PE vs 15 or be affected by the attack (they must beat 15). Damage is 4d8 between 1" – 2" and 3d8 between 3" – 4". These weigh 10 lbs.</p>
Crafting Type/Rank	Traps: Rank 3 and Mechanical Rank 3	Traps: Rank 4	Traps: Rank 4	Traps: Rank 5
Blueprints	A 10ft frame, spikes, and tension device (Crafting: Mechanical Rank 3)	2 Explosive, 2 Metal	4 Explosive, 1 Non-Organic	5 Explosive, 4 Metal

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Name	Flashbang	Directional Explosive Device	Landmine	Fragmentation Grenade
Status Effect	Blind 3 & Deafen 3	Kinetic Blast + Stab	Kinetic Blast + Stab	Special
Damage	N/A	4d8 Kinetic + Piercing	6d6 Kinetic + Piercing	1d12, Kinetic
Range	2 + PM"	4" Cone	PBAoE 2"	2" + PM"
Description	<p>Attack: PA vs 8 + Distance in inches. Defenders roll their PE vs 14 or be affected by the attack (they must beat 14).</p> <p>This grenade explodes dealing no damage but causing everything within a PBAoE 3" to suffer from Blind 4 & Deafen 4 for 2 Turns.</p>	<p>These anti-personnel devices are similar to the US Military's M1A1 Claymore Mine. They damage everything within their area of affect.</p> <p>Setup is IQ or PA vs 10. The device immediately detonates upon a critical failure damaging everything within PBAoE 2".</p> <p>Defenders roll their PE vs 14 or be affected by the attack (they must beat 15).</p> <p>Damage is 4d8 between 1" – 2" and 3d8 between 3" – 4".</p> <p>These weigh 10 lbs.</p>	<p>These cruel devices are traditionally used as anti-vehicle defense.</p> <p>Setup is IQ or PA vs 10. The device immediately detonates upon a critical failure damaging everything within PBAoE 2".</p> <p>Defenders roll their PE vs 15 or be affected by the attack (they must beat 15).</p> <p>Damage is 4d8 between 1" – 2" and 3d8 between 3" – 4".</p> <p>These weigh 10 lbs.</p>	<p>Attack: PA vs 8 + Distance in inches. Defenders roll their PE vs 15 or be affected by the attack (they must beat 15).</p> <p>Damage is 1d12, Kinetic + Piercing and Stab at ½ Crafter's IQ to all within 2" of targeted area.</p> <p>Roll 1d4 during a critical failure while attacking and refer to the following:</p> <ol style="list-style-type: none"> 1: The bomb is thrown 1" closer to the attacker and detonates. 2: The bomb is thrown 2" closer to the attacker and detonates. 3: The bomb is thrown 3" closer to the attacker and detonates. 4: The bomb is thrown 4" closer to the attacker and detonates. <p>Fragmentation Grenades can be converted to Incendiary Grenades at Rank 10. They are exactly the same but the damage changes to 1d12, Kinetic + Fire and Burn at ½ Crafter's IQ.</p>
Crafting Type/Rank	Traps: Rank 6	Traps: Rank 7	Traps: Rank 7	Traps: Rank 9 (10)
Blueprints	3 Explosive, 2 Non-Organic	5 Explosive, 4 Metal	5 Explosive, 4 Metal	4 Explosive, 3 Metal

Armor Update

Tortured Earth Game Guide p.90

The following information replaces some of the Armor and Shields section (p.90 – 97). It should be noted that although the weight has decreased on many pieces of armor, the crafting materials have not. This represents that some components are consumed during the crafting process.

Bone Armor: Increase Crushing and Slashing Damage Absorption by 1. Blueprint reduced to Rank 2.

Bone Breastplate: Remove PA penalty. Weight Reduced to 20 lbs.

Carbon Fiber Armor: Increase Piercing and Slashing Damage Absorption by 1.

Animal Shell Armor: Increase Kinetic and Slashing Damage Absorption by 1. Blueprint reduced to Rank 2.

Animal Shell Breastplate: Remove PA penalty. Weight Reduced to 20 lbs.

Hard Plastic Armor: Increase Crushing and Kinetic Damage Absorption by 1.

Hard Plastic Breastplate: Remove PA Penalty. Weight Reduced to 10 lbs.

Hard Plastic Bracers: Remove PA Penalty.

Hardened Leather Armor: Increase Slashing Damage Absorption by 1.

Hardened Leather Breastplate: Weight reduced to 15 lbs.

Hardened Leather Bracers: Remove PA penalty.

Padded Leather Armor: Increase Crushing Damage Absorption by 1.

Padded Leather Chestplate: Remove PA Penalty. Weight reduced to 15 lbs.

Padded Leather Bracers: Remove PA Penalty.

Padded Leather Greaves: Remove Speed Penalty.

Nanotubule Armor: All Nanotubule Armor mimics the Damage Absorption of the Nanotubule Chestplate. Blueprint Rank increased to 7.

Metal Armor: Increase Crushing, Piercing, and Kinetic Damage Absorption by 1. Blueprint reduced to Rank 3.

Metal Chestplate: Remove PA and Speed penalty. Weight reduced to 50 lbs.

Metal Bracers: Weight Reduced to 8 lbs.

Metal Greaves: Weight Reduced to 12 lbs.

Metal Helmet: Weight reduced to 8 lbs.

Rubber Armor: Increase Crushing, Kinetic, Electric, and Acid Damage Absorption by 1. Blueprint reduced to Rank 3.

Rubber Chestplate: Remove Speed penalty.

Rubber Helmet: Remove Speed penalty.

Survival: Urban

In addition to finding stable shelter/food/water in a post-apocalyptic world, this skill also allows a player to mingle in towns and cities. If a character wants to spend a few hours gathering information or viewing the sights, Environmental: Urban should be used.

The check made to discover viable information by visiting merchants, churches, or pubs is PR, IQ or WP + Survival: Urban vs the applicable Target Score set by the GM (see Saving Attempts below for suggestions).

Presence should be used if the character wants to mingle with the populace, elbow up to a bar, or speak with merchants. IQ should be used if the character wants to recall information about the city or village that they have heard in the past. Willpower should be used if they want to sit in a shadowy corner in a seedy bar and listen to conversations without being observed.

If the characters are engaging in conversations with specific NPCs or observing events in real-time then the appropriate General Skill (Converse or Observation for example) are used.

The GM has final say in which attribute is applicable.

Psychic Ability Changes

Tortured Earth Game Guide p.141

The following changes have been made to psychic abilities.

Astral Projection Changes.

All manifesting attempt target scores have been reduced by 2 points.

Basic Projections (Phantom) p. 143. The projection can lift and carry something up to 3 pounds. As it takes a bit more concentration for a semi-corporeal projection to manipulate the material world, the Basic Projection must be in the line of sight of the Psychic or they will drop whatever they are carrying. Their movement speed is also halved while carrying anything. This projection immediately terminates if attempting to attack anything or if it is attacked. If this occurs, the Psychic must make an Ethereal Tear check (p. 143) or take 1d6 Mental damage.

All base ranges that a projection can move from the body of the psychic have been increased by 5”.

All damage adds the psychic’s WP to the damage.

Chronokinesis Changes.

Tortured Earth Game Guide p.145-146

All self-targeting or friendly-targeting attempt/attack target scores have been reduced by 2 points.

All critical successes for the following Variants in Temporal Warrior have been changed:

Pause: “The Psychic’s CP spent to activate this ability is restored.”

Temporal Focus: “The Psychic’s CP spent to activate this

ability is restored.”

Rewind: “The attacker takes 1d4 Mental damage.”

Telekinesis.

Tortured Earth Game Guide p.147-150

Psychic Blade and Hammer: Able to manifest the weapon using 1 CP and perform basic attacks with it costing 1 CP. Critical Failures occur on 1-3 and the attacker must suffer Backlash (1d4, Mental Damage). The weapon dematerializes at this time and must be reactivated. Using an attunement crystal prevents the weapon from critically failing on a 1-3.

Psychic Blade: Ethereal Hookblade
Add +WP to damage.

Psychic Blade: Ghostly Fury
Change damage dice to 1d6.

Psychic Hammer: Sweeping Hammer
Change damage dice to 1d10.

Psychic Hammer: Crippling Blow
Add +WP to damage.

Telepathy.

Tortured Earth Game Guide p.151-153

All self-targeting or friendly-targeting attempt/attack target scores have been reduced by 2 points.

Mental Assault: Brain Wave and Psychic Storm
Add +WP to Mental damage.

Mental Assault: Psychic Vampire
Add “Add +WP to Damage” on the Critical Effect line.

Saving Attempts.

Saving Attempts (aka. Saves) are handled a little differently. Where save attempts were once a d20 roll (1-10 = failure, 11-20 = success), they are now based on the appropriate Attribute vs a Target Score set by the GM based on difficulty or the event. See each Status Effect for the attribute to add to the d20 attempt and the Target Score.

In the case of a role-play heavy session, the GM can have the player describe what their character is attempting then set the Target Score afterwards.

Use the following chart to calculate a Target Score for events not covered by status effects.

Status Effect Target Scores		
Easy	Moderate	Difficult
Rank 1-5 Target Scores = 11	Rank 6-8 Target Scores = 15	Rank 9-10 Target Scores = 20+

Vision guidelines.

If the character is in a location where light isn't present, under water, or otherwise blinded, they take a penalty (Blind Rank 5 in total darkness or Blind Rank 2 in dimly lit areas, or Blind and Deafen 3 underwater). Having any of the following vision types remove this penalty.

Dark Vision: Able to see in complete darkness. The presence of any light nullifies Dark Vision.

Low-light Vision: Some light must be in the area for those with low-light vision to see.

Scent Mapping: Although not true sight, one is able to detect the recent passing of something and the location of something based on its scent.

Sonar: Essentially, the use of a subsonic sound to map the topography of an area.

Quake Mapping: Similar to sonar, the use of quake mapping detects external movement which leads directly toward the source.

Updated Status Effects

For Status Effects lasting a set number of Turns, the countdown to termination begins on the Beginning of Turn phase of the Character Turn.

Saves costs 1 CP per attempt.

1. Beginning of Turn: Status effects activate (damage is rolled for Bleed, Burn, etc. and any beneficial status effect triggers or counts down)
2. Character Turn: CP is spent for actions
3. End of Turn: Status effects terminate (if applicable)

Status Effects	
Asphyxiate	Asphyxiate causes 1d4 damage per Rank per Round. Saves (PE vs 10 + Asphyxiate Rank) only lessen the status effect by 1 Rank per success. Field Medics remove Asphyxiate using Bag Valve Masks. Damage taken by Asphyxiate cannot be reduced or mitigated by racial damage absorption statistics or by wearing armor.
Atrophy	Muscles temporarily weaken and cause the target to suffer -1 PM per Rank. A successful Save (PE vs 10 + Atrophy Rank) removes Atrophy. Alchemist potions can add a bonus to the Save attempt.
Attractive	For 3 Rounds, the personality and/or appearance of the target improves by +1 PR per Rank.
Bait	All opponents within 1" of a target suffering from the Bait status effect redirect their attacks toward the baited target. The affected area increases by 1" for each rank in Bait. A successful Save (PE vs 10 + Bait Rank) removes Bait.
Befuddle	The ability to recall specific facts is reduced by -1 IQ per Befuddle Rank. A successful Save (WP vs 10 + Befuddle Rank) removes Befuddle.
Bleed	Bleed causes 1d4 damage per Rank per Round. Saves (PE vs 10 + Bleed Rank) only lessen the damage dice by 1 Rank per success. Bleed can be reduced or removed by using a First Aid Kit. Bleed damage does not activate until the beginning of the target's next Turn and damage from Bleed is rolled before any other action can be performed that Turn.
Blind	A blinded target suffers a -1 penalty per Rank to PC and to any Skill Check involving sight and all combat rolls receive a -1 penalty per Rank. All movement speed is also halved. A successful Save (PE vs 10 + Blind Rank) removes Blind.
Bludgeon	A successful attack does an additional 1d4 Crushing damage per Rank.
Bolster	For 3 Rounds, the target's strength increases by +1 PM per Rank.
Burn	A target takes 1d4 Fire damage per Rank per Round. Saves (PE vs 10 + Burn Rank) only lessen the damage dice by 1 Rank per success. The application of a substantial amount of water allows for 1 Rank to be removed per Save. Burn can be reduced or removed by Alchemist salves (such as silver nitrate). Burn damage does not activate until the beginning of the target's next Turn and damage from Burn is rolled before any other action can be performed that Turn.
Cone	The length & width of an attack increases by 1" per Rank. Cone consists of one Attack Roll and multiple defense rolls (1 per target). The cone forms a 'V' shape from the base of the attacker extending outward. All objects within the area of the cone are affected.
Confuse	The target loses the ability to resist outside influences and suffers -1 WP per Rank. A successful Save (IQ vs 10 + Confuse Rank) removes Confuse.
Congregate	All creatures of the same (or designated) type within 1 mile per Rank move toward the source of Congregate.
Corrode	One suffering from Corrode take 1d4 Acid damage per Rank per Round. Saves (PE vs 10 + Corrode Rank) only lessen the damage dice by 1 Rank per success. The application of a substantial amount of water or a neutralizer allows for 1 Rank to be removed per Save. Corrode may be reduced or removed by Alchemist neutralizers . Corrode damage does not activate until the beginning of the target's Turn and damage from Corrode is rolled before any other action can be performed that Turn.
Dark Feast	During a successful attack, a creature having Dark Feast restores their LP equal to their Dark Feast Rank.
Deafen	A deafened target receives a -1 penalty per Rank to any Skill Check involving hearing. The affected also suffers -1 space in the Combat Order per Rank. If their Combat Order number is reduced to match the number of the next in the list, however, they will go after this character/enemy. A successful Save (PE vs 10 + Deafen Rank) terminates all Ranks of Deafen.

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Decapitate	This occurs when the target is critically hit in the Head Zone using the Target status effect. A secondary Attack Roll vs original Defense Roll must be made. If successful, instant death occurs if triggered using Target Rank 8. If Decapitate fails or if the Target status effect is lower than Rank 8, the target still suffers Befuddle & Confuse at the Target attack variant Rank. If a Void battle ensues after death, the character becomes a Specter upon victory. Decapitated bodies cannot be healed or be inhabited by an astral being. *If the Target status effect is below Rank 8, a Break occurs. The target suffers from Stun at Rank 5. Breaks can be healed over a month of rest.
Disarm	During a successful Disarm attempt, an equipped weapon or item is dropped at the disarmed target's feet. The target is unable to use the dropped weapon until 1 CP is used to re-equip the weapon or item. 1d4 IE damage occurs upon a Critical Success. IE damage increases to 2d4 at Rank 5 and to 3d4 at Rank 10. Critical range = 20 minus Disarm Rank. Weapon damage associated with the status effect does not damage the target.
Disease	A diseased target suffers a permanent negative status effect or multiple concurrent effects until the Disease is fully cured. Only 1 save attempt per the character's PE is allowed per day. Saves (PE vs 10 + Disease Rank) stabilize but do not cure the disease. Stabilization means the disease does not progress while failures increase all status effects associated with the disease by 1 Rank. The appropriate antibiotic or curative must be used to completely cure the disease. Alchemical tonics only give a bonus to the save attempt at the beginning of the day. See the Disease and Poisons section for further information.
Dismember: Arm	Arm dismemberment occurs when the target is critically hit in the Arm Zone using the Target status effect. This can only be used if the Target status effect is at least Rank 5. A secondary Attack Roll vs the original Defense Roll must be made. If successful, instant amputation of a single arm occurs. The target's Attack Roll is reduced by ½, they suffer Bleed at the attacker's Target status effect Rank, and they are only able to equip 1-handed weapons. Any 2-handed weapon is dropped. The Attack Roll penalty is removed when Bleed is cured (PE vs 10 + Bleed Rank). *If the Target status effect is below Rank 5, a Break occurs. The Attack Roll with this arm is reduced by ½ but they do not suffer from Bleed as in a dismemberment. Breaks can be healed over a month of rest.
Dismember: Leg	Leg dismemberment occurs when the target is critically hit in the Leg Zone using the Target status effect. This can only be used if the Target is at least Rank 5. A secondary Attack Roll vs the original Defense Roll must be made. If successful, instant amputation of a single leg occurs. The target's Land, Climb, and Swim speeds is permanently reduced by ½ of their total and they suffer Bleed and Knockdown at the attacker's Target status effect Rank. *If the Target status effect is below Rank 5, a Break occurs. The Land, Climb, and Swim speeds are reduced by ½ but they do not suffer from Bleed as in a dismemberment. Breaks can be healed over a month of rest.
Distance	The range of weapons, spells, or other skills increases by 1" per Rank.
Distract	One affected by the Distract status effect experiences a loss in their ability to accurately perceive changes in their environment and suffers -1 PC per Rank. A successful Save (PE vs 10 + Distract Rank) terminates all Ranks of Distract.
Electrify	Electricity courses through a target's body dealing 1d4 Electrical damage per Rank.
Endure	The duration of a skill or ability is extended by 1 Round per Rank.
Enlighten	For 3 Rounds, the enlightened can recall obscure information and receives +1 IQ per Rank.
Enrage	One suffering from Enrage will attack the nearest target within range regardless of affiliation. They receive +1 damage per Enrage Rank to melee combat only. If no melee weapon is equipped, the affect engages in Unarmed combat or they will use their weapon as an Improvised Attack. This effects lasts until a successful Save (WP vs 10 + Enrage Rank), otherwise, Enrage decreases by 1 Rank at the beginning of the affected target's Turn after the turn in which they are Enraged. The affected can choose to not Save to prematurely end the effect.
Entangle	The entangled is not able to move, change position, or face a different direction. Attacks suffer -1 PA per Rank until a successful Save (PM vs 10 + Entangle Rank) terminates all Ranks of Entangle.
Entrance	The entranced becomes more focused on the combat at hand. They receive +1 attack but -1 damage when engaging in melee combat only. This effects lasts until a successful Save (WP vs 10 + Entrance Rank), otherwise, Entrance decreases by 1 Rank at the beginning of the affected target's Turn after the turn in which they are Entranced. The affected can choose to not Save to prematurely end the effect.
Fatigue	The fatigued target experiences a loss of energy and general lethargy at -1 PE per Rank. A successful Save (WP vs 10 + Fatigue Rank) removes Fatigue.
Flesh Morph	When transforming from one form to another, a Lycanthrope regains LP equal to their Rank in Flesh Morph (or in the amount stated in the ability).
Focus	For 3 Rounds, the target becomes mentally focused on the task at hand and receives +1 WP per Rank.

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Fortify	The fortified target benefits from +1 Defense Roll per Rank. Fortify lasts for 1 attack attempt per invested Rank regardless of the attack's success. Fortify terminates at the beginning of the next Turn.
Frenzy	For every odd Rank in Frenzy, the character gains an additional attack. For every even Rank, the character may choose an additional target to split their attacks. Each Defender rolls a single defense roll to which each Frenzy attempt is compared. Each use of the Frenzy status effect is a single attack. The attacker adds their damage attribute to the first successful Frenzy attempt. For every successful subsequent Frenzy attempt, the attacker adds 1 to the damage.
Frighten	The frightened target is affected by an overwhelming sense of fear. They suffer -1 to attack rolls and 1 MP damage per Round per Rank. Unless otherwise specified, a successful Save (WP vs 10 + Frighten Rank) terminates Frighten. If the source of Frighten is not within the line of sight of the affected, the effect terminates at the beginning of the affected target's Turn.
Frostbite	A frostbitten target suffers 1d4 Cold damage per Rank per Round. Saves (PE vs 10 + Frostbite Rank) only lessen the damage by 1 Rank per success. Frostbite can be reduced or removed by Apothecary ointments.
Gloom	Non-living creatures and negative-energy creatures within the affected area gain +1 to their Defense Roll while living creatures within the affected area suffer -1 to their Defense Roll for as long as Gloom is in effect. If an area is affected by Illuminate, the Gloom Rank is reduced by the Illuminate Rank. In areas affected by Gloom at Rank 5-8, treat it as a low-light area and Gloom Ranks 9-10 are considered to be in complete Darkness. This low-light or dark area only impacts the vision of living creatures. See the Vision Types section for further information.
Hinder	The hindered target is slowed at a rate of -1 Speed per Rank. A successful Save (PE vs 10 + Hinder Rank) removes Hinder.
Illuminate	Living creatures within the affected area gain +1 to their Defense Roll while non-living creatures and negative-energy creatures within the affected area suffer -1 to their Defense Roll for as long as Illuminate is in effect. If an area is affected by Gloom, the Illuminate Rank is reduced by the Gloom Rank. Negative-energy and undead creatures treat areas affected by Illuminate at Rank 5-8 as a low-light area and Illuminate Ranks 9-10 as complete darkness. This low-light or dark area only impacts the vision of non-living and negative-energy creatures. See the Vision Types section for further information.
Immobilize	Immobilize occurs when the target is critically hit in the Center Mass Zone using the Target status effect. This can only be used if the Target is at least Rank 5. A secondary Attack Roll vs original Defense Roll must be made. If successful, the target instantly suffers Knockdown at the attacker's Target status effect Rank. The target's only action is the ability to perform saves (PE or WP vs 10 + Immobilize Rank) at the end of their Turn. All attackers receive a +2 to their Critical Success Range while the target is under the effect of Immobilize. Targets are instantly killed upon a successful critical attack while under the effects of Immobilize.
Impale	The attacker sacrifices all other actions in order to deliver 1d4 unavoidable damage per Rank per Round. The target is unable to move while impaled but can attack. The attacker is also unable to move or to make any further attacks until Impale ends. Impale ends when either the target saves (PE vs 10 + Impale Rank), the attacker voluntarily ends Impale, or the attacker, target, or the object causing the Impale status effect is forcibly removed from the other.
Intoxicate	Intoxicated targets suffer -1 Defense Roll, -1 attack per Rank, and become immune to Frightened effects while under the effect of Intoxicate. In addition, the affected gains ½ Intoxicate Rank to all Melee and Unarmed damage per Rank. Intoxicated targets must wait a number of hours equal to their Intoxicate Rank for the effect to terminate.
Invigorate	Invigorated targets take 1d4 Vital damage per Round for Rank number of Rounds or until a successful Save (PE vs 10 + Invigorate Rank). Living targets affected by Invigorate heal LP where undead or negative-energy beings lose LP. LP gained cannot exceed the target's maximum LP if affecting living creatures and the effect ends if LP reaches zero. Invigorate immediately terminates upon taking Necrotic damage.
Kinetic Blast	Grenades, telekinetic abilities, weapons, and some traps can explode causing 1d4 Kinetic damage per Rank.
Knockback	A target is shifted back 1" per odd invested Rank and suffers -1 Defense Roll per every odd invested Rank until the beginning target's next Turn.
Knockdown	A target is knocked prone and suffers -1 Defense Roll per Rank until they are no longer prone. Prone and any penalty associated with this ability ends when 1 CP is used to stand.

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Life Leech	The target is drained of essential life giving energy and transfers it back to the source of Life Leech at a rate of 1d4 LP per Rank. This transfer occurs immediately at the time of damage. The damage associated with Life Leech is unavoidable and undead or negative-energy creatures are immune.
Maximize	The target's size class is increased by 1 per Rank. In addition, they receive +1 Unarmed & Melee damage for each size class above 6. Weapons, clothing, and equipment are limited by their new size class.
Mental Fortification	The target of a Mental Fortification ability has 1d4 MP restored per Rank.
Mind Break	The target suffers intense headaches and takes 1d4 Mental damage per Rank.
Mind Leech	The target is drained of mental energy and transfers back to the source of Mind Leech at a rate of 1d4 MP per Rank. This transfer occurs immediately at the time of damage.
Minimize	The target's size class is decreased by 1 per Rank. Weapons, clothing, and equipment are limited by their new size class.
Poison	Through either injection, ingestion, or inhalation, the target suffers 1d4 damage per Rank per Round as well as a status effect associated with the Poison. Saves reduce the Poison Rank by 1 per success (PE vs 10 + Poison Rank). Herbalists use poultices and Field Medics use Alchemist cures to reduce or completely cure a poison. Poison checks are performed at the beginning of character's Turn after the character's PE number of Turns have passed. For example, if a character is afflicted with a Neurotoxin and has a PE of 2, then the character will need to make a check (PE vs 10 + Poison Rank) or suffer from an immediate status effect and damage to their LP at the beginning of the 2 nd Turn AFTER they were poisoned. See the Disease and Poisons section for further information on poisons.
Quick Reload	Ammunition can be completely reloaded either before or after the attack associated with this status effect. The next attack receives +1 bonus to ATK per Rank. Appropriate ammunition must be readily available. Magazines, cartridges, and drums must be fully loaded prior to combat.
Quicken	The target benefits from +1 Movement Speed for Rank number of Rounds.
Ranged Burst	A ranged attack resolving at a distant point explodes dealing damage to the specified area at a rate of 1d4 damage per Rank.
Rapid Fire	For every odd Rank, the character gains an additional attack. For every even Rank, the character may choose an additional target to split their attacks. Each Defender rolls a single defense roll to which each Rapid Fire attempt is compared. For every successful Rapid Fire attempt, the attacker adds 1 to the damage. Each use of Rapid Fire is a single attack. If the number of attacks exceed the ammunition capacity, the extra attacks are wasted.
Redirect	Objects fired at or through a Redirect source may be redirected to a new Target or area within 1" of the source. The redirected attack damages the Redirect source but the new target must attempt a Defense Roll versus the redirected attack. The Target Score is 10 + Redirect Rank vs Target's PA.
Rejuvenate	For 3 Rounds, the rejuvenated target benefits from a surge of energy at a rate of +1 PE per Rank.
Relocate	A target is relocated to an unoccupied space within 1" per odd Rank. They suffer the attacker's PM +1 additional damage per even Rank as additional crushing damage for every solid object they strike during being relocated.
Rend	There is a 10% chance a Rend attack ignores armor damage Reduction and the armor takes 1d4 IE damage. IE damage increases to 2d4 at Rank 5 and 3d4 at Rank 10. Rend chance increases by 5% per Rank. If choosing Rend as an additional effect upon a Critical Success, roll the Rend Percentile check before any damage is rolled.
Repulsive	The target is perceived to be revolting or grotesque and suffers -1 PR per Rank. A successful Save removes Repulsive.
Rot	A target taking Rot damage is dealt 1d4 Necrotic damage per Round for Rank number of Rounds or until a successful Save (PE vs 10 + Rot Rank) is made. Undead and negative-energy targets affected by Invigorate heal LP where living beings lose LP. LP may not exceed the target's maximum if affecting undead or negative-energy creatures and the effect ends if LP reaches zero. Rot is immediately terminated upon taking Vital damage.
Scrutiny	For 3 Rounds, the affected target benefits from an increased attention to detail at a rate of +1 PC per Rank.
Slash	A successful attack does an additional 1d4 Slashing damage per Rank.
Sneak Attack	The attacker must be behind an engaged target and successfully hidden (Skulk vs Target's Observation) in order for Sneak Attack to be attempted. The next attack does 1 additional point of damage per Rank.
Stab	A successful attack does an additional 1d4 Piercing damage per Rank.
Stagger	The target suffers from a loss of coordination at a rate of -1 PA per Rank. A successful Save (PE vs 10 + Stagger Rank) removes Stagger.

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Stall	Any damage may be stalled for 1 Turn per Rank. Upon the beginning of the turn when Stall expires, all postponed damage is dealt with an additional 1 extra damage per delayed Turn.
Stun	Every action, except for Save attempts, costs an additional CP. While stunned, the target is susceptible to a -1 penalty to Defense rolls per Rank. A successful Save (PE or WP vs 10 + Stun Rank) removes Stun.
Sturdy	For 3 Rounds, the affected benefits from an increase in coordination at a rate of +1 PA per Rank.
Target	The character can target a specific body zone & gain +1 attack per Rank. Upon a critical success, Decapitate, Dismember, or Immobilize occurs upon a successful secondary roll. Adding the Target Status Effect as an additional effect when Critically succeeding with a weapon attack does not trigger the Decapitate, Dismember, or Immobilize effects.
Thrown - 1 Handed	An item can be thrown as a weapon for PM" + Rank" and the attack becomes PA vs PA. Use the appropriate weapon damage with the attacker's PM bonus.
Thrown - 2 Handed	An item can be thrown as a weapon for PM" + Rank" and the attack becomes PM vs PA. Use the appropriate weapon damage with the attacker's PM bonus.
Vulnerable	The vulnerable target suffers a -1 to their Defense Roll and suffers from 1 additional damage per Rank. A successful Save (PE vs 10 + Vulnerable Rank) removes Vulnerable.
Weaken	Carry and Lift capacities are reduced by 10 pounds x Rank. An additional -1 Melee damage is dealt per Rank. A successful Save (PE vs 10 + Weaken Rank) removes Weaken.

Alchemy

Alchemists can craft potions and remedies that heal the body and remove various deadly status effects. More unscrupulous alchemists can concoct debilitating poisons.

Players can use PE number of Restoratives and Teas per day. In excess of their PE, they must roll PE vs 12 + number in excess of Restoratives or Teas or suffer Intoxicate. Every subsequent use of a Restorative or Tea increases the Rank of Intoxicate after the initial failure.

Unless otherwise stated, the Alchemist can craft Ranks 1-4 in the field with an alchemist kit if they have time. Each crafted item takes approximately one hour per Rank. All craftable remedies, teas, potions, and poisons require components gathered by Herbalists. See the Herbalist section for further information on materials.

If an Alchemist crafts their goods in an alchemical lab, more items are yielded in ½ of the time. Instead of just 1 item crafted in Rank number of hours, they now craft 1d4 + 2 items in ½ Rank hours.

Poison potency occurs at ½ the creature's Rank.

The use of Alchemist items cost 1 CP and, in the case of remedies, potions, and restoratives do not require an attempt roll.

Rank 1:	Restorative Tea (1d4 MP restored)	<p>The crafter can create teas in the field. Normal, drinkable teas used in a role-playing setting do not cause intoxicate while drinking restorative teas do.</p> <p>Crafting Formula: IQ + Alchemy Rank vs 11 for Alchemy Rank + 2 servings of Tea. Brewing requires 1 gallon of boiling water and 5 units of Restorative Tea Herbs. Critical crafting success add +1 to the number of MP restored.</p> <p>Critical crafting success add +1 to the number of MP restored.</p>
Rank 2:	Basic LP Restorative Potion (2d6 + 2 LP restored)	<p>Basic Restoratives can be crafted in the field.</p> <p>Crafting Formula: IQ + Alchemy Rank vs 11 for 2 Basic LP Restorative Potions. Brewing requires ½ gallon of boiling water and 5 units of Restorative Herbs. Critical crafting success adds the Crafter's IQ to the number of LP restored.</p>
Rank 3:	<p>Anti-venom (vs creature poisons – these can be created from the poison itself. These are generic poison curatives that cure all types of poison unless otherwise stated)</p> <p>Antiseptic (vs topical poisons)</p> <p>Antibiotic (vs diseases)</p> <p>Beer, Spirits, Wine (Only able to be crafted in a brewery or distillery – any Alchemical lab will suffice given the proper equipment is present).</p>	<p>Uses of antivenoms, antibiotics, and antiseptics items reduce the appropriate poison or disease by 1 Rank. Field Medics using these items reduce the poison or disease Ranks by their Rank in Field Medic.</p> <p>Crafting Formula for Alcohol, Anti-venom, antiseptic, and antibiotic is IQ + Alchemy Rank vs 13. Critical crafting success reduces the appropriate disease or poison by 2 Ranks.</p> <p>Beer, Spirits, and Wine must be brewed/distilled and take up to two months to be ready to consume.</p>

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<p>Rank 4:</p>	<p>Beautifying Potion (vs Repulsive) Bolstering Potion (vs Atrophy) Enlightening Potion (vs Confuse) Focus Potion (vs Befuddle) Fortifying Potion (vs Fatigue) Scrutiny Potion (vs Distract) Sturdy Potion (vs Stagger)</p>	<p>Gives a bonus of +2 to the Save Attempt vs the listed negative attributes. Crafting Formula for Potions is IQ + Alchemy Rank vs 14. Critical crafting success instead gives a bonus of +4 to the Save Attempt.</p>
<p>Rank 5:</p>	<p>Intermediate LP Restorative Potion (2d8 +2 LP restored) Silver Nitrate Ointment (Burn Remedy) Acid Neutralizer (Corrode Remedy) Warming Ointment (Frostbite Remedy)</p>	<p>Crafting Formula: IQ + Alchemy Rank vs 15 for 2 Intermediate LP Restorative Potions. Brewing requires ½ gallon of boiling water and 5 units of Restorative Herbs. Critical crafting success adds the Crafter's IQ to the number of LP restored. Crafting Formula for Remedies: IQ + Alchemy Rank vs 15 for 2 Remedies. Remedies remove 1 Rank of the negative status effect. The Field Medic using a remedy removes Field Medic Rank number of negative status effect Ranks. Critical crafting success for remedies instead removes 2 Ranks of the negative status effect and give a bonus of +2 to the LP received from Intermediate LP Restorative Potions.</p>
<p>Rank 6:</p>	<p>Miscellaneous tonics (such as Scourge Willow Venom – acts as an Intermediate LP Restorative Potion for Undead) can now be crafted. Alchemist adds ½ IQ to Restoratives upon a critical crafting success.</p>	<p>Critical crafting success for miscellaneous tonics increases their bonus by +2 bonus (see the appropriate Tonic blueprint for specifics).</p>
<p>Rank 7:</p>	<p>All Poisons can be crafted with a critical range of 19-20. The weapon attack critical range is not affected but the poison will affect the target on roll of 19-20. The Rank of the crafted Poison equal to ½ the IQ of the crafter.</p>	<p>Poison from a creature must be extracted then brewed with a liquid solution in order to be used by a character. It is delivered via a syringe or weapons using a syringe-type of ammunition. Unlike Herbalists, Alchemists can reproduce many unit of poison from a single sample. Critical crafting success increases the critical range of the poison attack by +1.</p>
<p>Rank 8:</p>	<p>All Diseases can be crafted with a critical range of 19-20. The weapon attack critical range is not affected but the poison will affect the target on roll of 19-20. The Rank of the crafted Disease is equal to ½ the IQ of the crafter.</p>	<p>Diseases (such as Septic Wound) can be crafted by rare materials gathered by herbalists. See the Herbalist skill for more information. Unlike Herbalists, Alchemists can reproduce many unit of disease from a single sample. Critical crafting success increases the critical range of the disease by +1.</p>

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Rank 9:	All Alchemist critical crafting ranges increase by +1.	
Rank 10:	Greater LP Restorative Potion (3d8 + 2 LP restored)	Critical crafting success increase the healing effectiveness by an additional Crafter's IQ +2.
Master (50th point)	Alchemist adds ½ IQ to all Restoratives and full IQ upon a critical crafting success. All Rank 4 Potions add +4 to the Save Attempt. Poisons can now be crafted in the field using an alchemist kit. The crafted Ranks of Poisons and Disease is now equal to the IQ of the crafter (not to exceed 10).	
	<p>Critical crafting failure mishap table:</p> <ol style="list-style-type: none"> 1. ½ of the materials are lost. 2. All materials are lost in the failure. 3. The concoction explodes dealing 1d6 + 3 Kinetic damage to everything with 1" of the crafting area. 4. The concoction explodes dealing 2d6 + 5 Acid, Burn, and Kinetoc damage to everything with 2" of the crafting area. 	

Herbalist

Through the use of medicinal plants, fungi, and animal parts, the herbalist is capable of alleviating or eliminating the effects of poisons, rot, or toxins. Although their poultices are not as effective as those of the Alchemist, the Herbalist can both craft and use all of their items in the field. Everyone can use the items crafted by the Herbalist, however, only Field Medics and Herbalists receive bonuses when some of these items are applied. If the Herbalist uses any of their items on themselves or another target, they apply $\frac{1}{2}$ their IQ to the listed bonus or LP Restored.

Players can use PE number Teas per day. In excess of their PE, they must roll PE vs 12 + number in excess of Teas consumed or suffer Intoxicate. Every subsequent use of a Tea increases the Rank of Intoxicate after the initial failure.

The herbalist can craft any of their items while in the field. The time to create a poultice is $\frac{1}{2}$ hours of the Rank attempted (rounded down).

Herbalists gather herbs, plants, fungi, and other materials that the alchemist uses to create their potions and poisons. They receive 1d4 per Herbalist Rank. Gathering materials should not exceed the amount that would logically be available.

The use of herbalist items cost 1 CP and, in the case of remedies, potions, and restoratives do not require an attempt roll.

Any non-herbalist using herbalist-crafted items in combat can do so but it is considered to be a basic ability. They can only use it once per Turn and it replaces their Weapon Basic Attack, Spell Flux, or Basic Psychic Projection.

Rank 1:	Restorative Tea (1d4 MP restored)	The crafter can create teas in the field. Normal, drinkable teas used in a role-playing setting do not cause intoxicate while drinking restorative teas do. Crafting Formula: IQ + Herbalist Rank vs 11 for Herbalist Rank + 2 servings of Tea. Brewing requires 1 gallon of boiling water and 5 units of Restorative Tea Herbs. Critical crafting success add +1 to the number of MP restored.
Rank 2:	Minor LP Restorative Poultice (2 LP Restored) $\frac{1}{2}$ IQ number of poison units can be extracted from creatures. The poison will function as a Rank 1 poison regardless of creature Rank.	This minor poultice can be applied to any wound while healing it for a minor amount. Only the recipient's PE number of poultices can be applied to them per day. Crafting Formula: IQ + Herbalist Rank vs 12 for 2 + Herbalist Rank applications of Minor Restorative Poultices. Critical crafting success adds +2 to LP restored. The poisons extracted from creatures can coat weapons or fill syringes or syringe-type ammunition.
Rank 3:	Burn, Corrode, and Frostbite balms $\frac{1}{2}$ IQ number of diseased tissue units can be extracted from creatures. The disease will function as a Rank 1 disease regardless of creature Rank.	Although not curing the conditions, the herbalist's balms give a bonus of +2 to any Save Attempt vs Burn, Corrode, and Frostbite. Critical crafting success instead gives a bonus of +4 to the Save Attempt.
Rank 4:	The herbalist adds $\frac{1}{2}$ IQ to the number of all materials gathered.	Anyone can use a First Aid Kit only once per combat encounter. This is considered to be a Basic Ability and

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	Herbalists can make a First Aid Kit (restores 2d4 LP).	replaces weapon basic attacks, spell fluxes, and basic psychic projections (unless they are a Field Medic).
Rank 5:	Standard Restorative Poultice (4 LP restored) Clotting Bandage can be crafted.	The standard poultice can be applied to any wound while healing it for a minor amount. Only the recipient's PE number of poultices can be applied to them per day. The clotting bandage consists of a strip of cloth saturated with a hemostatic agent derived from dried and crushed shellfish.
Rank 6:	1d4 + ½ IQ number of units of toxins can be extracted from plants (Rank + IQ vs 10 + Rank of toxin).	Critical extraction success = full IQ number of units can be extracted. See the appropriate creature description for the type of poison.
Rank 7:	1 failed gathering roll can be re-rolled per day. The result from the second roll must be taken.	
Rank 8:	1 critical failure per day can count as a failure. All materials are retained.	
Rank 9:	1d4 + ½ IQ number of units of poisons or diseases can be extracted from creatures (Rank + IQ vs 10 + Rank of the Creature)	Critical extraction success = full IQ number of units can be extracted.
Rank 10:	Major LP Restorative (6 LP restored) Increase dice from 1d4 to 1d6 for plant materials gathered.	The potent poultice can be applied to any wound while healing it for a minor amount. Only the recipient's PE number of poultices can be applied to them per day.
Master (50th point)	The herbalist now adds their full IQ whenever they apply a poultice or another item they craft. Increase poisons and toxins extracted from 1d4 to 1d6.	

Field Medic

Stitches, setting broken bones, and stopping someone from bleeding out are all skills of the field medic. Although not a crafter, medics make the best use of items crafted by Alchemists and Herbalists.

A medic restores 2d4 + their IQ + their Field Medic Rank worth of LP to an injured subject when using a First Aid Kit.

They remove the following status effects by using the listed kits.

Field Medics can reduce any of the below status effects by 1 Rank without an attempt roll but it costs 2 CP (3 CP for Asphyxiate).

Asphyxiate	Bag Valve Mask (crafted by non-organic crafters) This consists of a face mask and self-inflating bag that provides ventilation. Using it costs 2 CP and removes Asphyxiate equal to the rank of the Medic.
Bleed	Clotting Bandage (crafted by Herbalists). This kit consists of cloth bandages impregnated with a hemostatic (clotting) agent that stops Bleed equal to the rank of the Medic. This kit is consumed in the process. Using it costs 1 CP.
Burn	Silver Nitrate Ointment (crafted by Alchemists) A unit of this ointment will remove Burn equal to the rank of the Medic. Using it costs 1 CP.
Corrode	Acid Neutralizer (crafted by Alchemists) A unit if the neutralizer will remove Corrode equal to the rank of the Medic. Using it costs 1 CP.
Frostbite	Warming Ointment (crafted by Alchemists) A unit of this ointment will remove Frostbite equal to the rank of the Medic. Using it costs 1 CP.

Poisons and Diseases

Poisons, Toxins, and Venoms

These terms are used interchangeably throughout the game. Poisons come in a variety of types. They can be injected through the skin, absorbed via a mist or powder, or inhaled into the lungs.

Poisons often have a negative status effect along with a damage over time effect that instead of damaging the current LP, it reduces the maximum LP by a given amount until the poison runs its course or is successfully treated. Poisons can only be cured at 1 Rank per CP spent (PE vs 10 + Poison Rank) or if an appropriate curative is applied.

Poison effects do not trigger until the target's PE number of Turns have passed after being poisoned. All effects trigger at Rank 1 then increase in Rank until the Poison Rank is reached. It stays at this Rank until successfully treated.

Curing Poisons

Treating without an appropriate poison curative only occurs at ½ of the Poison Rank (rounded down; minimum Rank 1). For example, if a Rank 2 Poison affects a character then that character can use a successful save (PE vs 10 + Poison Rank) to reduce the poison to Rank 1. This poison will affect the character at its Rank 1 ability until removed with a proper curative.

If a poison Rank 4 affects a character, then that character can use 1 CP per attempt to cure ½ of the Poison Rank up to Rank 2 of the poison.

*** Poisons are reduced by 1 Rank per successful check (unless treated by a Field Medic) ***

Some poisons will expire upon a predetermined time.

Field medics using anti-venoms (internal) or antiseptics (external) remove 1 Poison Rank per their Field Medic Rank.

Poison descriptions will appear on in the Creature section of a further update. Use the following Poisons as examples.

Poisons		
Poison Name	Effects	Curative Needed
Hemotoxin	Hemotoxins cause an internal bleeding within the body by breaking down blood at a cellular level. This leads to pain eventually asphyxiating the target. The poisoned target suffers from Asphyxiate, Fatigue, and Weaken. Damage from Asphyxiate is taken from the maximum LP at the beginning of the Turn.	Anti-venom
Neurotoxin	Neurotoxins cause the body's nervous system to shut down. Poisoned targets suffer from Stagger, Stun, and Hinder at the poison Rank. They also take 1d4 Mental damage at the beginning of their Turn. This damage is removed from their maximum MP. Neurotoxins occurring at Rank 6 or greater also inflict Vulnerable.	Anti-venom
Necrosis	Necrotic poisons cause the body's tissues to quickly decay. Poisoned targets take 1d6 necrotic damage at the beginning of their Turn. This damage is removed from their maximum LP. While suffering from Necrosis, attacks using Septic Wound as a critical success have a critical success rating of +2.	Anti-venom and Anti-septic
Scourge Willow Venom	The sap of a Scourge Willow oozes from its wicked barbs. Affected targets take 1d6 necrotic damage at the beginning of their Turn. This damage is removed from their maximum LP. Living targets also temporarily suffer from -1 Necrotic Damage Reduction until the poison is removed. This venom can be converted to an LP Restorative Potion for Undead by an Alchemist.	Anti-Venom

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Bee	The affected target suffers Stun. After reaching the Rank of the Poison, Bee poison leaves the system at a rate of 1 Rank per Turn. This triggers at the end of the poisoned target's turn.	Anti-venom or time
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Diseases

Diseases affect characters and creatures by triggering at the listed Disease Rank after the diseased target rests. Upon waking, they make a check (PE vs 10 + Disease Rank) to see if the Disease progresses. The following evens can occur based on the success of the Disease check.

Stabilization: There is no increase in disease rank but the disease is not cured.

Spontaneous Cure: A Critical Success cause 1 Rank of the disease to be eliminated.

Degenerative Effect: When the Disease check fails after a rest period, the disease Rank increases by 1.

Spontaneous Degenerative Effect: A Critical Failure causes the disease to increase by 2 Ranks.

All disease effects are permanent until successfully cured. Cures occur by using the appropriate Curate listed below or by casting the appropriate Magic spell (Spirit: Healing – Cure, Mental or Physical Cure).

In the case of multiple diseases inflicting the same status effect, the highest rank and highest dice type overrides a lower rank and dice type.

Diseases occur at Rank 1 unless the disease vector (or transmission) occurs at a higher rank. For example, if a Rank 3 encounter Roux-ga-roux successfully critically attacks using their Claw, they transmit Septic Wound at their Creature Rank. Therefore, the diseased target would make a check at the beginning of the day (PE vs 10 + Disease Rank of 3) to see if the disease stabilizes or worsens. Failure causes the disease to worsen by 1 Rank.

Diseases		
Disease Name	Effect	Curative
Amazonian Mind Rot	Befuddle and Confuse. 1d6 MP is reduced from the total at the beginning of the day.	Antibiotic
Common Flu	Atrophy, Fatigue, and Stagger.	Antibiotic + Restorative Tea
Fever	Fatigue and 1 MP is reduced from the total at the beginning of the day.	Antibiotic + Restorative Tea
Gray Skullcap	Repulsive and 1d4 MP is reduced from the total at the beginning of the day.	Antibiotic + Gray Skullcap Sample
Intestinal Roundworm	Repulsive and 1d4 LP is reduced from the total at the beginning of the day.	Antibiotic + Restorative Tea
Leprosy	Atrophy and 1d6 LP is reduced from the total at the beginning of the day.	Magic (Spirit: Healing – Cure, Physical Cure)
Lung Rot	Fatigue and Weaken. 1d6 LP is reduced from the total at the beginning of the day.	Antibiotic
Rabies	Enrage and 1d6 MP is reduced from the total at the beginning of the day.	Antibiotic
Septic Wound	Atrophy, Befuddle, and Fatigue. 1d4 LP is reduced from the total at the beginning of the day.	Antibiotic and Anti-venom
Tetanus	Repulsive, Stagger, and Stun. 1d4 LP is reduced from the total at the beginning of the day.	Antibiotic

Language groups in Tortured Earth

It is assumed that everyone that has spent any length of time in Tortured Earth speaks the native language of their area (English, Spanish, Farsi, etc) in addition to their racial group language. It should be noted that Humans pick a second language during character creation. Additional languages are learned through time and earning Ranks in Decipher. The following races share a language group.

Animorph Language Groups	
Races	Language
Allorn, Minos	Sloon
Crideur, Frentini, Teluree, Valkraum	Whowol
Drang, Fideldor, Lunalo	Haaalaaa
Kascerine, Gronla	Bretala
Far Realms Language Groups	
Races	Language
Dwarf, River Folk	Dwarven
Elf	Elven
Goblin, Hobgoblin, Orc	Orcish
Troll	Trollish
Insectoid	
Races	Language
Bromoul, Verderon	Tshik-tshik
Dravic, Lestraum	Killk
Crevice Runner, Ramarune	Tzak
Saurian	
Races	Language
Ettor, Jung-Juga	Kanna Tope
Havinal, Pizor	Hurrn
Space-Faring Races	
Races	Language
Bakarin	Bakari
Chharr	Isili
Cthrahi, Nordi Ji	Hu
Grangan	Fini
Lipic	Taloo
Native Earth Races	
Races	Language
Human	Any
Yeti	Any