RUN FASTER ERRATA

Current: 15 March 2017

CORRECTED SECOND PRINTING

The following errata items were included in the corrected second printing of *Run Faster.* The second printing is a softcover book; it is specified as "Second Printing" at the bottom of page 4.

P. 5, UPDATED CREDITS

The change of cover art from the first printing to the second resulted in a change of credits.

Cover Art: Victor Manuel Leza Moreno
Original Cover Art: Echo Chernik

P. 62, A RANGE OF OPTIONS

Add the following sentence to the end of the first paragraph:
"Note that all three of these options receive free Karma for Knowledge and Language skills and Contacts as described on p. 89 and p. 98, *SR5*."

P. 63, PRIORITY TABLE CHANGES

In the *Magic or Resonance* column for priorities A, B, and C, change "spells" to read "spells, rituals, and/or alchemical preparations".

P. 64, METATYPE COST TABLE

Change "Cyclopean" to read "Cyclops".

P. 64, POINT BUY

In the first sentence of the third paragraph, change "p. 106" to read "pp. 104-5".
In the third sentence of the third paragraph, change "a maximum of 200 Karma" to read "a maximum of 235 Karma".

P. 67, NAN DETAILS TABLE

Under *Regions: Denver,* add "Languages: English, Hopi, Siouan, Spanish, Zuni".
Under *Regions: Salt Lake City,* add "Languages: English, Hopi, Spanish, Zuni".

P. 75, STATE UNIVERSITY/COLLEGE TABLE

Under *Science Disciplines: Medicine,* increase the Biotech skill group from +1 to +2, and remove the Biotechnology skill. (The Biotechnology skill is now part of the Biotech skill group, making the inclusion of the basic skill redundant.)

P. 79, PRIVATE INVESTIGATOR/DETECTIVE MODULE

Change the last sentence of the description to read as follows:
"You may not pick this module until you have completed a *Tour of Duty, Law Enforcement, Covert Operations, Shadow Work, Government Agent,* or *Corporate* module."

P. 79, PRIVATE INVESTIGATOR/DETECTIVE TABLE

Under *Qualities,* change "SINner (5)" to "In Debt (5)".

P. 80, STREET MAGIC TABLE

Under *Street Mage,* decrease the Conjuring skill group from +3 to +2.

P. 82, TOUR OF DUTY: NAN TABLE

Between *Attributes* and *Basic Training,* add *Qualities.* Under *Qualities,* add SINner (5).

P. 83, TOUR OF DUTY: TÍR TAIRNGIRE TABLE

Between *Attributes* and *Basic Training,* add *Qualities.* Under *Qualities,* add SINner (5).

P. 84, FINISHING OFF YOUR KARMIC BALANCE

At the end of the fifth sentence in the second paragraph, change 200 to 235:

P. 103, CREATING A SHAPESHIFTER EDGE
Change the first full paragraph on this page to read as follows:
"All shapeshifters have an Edge attribute range of 1 to 5."

P. 104, METAVARIANT ATTRIBUTE TABLE
There were extensive changes made to this table; they will be addressed line by line.

Gnome
Under *Racial Traits,* add "+20% increased Lifestyle cost".

Hanuman
Under *Racial Traits,* add "+20% increased Lifestyle cost". Change Low-Light Vision to Thermographic Vision.

Koborokuru
Under *Racial Traits,* add "+20% increased Lifestyle cost".

Menehune
Under *Racial Traits,* add "+20% increased Lifestyle cost" and Webbed Digits. Change Resistance to Pathogens/Toxins to Resistance to Pathogens.

Wakyambi
Change EDG from 2/7 to 1/6.

Nartaki
Change EDG from 1/6 to 2/7.

Hobgoblin
Change BOD from 1/6 to 3/8. Change CHA from 2/7 to 1/5.
Under *Racial Traits,* change Extravagant Eyes to Keen Eared.

Cyclopean
Change Cyclopean to Cyclops.
Under *Racial Traits,* add "+100% increased Lifestyle cost" and Thermographic Vision.

Fomorian
Under *Racial Traits,* add "+100% increased Lifestyle cost".

Giant
Under *Racial Traits,* add "+100% increased Lifestyle cost".

Minotaur
Under *Racial Traits,* add "+100% increased Lifestyle cost".

P. 105, METAVARIANT ATTRIBUTE TABLE (METASAPIENTS)
Rename this table as Metasapient Attribute Table. There were several other changes made to this table; they will be addressed line by line.

Centaur
Under *Racial Traits,* add "+150% increased Lifestyle cost".

Naga
Under *Racial Traits,* add "+150% increased Lifestyle cost" and Movement (x1/x4/+1; x2/x6/+2 swimming).

Pixie
Under *Racial Traits,* add "+100% increased Lifestyle cost". Change Vanishing to Vanishing (Only Upon Death).

Sasquatch
Under *Racial Traits,* add "+100% increased Lifestyle cost" and Movement (x2/x4/+2).

P. 105, METAVARIANT ATTRIBUTE TABLE (SHAPESHIFTERS)

Rename this table as Shapeshifter Attribute Table. Add the column header EDG between CHA and MAG, moving the other headers to the right so that everything lines up properly. There were several other changes made to this table; they will be addressed line by line.

Falconine

Under *Racial Traits,* add Uneducated.

Leonine

Change EDG from 1/4 to 1/5.

Tigrine

Change EDG from 1/4 to 1/5.

P. 106, EXTENDED 'A' PRIORITY CHART

Change Cyclopean to Cyclops.

P. 106, EXTENDED 'B' PRIORITY CHART

Change Cyclopean to Cyclops.

P. 108, SHAPESHIFTER METAHUMAN FORM COST

Change Cyclopean to Cyclops.

P. 109, POSITIVE METAGENIC QUALITIES: 2 TO 3 KARMA TABLE

For a roll of 13, change Functional Tail (Balance) to Thermographic Vision.
For a roll of 14, change Functional Tail (Paddle) to Underwater Vision.

P. 109, POSITIVE METAGENIC QUALITIES: 4 KARMA TABLE

For a roll of 17, remove Electrosense, so that the line simply reads Magnetoception.
For a roll of 23, change Thorns to Electrosense.

P. 110, NEGATIVE METAGENIC QUALITIES: 3 TO 5 KARMA TABLE

For a roll of 11, change Feathers to Player's Choice.

P. 113, CAMOUFLAGE QUALITY

In the third paragraph (Basic Camouflage), change the third sentence to read as follows:
"While the camouflage is in effect, it imposes a –2 penalty to visual Perception tests to see the character, as long as they are standing still and not wearing clothing that would ruin the camouflage effect."

P. 114, DERMAL ALTERATION QUALITY

Change the Karma cost for Rhino Hide from 7 Karma to 8 Karma.

P. 115, FUNCTIONAL TAIL QUALITY

Change the Karma cost for Prehensile from 7 Karma to 6 Karma.

P. 116, METAHUMAN TRAITS QUALITY

At the end of the second sentence, delete the phrase "similar to the Elf or Ork Poser qualities".

P. 118, SHIVA ARMS QUALITY

Change the sixth sentence to read as follows:
"The character can use the Multiple Attacks Free Action (p. 164, *SR5*) with weapons in their extra hands, though the character must still split her dice pool between the weapons, and any penalties for using weapons in their off-hands still apply."

P. 123, ADDITIONAL CRITTER POWERS

There is a great deal of empty space on this page. Insert the following after the Vestigial Tail quality.

NEW CRITTER POWERS
Shift
Type: M **Action:** Complex **Range:** Self **Duration:** Special

This power allows the critter to take on the shape of a specific animal or metahuman and later revert to its original form. Any deltaware (or better) implants carry over to the new form; sub-deltaware implants are automatically rejected during the change, causing (total Essence cost of implants x 10, round down)P damage. The character does not recover the Essence from implants lost in this fashion. Purely cosmetic alterations such as piercings and tattoos are lost as well, though this causes no injuries. When in their new shape, the creature gains access to all non-paranormal abilities innate to that race (if any), including Armor, Natural Weapons, and Enhanced Senses. The creature retains all of its paranormal powers in its new form. Once the critter uses the Shift power, it remains in its current form until it decides to shift back. The critter does not suffer a –2 penalty for sustaining this power. This power only affects the creature's physical form, not its clothing or equipment; the process of the change destroys most fabrics.

Vanishing
Type: M **Action:** Free **Range:** Self **Duration:** Special

The critter is capable of vanishing without a trace; their material and astral forms entirely go away, without interference from physical or mental barriers. Some critters may use a Complex Action to reappear, but in many cases the Vanishing is triggered by a certain event, such as the critter's death, that makes re-emergence difficult.

P. 134, WALKING IN SHADOWS SIDEBAR

Replace the second paragraph with the following:

"Note that the sheer power of the sun causes UV-A to bounce off concrete, asphalt, and windows. Simply using an umbrella or walking in the shade doesn't offer sufficient protection. Moving about during the day may require a full hood and mask; this reduces the severity of the allergy two categories (Severe to Mild, for instance). Ultraviolet-blocking windows can help make a car safe for transportation in daytime, and UV-treated clothes can add relief—though not to body parts that aren't covered. No combination of gear or magic can reduce the allergy below Mild."

P. 134, CREATING INFECTED CHARACTERS

In the last sentence of the fifth paragraph, change "deltaware" to "deltaware (or better)".

P. 135, BECOMING INFECTED DURING PLAY

In the third sentence for the first paragraph, change "non-deltaware" to "sub-deltaware".

P. 135, INFECTED METATYPE ATTRIBUTE TABLE

For the Banshee, change CHA from 1/9 to 3/9.

P. 136, POSITIVE INFECTED QUALITY TABLE

For the Gnawer, change the Karma cost from 29 to 35.

P. 136, INFECTED OPTIONAL POWERS TABLE

For the power Paralyzing Howl, change the Karma cost from 9 to 12.

P. 136, BANDERSNATCH QUALITY

Under *Gained Weaknesses,* change Dietary Requirement (Sasquatch Flesh) to Dietary Requirement (Metahuman Flesh).

Under *Notes,* change the first sentence to read "Like sasquatches, bandersnatches have +1 Reach".

P. 138, DZOO-NOO-QUA QUALITY

Under *Notes,* change the first sentence to read "Like trolls, dzoo-noo-qua have +1 Reach".

P. 138, FOMÓRAIG QUALITY

Under *Notes,* change the first sentence to read "Like trolls, fomóraig have +1 Reach".

P. 138, GHOUL QUALITY

Under *Gained Powers,* remove Sapience.

P. 138, GNAWER QUALITY

Change Cost from 29 Karma to 35 Karma. Under *Gained Powers,* add Animal Control (Vermin),

P. 139, Mutaqua quality
Under Notes, change the first sentence to read "Like trolls, mutaqua have +1 Reach".

P. 141, Magic and Essence
Change the first sentence of the first paragraph to read as follows:
"All Strain II and Strain III Infected begin play with an Essence of one less than their original Essence and a Magic of 1, unless they were magically active before their Infection".

Change the last sentence of the first paragraph to read as follows:
"They can increase their Magic attribute with Karma, to a maximum of their Essence + their initiate grade".

P. 143, Adaptive Coloration power
Change the first sentence of the third paragraph to read as follows:
"This power works against normal vision as well as both natural and augmented low-light and thermographic vision".

P. 146, Digital Doppelganger quality
Change the last sentence to read as follows:
"This quality must be connected to a specific SIN, either a real SIN (with the character having the negative quality SINner) or a fake SIN (with at least a Rating of 4)."

P 153, Bi-Polar quality
Change the last sentence of the second paragraph to read as follows:
"On the street, the meds go for 100 nuyen per daily dose".

P 186, col 2, Cybernetic Technician, stat line
Remove this character's Resonance attribute; she isn't a technomancer.

P. 226, Safehouse (Positive) quality
Change the third sentence to read as follows:
"Subtract 4 from the dice pool of anyone trying to track the subject while they reside in a safehouse."

Future Printings
Some errata items were inadvertently omitted from the second printing. These items will be incorporated into the next physical printing, and should also appear in upcoming corrected PDFs.

P. 80, Street Magic Table
Under *Street Mage,* increase the Sorcery skill group from +2 to +3.

P. 111, Negative Metagenic Qualities: 3 to 5 Karma Table
Rename this table as Negative Metagenic Qualities: 6 To 15 Karma.

Credit Where It's Due
The compilation of this errata document was a team effort; it would not have been possible were it not for their contributions. Thank you to everyone involved.

Special Thanks
Ron Rummell and Robert Volbrecht