



HYPERTELLURIANS

FANTASTICAL THRILLS THROUGH THE ULTRACOSM

Errata for v1.0

- On page 64, in the **Core resolution mechanic** section, after “Your character has 3 abilities: Brawn, Agility, and Mind (BAM).”, add “Brawn represents your physical toughness, your endurance, and your strength. Agility refers to your speed, your precision, and your dexterity. Mind is your cunning, force of will, and education.”
- On page 67, in the **Damage, death, and dying** section, after “For Brawn or Agility, roll on the Physical Trauma table; for Mind, on the Mental Trauma one.”, add “When the damage equals or exceeds a **second** ability score plus any buffer, roll on the Critical Trauma table instead.”

