



The first printing of the Exodus Survivor's Guide had a few misprints, most being typo's, some items that missed their mark, and rules that needed clarification. This Erratum addresses the known issues. Future issues will be addressed and added to these Errata. If you find an errata issue not address here, please contact us at gcg@gluttoncreeper.com we appreciate all feedback on errata.

Page 5, Introduction

The first sentence of the second paragraph should read as followed:

On December 21, **2012**, a Mayan prophecy came to light as the world axis shifted from the force of nuclear devastation.

Page 14, Cultist Traits

The Bonus Class Skills in the trait box of the Cultist need clarification in the text, and should read as followed:

Bonus Class Skills: Gather Information, Knowledge (occult, street, and theology/philosophy), Perform (any), and Profession (any), **and choose one of the following:** Read/Write Language, Speak Language, or Craft (any).

Page 16, Mutant Defector Traits

Added proficiency (Mutant Armor) to trait box:

Mutant Defectors are proficient with Simple and Archaic Weapon, Heavy Weapons, and **Mutant Armor**.

Page 38, Hand to Hand

The follow two Talents under the Hand to Hand Category description should read as followed:

Hammer Attack: The character swings his fist or a leg in a hammer-like motion that deals 1d8 points of lethal or non-lethal damage.

Prerequisites: Strength 15, Brawl, Strong **Attack**

Haymaker Attack: Also known as a 'knock-out punch or sweet chin music', the character winds up and deliver a powerful attack that deals 1d10 points of lethal or non-lethal damage.

Prerequisites: Strength 17, Brawl, Strong **Attack**, Hammer **Attack**

Page 41, Quicker than the Eye

The Talent Category description should read as followed:

Disappearing in a **mob** or from a scene of a crime is helpful to those that need to. Now you see me, now you don't. You are the Master of Disguise and a Trickster.

Page 42, Spontaneous Fighting

The first sentence of Improvised should read as followed:

Improvised Weapon: The character can use his environment as a weapon—chair legs become clubs, broken **Toxicola** bottles become knives, and pieces of metal become shivs.

Page 61, Craft (Electronic)

The Special entry of the Skill description should read as followed:

Craft (electronic) requires a Snapper Super Toolkit for crafting tasks over DC 15 or a multipurpose tool for tasks of DC 15 and under. A multipurpose tool can be use on tasks over DC 15, but imposes a -2 penalty to the Craft check. If the character does not have the appropriate tools for the Craft, he takes a -4 penalty on the check.

Page 62, Craft (Mechanical)

The Special entry of the Skill description should read as followed:

Craft (mechanical) requires a Snapper Super Toolkit for crafting tasks over DC 15 or a multipurpose tool for tasks of DC 15 and under. A multipurpose tool can be use on tasks over DC 15, but imposes a -2 penalty to the Craft check. If the character does not have the appropriate tools for the Craft, he takes a -4 penalty on the check.

Page 62, Craft (Structural)

The Special entry of the Skill description should read as followed:

Craft (structural) requires a Snapper Super Toolkit for crafting tasks over DC 15 or a multipurpose tool for tasks of DC 15 and under. A multipurpose tool can be use on tasks over DC 15, but imposes a -2 penalty to the Craft check. If the character does not have the appropriate tools for the Craft, he takes a -4 penalty on the check.

Page 65, Disable Device

The third sentence of the Skill description should read as followed:

Or is that stupid AI putting up force fields to keep **you** out of the fallout shelter?

Page 66, Disguise

The third sentence of the Skills description should read as followed:

Disguise is **generally** used in the Wasteland to hide from someone, like the mob, that is looking to put a serious hurt on a character or to infiltrate an organization.

Page 81, Repair

The second sentence under Special of the Skill description should read as followed:

Repair requires a Snapper Super Toolkit for repairs tasks over DC 15 or a multipurpose tool for tasks of DC 15 and under. A multipurpose tool can be use on repairs over DC 15, but imposes a -2 penalty to the Repair check. If the character does not have the appropriate tools for the repair, he takes a -4 penalty on the check.

Page 84, Sleight of Hands

The first sentence of the Skill description should read as followed:

*Sir, try and guess at which of these three cups hold this **metal ball bearing** and win a prize, only for one coin.*

Page 86, Treat Injury (Heal Concussion)

The Heal Concussion feature of this skill is inconsistent with the Targeted Attacks (Concussion) and should read as follows for clarification:

With medical supplies, a character can tend to someone that suffered a concussion. A successful Treat Injury check treats the main threat of concussion if preformed within 6 hours of the concussion. A concussed character suffers a -4 to Intelligence and Wisdom, **loses his Dexterity bonus, and can only make standard actions for 2d4 days**. If the check fails by more than 10, the character suffers an additional -2 points of temporary Intelligence and Wisdom damage. The use of this skill consumes one use of consumable medical supplies.

Page 92, Feat Table (Improved Brawl)

The Feat requirement for Improved Brawl of **BAB +1** is incorrect. This should be **BAB +3** as listed correctly under the Feat's description on page 108.

Page 92, Feat Table (Improved Combat Martial Arts)

This Feat is incorrectly labeled on the table as Improved Martial Arts.

Page 98, Bonus Ranged Damage

The Feat description should read as followed:

You enjoyed shooting a Red Ryder BB gun and throwing rocks at empty **Toxicola** bottles as a child, but with the time you have learnt that the most important lesson in the world is: When fighting and your ammo run lows, hurt is coming your way. So best to make every shot count.

Page 101, Defensive Martial Arts,

The Feat description should read as followed:

The **Rad-Tek** guide to becoming a wasteland Kung-Fu master has taught you some simple steps in defense; Wax-on, wax-off.

Page 129, Ammunition

Some of damage and scarcity listed per ammunition type was incorrect. Additionally a weight category was added to the ammunition table.

Ammunition					
Types of ammo	Gun Type	Damage	WT	SCRC	Cost per round
.22	Handgun	2d4	1lb./40	C	1
.223	Handgun	2d8	1lb./40	R	4
.357	Handgun	2d6	1lb./40	UN	6
.38 or .380	Handgun	2d6	1lb./40	UN	3
.44	Handgun	2d8	1lb./20	UN	3
.45	Handgun	2d6	1lb./30	I	8
.50	Handgun/Rifle	2d12	1lb./20	I	15
2mm EC	Handgun/Rifle	5d6	1lb./20	R	8
5.7mm	Submachine	2d8	1lb./40	VR	12
9mm	Handgun	2d6	1lb./40	C	5
10mm	Handgun	2d6	1lb./40	UN	4
14mm	Handgun	2d8	1lb./20	R	15
.30-06	Rifle	2d10	1lb./20	I	8
.30-30	Rifle	2d8	1lb./30	I	7
.444	Rifle	2d10	1lb./30	R	11
4.7mm caseless	Rifle	3d8	1lb./30	R	12
5mm	Rifle	2d6	1lb./30	I	3
5.56mm	Rifle	2d8	1lb./30	I	6
6.5mm	Rifle	2d8	1lb./30	I	7
7.62mm	Rifle	2d10	1lb./20	I	8
8mm	Rifle	2d4	1lb./20	I	8
.10 (gauge shot)	Shotgun	2d10	1lb./30	R	17

Ammunition (cont.)					
Types of ammo	Gun Type	Damage	WT	SCRC	Cost per round
.12 (gauge shot)	Shotgun	2d8	1lb./30	UN	11
.20 (gauge shot)	Shotgun	2d6	1lb./30	I	8
.12 slug	Shotgun	2d8	1lb./20	I	10
.20 slug	Shotgun	2d6	1lb./20	I	7
Fusion Cell	Energy Firearm	Varies	1lb.	I	20
Fuel Tank	Flamethrower	3d6	5lb.	I	25
Rockwell Rocket	Rocket Launcher	10d6	2lb.	I	200
Arbalest Bolt	Archaic Bow	3d6	1lb.	R	2
Crossbow Bolt	Archaic Bow	1d10	1lb./12	I	1
Arrow	Archaic Bow	1d8	1lb./20	I	2

Page 130, Knockdown

This sidebar needed clarification of meaning and should be replaced with the following:

Several **bullet types or guns with advance firing power** are powerful enough to knockdown an opponent upon a successful hit. Firearms that have a **base damage die of a d10 or d12** has the potential to blow the man down. Opponents hit with type of bullet needs to make a Balance skill check **equal to the damage dealt (minus DR)** or be knocked down to the ground. Success means that the opponent takes a couple of staggering steps but remains standing.

Page 130, Special Ammunition

A weight category was added to the special ammunition table.

Special Ammunition						Cost per round
Bullet	Ammunition	Damage	Crit	WT	SCRC	
Armor Piercing	.44	ignores PDR/5		1lb./20	R	12
Hollow Point	.44	+1d6 damage	x 3	1lb./20	R	9
Armor Piercing	5mm	ignores PDR/5		1lb./30	R	15
Hollow Point	5mm	+1d6 damage	x 3	1lb./30	R	12
Armor Piercing	9mm	ignores PDR/5		1lb./40	I	12
Hollow Point	9mm	+1d6 damage	x 3	1lb./40	I	10
Armor Piercing	10mm	ignores PDR/5		1lb./40	I	12
Hollow Point	10mm	+1d6 damage	x 3	1lb./40	I	10
Hollow Point	14mm	ignores PDR/5	x 3	1lb./20	VR	30

Page 131, Handguns (table)

Changed statistics on the **Sig Sauer 14mm** as below:

Handguns	DMG	CRIT	RNG	ROF	MAG	SIZE	WT	STR	SCRC	COST
Sig-Sauer (14mm)	3d8	x 2	30	S	6 B	Med	5	14	R	1100

Page 135, Rifles (table)

Changed statistics on several Rifles in the table and added the missing five rifles statistics below:

Rifles	DMG	CRIT	RNG	ROF	MAG	SIZE	WT	STR	SCRC	COST
AK 47 (7.62mm)	2d8	20	60	S, A	30 B	LG	10	10	I	1300
H&K G11 (4.7mm caseless)	3d8	20	80	S, A	50	LG	7	10	VR	6500
Lever Action Carbine (.30-30)	2d8	20	70	S	6 T	LG	6	10	UN	1100
M1 Carbine (.30 carbine)	2d8	20	60	S	15 B	LG	5	10	UN	1200
M1 Garand (.30-06)	2d10	20	100	S	8 CL	LG	12	12	I	1650
M16A1 (.223)	2d8	20	80	S, A	30 B	LG	7	10	I	1500
M16A2 (.223)	2d8	20	80	S, A	30 B	LG	7	10	I	2100
M1903 Bolt Action (.30-06)	2d10	20	100	S	5 C/I	LG	9	12	I	1800
M4 Carbine (.223)	2d8	20	60	S, A	30 B	Med	5	10	R	2800
Remington 700 (.30-06)	2d10	20	100	S	7 C/I	LG	8	12	I	1950
Steyr AUG (5.56 mm)	2d8	20	80	S, A	30 B	LG	9	10	R	3400
Winchester 94 (.30-30)	2d8	20	100	S	7 I	LG	8	8	UN	800

Page 138, Shotguns (table)

Add the statistics for the **Mossburg** that missed the table.

Shotguns	DMG	CRIT	RNG	ROF	MAG	SIZE	WT	STR	SCRC	COST
Mossberg (12-gauge)	2d8	19-20	30	S	61	Large	7	10	I	1200

Page 141, Heavy Weapons (M-60/M60 LMG)

The description for this weapon has been broken into two descriptions. Replace the M-60 with **M60 LMG** and remove the M60 LMG from between the two paragraphs.

Page 142, Minigun, Punisher

The scaling for this Minigun was not progressive. We have increased the autofire rate and DC. The second paragraph should now read as follows:

Unlike normal auto-fire weapons, **the Punisher** fires **30** rounds (instead of 10) into the auto-fire area. Due to the increase in the number of ammunition shot from **this** minigun, the Reflex save to avoid damage is increased to **DC 30**.

Page 142, Minigun, Vulcan

The scaling for this Minigun was not progressive. We have increased the autofire rate and DC. The second paragraph should now read as follows:

Unlike normal auto-fire weapons, **the Vulcan** fires **40** rounds (instead of 10) into the auto-fire area. Due to the increase in the number of ammunition shot from **this** minigun, the Reflex save to avoid damage is increased to **DC 35**.

Page 156, Upgrades and Modification

Descriptions for Electro-Optical Scope, Speed Loader, and Suppressor were missed in the print. These all function as listed in the d20 Modern book but are reprinted below for completeness:

Scope, Electro-Optical: An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he or she had the darkvision ability granted by night vision goggles.

Speed Loader: A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in reloading a revolver, since a character can insert all the bullets at once.

Suppressor: A suppressor fits on the end of a firearm, capturing the gases traveling at supersonic speed that propel a bullet as it is fired. This eliminates the noise from the bullet's firing, dramatically reducing the sound the weapon makes when it is used. For handguns, the only sound is the mechanical action of the weapon (Listen check, DC 15, to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it's difficult to tell where the sound is coming from, requiring a Listen check (DC 15) to locate the source of the gunfire.

Modifying a weapon to accept a suppressor requires a Repair check (DC 15). Once a weapon has been modified in this manner, a suppressor can be attached or removed as a move action. Suppressors cannot be used on revolvers or shotguns. A suppressor purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition.

Page 159, Inferno

The third sentence of the description for Inferno should read as followed:

After **Inferno** wears off the character gains a -6 penalty to DEX, +2 INT, and gains -2 PDR.

Page 160, Mutagen, Rad-Blocker 2, Vigoroids, and Voodoo

Each of the chemical listing is missing the time needed to successful craft the chemical.

Mutagen – time needed 24 hours

Rad-Blocker 2 – time needed 2 hours

Vigoroids – time needed 12 hours

Voodoo – time needed 10 minutes

Page 162, Field Gear (table)

Remove the two **Rifle Scope** entries from the table, these items were cut from the final printing in exchange for the d20 Modern Scopes listed in the Upgrades and Modification entries on page 156.

Page 162, Field Gear (table)

Change the misprint **Snap-off** Super Toolkit to correct label of **Snapper** Super Toolkit in the Field Gear table under the Item column.

Page 164, Multipurpose Tool

Change the Multipurpose Tool description to as follows.

This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making Repair, Craft (mechanical), Craft (electronic), or Craft (structural) checks without appropriate tools **on skill checks over DC 15** to –2 instead of the normal –4. The tool is useful for certain tasks, as determined by the Overseer, but may not be useful in all situations.

Page 199, Size and Defense of Object (table)

Under Diminutive, it should read (**book or** magazine).

Page 207, Targeted Attacks (Concussion)

The Concussion description is contradictory with the Treat Injury (Heal Concussion) skill feature and should be changed as followed.

The character has taken a mighty wound to the cranium. He loses his Dexterity bonus, takes **4 points** of temporary Intelligence **and Wisdom** damage and can only make Standard actions, until the effects of the concussion wears off. The effect of the temporary damage returns at the standard ability healing rate.

Page 240, Master Trader

One of the Feat requirements for the Master Trader is misprinted, the Requirements for Master Trader should read as followed:

To qualify to become a Master Trader, a character must meet the following requirements:

Skills: Barter 5 ranks, Bluff 5 ranks, and Diplomacy 5 ranks

Feats: Negotiator

Talent: Skill Emphasis (Barter)

Page 239, Mutant Commando

Under the Death Strike class feature, the feat listed does not exist. The ability should read as followed:

Death Strike

At 10th level, all of the Mutant Commando attacks critical threat range increases by +1, this ability stacks with the **Better Critical** **and the More Critical** feats.

Page 250, Socalite

The Socalite's Class Skills listing has a misprint and should read as followed:

Class Skills

The Socialite's class skills are as follows: Bluff, Concentration, Diplomacy, Decipher Script, Disguise, Forgery, Gamble, Gather Information, Intimidate, Knowledge (civics, street, and underworld), Listen, Perform (acting, dance, and music), Profession, Sense Motive, and Spot.

Page 254, Steel Disciple Initiate

The 5th level ability title is incorrect and should read "Initiation to the Steel Disciples" both in the table and the header of the ability description.

Page 263, Tribal Shaman

Under Bonus Feat class feature, the levels are misprinted as 3rd, 6th, and 9th. This should read as followed:

Bonus Feat

At levels 2nd and 4th levels, a Shaman may choose a bonus feat from the following list to the right. The Shaman must still meet the requirements of the bonus feat in order to gain its benefits.

Page 288, Open Gaming License

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