

The following errata are provided for the main rulebook for Pulp Adventure and the Mask of the Sentinel campaign book. This erratum is the official corrections to the rules until a reprint of the Pulp Adventure book can be released sometime in 2011. Thank you for your patience and enjoy.

- Pg. 13 (Feats of strength): the text states that the mechanics chapter starts on Pg. 89. The **Game Mechanics** chapter can actually be found on Pg. 94.
- Pg. 14 (Defense): the text states that “**Defense** is equal to PHY and REF averaged (round down)”. This is not true, the rules found in the combat chapter starting on Pg. 102 are correct. Defense is calculated as ½ REF+ combat skill and applicable weapon bonus. Thus with a 70 REF and the brawling skill, a character has a 45% Defense.
- Pg. 18 (Character Creation): the text states that **Income levels** can be found (Pg. *blank*) it is actually located on page 88.
- Pg. 19 (Character Archetypes): the text states that rules for **Toughness** can be found on Pg. 13, it can actually be found on Pg. 14.
- Pg. 47 (Consolidated Skill Listing): Profession and Craftsman should be listed on the table. Also, it is suggested that those skills be allowed for most Archetypes to be included as Occupational (Novice) skills.
- Pg. 51 (Skills): under the **Dancing** skill, it should include a +10 Mastery bonus if Wooing is possessed at Expert level.
- Pg. 53 (Skills): under **Interrogation** the modifier for Truth Drugs is listed as +20, this is inconsistent with the gadget of the same name. It should read “Expert or +10”.
- Pg. 53 (Skills): under the **Judo** skill, it should read that a PHY roll at the appropriate skill level is needed to escape a hold.
- Pg. 53 (Skills): in the description of the Karate skill, under Mastery Bonus, it should list **Monster Fighting** as one of the skills it works with.
- Pg. 53 (Skills): in listing for the **Ju-Jitsu** skill, it should be made clear that this skill gives a Defense Class of C. This is a non-weapon dependant bonus.
- Pg. 54 (Skills): in the description for the **Kung-Fu** skill, it should be noted that it combines with the **Nerve Strike** skill as well as the other skills listed in under Mastery Bonus.
- Pg. 54 (Skills): under the effects of the **Lip Reading** skill, it states that it functions within **Short Range**; this should read “**Throw**”.
- Pg. 54 (Skills): in the description for the **Master Martial Arts** skill, it should be stated that this skill grants **Defense Class C**. It also combines its effects with the **Nerve Strike** skill as well as the other skills listed under Mastery Bonus.
- Pg. 55 (Skills): in the description for the **Monster Fighting** skill, it should be noted that it combines its effects with the **Nerve Strike** skill as well as the other skills listed under **Mastery Bonus**.
- Pg. 55 (Skills): it should be noted, that the **Morse Code** skill is used for any radio operation.
- Pg. 55 (Skills): **Psychology** is used as a general **Diplomacy skill** as well as a skill for treating the troubled and insane.
- Pg. 56 (Skills): The **Sign Language** skill is also good for reading a person’s body language.
- Pg. 56 (Skills): Under the **Sleight of Hand** skill, If the optional **Detect and Seek** rules are used, it should be noted that this skill is opposed by **Detect**.
- Pg. 57 (Skills): Under the **Stealth** skill, If the optional **Detect and Seek** rules are used, it should be noted that this skill is opposed by **Detect**. It also adds +10 to Detect rolls.
- Pg. 57 (Skills): Under the **Toxicology** skill, If the optional **Detect and Seek** rules are used, it should be noted that a Detect roll will allow the Character to notice poisons in food and beverages.
- Pg. 57 (Skills): In the description of the **Wooing** skill it should be noted that the character is proficient in popular dances and this skill gives a +10 Mastery bonus to **Dancing** skill rolls.
- Pg. 60 (Advantages): under the **Death Trap** Advantage; in addition to the other effects. This skill grants +10 to **Security Systems** rolls.
- Pg. 97 (Perception): the **Shadowing** skill grants Expert skill at detecting persons using **Stealth**. If the **Detect** and **Seek** rules are used, it will give Expert (or +10) to **Detect** rolls.
- Pg. 106 (Combat): under Medical it states that the rolls needed to treat wounds would be listed below. They are not. The rolls needed are the same as those needed to recover from **wounds** (listed in the side bar). These rolls are one step at a hospital. Thus, in the field a Good **Medical** roll is required to treat a **Major** wound and a Major is required to treat a **Critical** wound.
- Pg. 118 (Shotguns): The ranges for two of the guns are listed as **Close**, this should read **Short**.

- Pg. 119 (Submachine Guns): The picture of the **Mauser** is mislabeled, it should read **Mauser M32**.
  - Pg. 129 (Gadgets): In the descriptions of the **Dispenser** and the **Doomsday Device**, the range is listed as Melee, it should read Touch.
  - Pg. 130 (Gadgets): In the description of **Explosive Cigarettes**, the range is listed as Melee, it should read Touch.
  - Pg. 134 (Gadgets): In the description of Spring Shoes, it states that the shoes add the Creator's INT/10 to the base move. This is designed to increase jumping ability, it will also increase regular walking movement but not running.
  - Pg. 135 (Gadgets): In the description of **UV Chalk**, the range is listed as Melee, it should read Touch.
  - Pg. 141 (Gadgets): On the range table, the ranges are wrong. The appropriate ranges and Complexity Costs are: **RNG MOD**. Toss (0), Throw (+1), Short (+2), Long (+3), Far (+4), Very Far (+5), Beyond (+6), City (+7), State (+8), Continental (+9), World Wide (+10)
  - **OPERATING RNG**. Toss (0), Short (+1), Long (+2), Far (+3), Very Far (+4), Beyond (+5), City (+6), State (+7), Continental (+8), World Wide (+9), Interplanetary (+10).
  - Pg. 180 (Animals and Opponents): The **Femme Fatal** has a Move listed as 2\*, it should read 5.
  - Pg. 180 (Animals and Opponents): The **Fiendish Mastermind** has a Move listed as 2\*, it should read 4.
  - Pg. 184 (Animals and Opponents): The **Zombie** has a Move listed as 14, it should read 7 (no run).
- Pg. 205 (Tables of Doom): The table of Gadget Sizes is numbered wrong; it should be numbered from 0-10 instead of 12-22.