

THENODRIN PRESENTS™

FELLOWSHIP OF THE WHITE STAR™

Errata

1. Page 21, add. Monks are proficient with: club, dagger, derringer, hand axe, kama, nunchaku, quarterstaff, revolver (light), sai, shuriken, siangham, and sling.
2. Page 21, add. Wizards are proficient with: automatic (light), club, dagger, derringer, and revolver (light)
3. Page 38. Says "**Perfect Spot (Ex)**: At 8th level a gunslinger gains the *Greater Two Weapon Fighting* feat." Should say "At 8th level a gunslinger gains the Perfect Spot feat"
4. Page 38. Gunslinger ability of "More Guns Than You Can Shake a Stick At" should read: At 9th level any pistol used by a gunfighter counts as one category smaller for the purpose of carry, conceal, and two weapon fighting.
5. Page 41. The levels for the listed hunter abilities do not match the chart. The chart is correct.
6. Page 102. Savoir-Faire normal does the following: Attempting to use some Charisma-based skills (specifically: Bluff, Diplomacy, and Gather Information) in a culture foreign to your own imposes a -5 circumstance penalty. If you know the local language you reduce this penalty to -2.
7. Page 120. Gun hardness and hit points. Guns have a hardness of 13 and hit points of 10.
8. Page 120. Using damaged firearms. A firearms reliability factor receives a +1 modifier for every point of damage it takes. This modifier stays until the firearm is repaired.
9. Top of page 147, under the ammunition rules. The "25% the normal cost" should be 33%. In addition, there is no standard market value for bullets made from special materials. The costs shown in the ammo section and in the ammunition table reflects the actual costs of materials to utilize the craft gunsmith rules.
10. Page 149, Firearm chart lists all pistols as light weapons; this contradicts the earlier chart on page 116-117. The chart on page 149 should indicate that medium and heavy pistols (automatic and revolver) are one-handed weapons.

Clarifications

1. Page 102 under feats. Skill Symbiosis may be taken multiple times, but no skill can be duplicated if you take Skill Symbiosis again.
2. Page 143. Change bullet point from Small woman's purse to Small purse/satchel.
3. Page 147. Rounds made from odd metals that are jacketed do normal damage.

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4. Weapon Focus only makes you take a category of weapon, not a specific manufacturer of guns
5. A bayonet detached from a rifle is still a martial weapon
6. Seducing someone would fall under the diplomacy skill
7. Artist for the picture on page 278 was inadvertently left off, it is Liliana Sanches.
8. Artist of the “Explosion” art on page 152 is Scott Ryan-Hart, not Ralph Lumley. Paul insists this was just a very bad typo ☺

FAQ

Q. I'd like to use a piece of equipment that is not in the FWS rulebook or core d20 PHB, how do you get it added officially to the campaign?

A. Write up a proposal and submit it to us at Thenodrin@fellowshipwhitestar.com. The development team will review it and determine whether or not to include it. Please include historical data, suggested game mechanics or stats and, if possible, a public domain photo/picture.