

Modern: Mercenary Manual Errata

On page 17, the Prostitute and Porter occupations are missing:

Prostitute

Prostitutes have a lot in common with mercenaries in that they perform their services for pay, often to the highest bidder. No wonder, then, that the two so often share each other's company. Although small companies do not usually hire prostitutes, large ones often bring their own camp followers along, prostitutes included.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Diplomacy, Disguise, Gather Information, Hide, Knowledge (streetwise), Move Silently, Sleight of Hand.

Bonus Feat: Select one of the following: Deceptive, Trustworthy.

Wealth Bonus Increase: +1.

Porter

Laboring isn't fun. Mercenaries spend much of their free time doing it, but sometimes they need an extra hand to help out. The porter fills that role. Porters are essentially extra hands to carry, move, dig, cart, drag, or otherwise engage in heavy labor.

Prerequisite: Age 18+.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Craft (electronic, mechanical, or structural), Climb, Drive, Handle Animal, Repair, Ride.

Wealth Bonus Increase: +2.

On page 16, a results of 82 is listed twice on the d100 Mercenary Background Chart. The corrected table is listed below:

D100	Activity	Feats	Skills	Gear	Contacts	Rep	Recognition
01-27	You never really see combat, despite the supposed adventure inherent in your profession.	Personal Firearms Proficiency, Low Profile	Forgery, Hide, Move Silently	Simple melee weapon	Information	+0	Rank, DC 30
28-43	You see combat and fight well.	Personal Firearms Proficiency, Advanced Firearms Proficiency	Knowledge (tactics), Profession (mercenary),	Handgun	Influence	+1/2	Medal, DC 26
44-48	You are injured in a battle.	Personal Firearms Proficiency, Toughness	Knowledge (tactics), Profession (mercenary), Treat Injury	Handgun	Information	+0	Rank, DC 28
49-52	You see combat and fight exceptionally well.	Personal Firearms Proficiency, Advanced Firearms Proficiency, Exotic Firearms Proficiency	Demolitions, Knowledge (tactics), Profession (mercenary),	Longarm	Influence	+1	Medal, DC 24
53-56	You were captured and imprisoned.	Streetfighting, Toughness	Escape Artist, Gamble, Sleight of Hand	Simple melee weapon	Information	+0	Rank, DC 30
57-60	You gain a reputation for being a great mercenary, regardless of whether or not it's actually earned.	Renown, Trustworthy	Diplomacy, Knowledge (tactics), Profession (mercenary),	Light armor	Influence	+1	Medal, DC 20
61-64	You see action and flee cowardly.	Mobility, Nimble, Stealthy	Hide, Move Silently	Medium armor	Information	+0	Medal, DC 30
65-68	Everyone in your company but you is slaughtered. The image never leaves your mind.	Personal Firearms Proficiency, Frightful Presence	Hide, Knowledge (tactics), Profession	Heavy armor	Information	+1/2	Medal, DC 28

			(mercenary),				
69-72	Your actions cause you to be demoted.	Personal Firearms Proficiency, Deceptive	Bluff, Forgery, Sleight of Hand	Simple melee weapon	Information	+0	Rank, DC 30
73-76	You are forced to lead after your leader is killed.	Heroic Surge, Trustworthy	Bluff, Diplomacy, Knowledge (tactics), Profession (mercenary),	Handgun	Influence	+1	Medal, DC 22
77-80	You are transferred to another form of duty.	Personal Firearms Proficiency,	Gather Information, Knowledge (tactics), Profession (mercenary),	Handgun	Information	+0	Rank, DC 24
81-82	Your tour leads you to contract a disease, but you survive.	Great Fortitude, Toughness	Knowledge (tactics), Profession (mercenary), Treat Injury	Handgun	Information	+0	Rank, DC 26
83-84	Left without weapons, necessity becomes the mother of invention.	Personal Firearms Proficiency, Gearhead	Craft (electronic), Craft (mechanical), Repair	Longarm	Skill	+0	Rank, DC 24
85-86	You acquire a mastercraft weapon or armor as part of your loot.	Personal Firearms Proficiency, Alertness,	Knowledge (tactics), Profession (mercenary), Spot	Mastercraft handgun	Information	+0	Rank, DC 24
87-88	You see things that would snap the mind of a normal man.	Focused, Iron Will	Concentration, Knowledge (tactics), Profession (mercenary)	Handgun	Information	+0	Rank, DC 26
89-90	Your experience in battle hardens you.	Focused, Iron Will	Knowledge (tactics), Profession (mercenary), Intimidate	Longarm	Information	+0	Rank, DC 22
91-92	You are shell-shocked.	Focused, Iron Will	Knowledge (tactics), Profession (mercenary), Sense Motive	Handgun	Information	+0	Rank, DC 30
93-94	Your war wounds make you stiff.	Endurance, Toughness	Knowledge (tactics), Profession (mercenary), Treat Injury	Light armor	Information	+0	Rank, DC 28
95-96	You have an old war wound that never quite heals.	Endurance, Great Fortitude, Toughness	Knowledge (tactics), Profession (mercenary), Treat Injury	Medium armor	Information	+0	Rank, DC 26
97	You are a successful mercenary.	Renown, Windfall	Knowledge (tactics), Profession (mercenary), Sense Motive	Longarm	Influence	+1	Rank, DC 24
98	You make for a very poor mercenary.	Deceptive, Low Profile	Bluff, Gamble, Profession (mercenary)	Simple melee weapon	Information	+0	Rank, DC 30
99	You make a rival mercenary enemy on the battlefield who will kill you if he can.	Personal Firearms Proficiency, Renown	Knowledge (tactics), Profession (mercenary), Intimidate	Handgun	Influence	+1/2	Rank, DC 20
100	You see a lot of action.	Personal Firearms Proficiency, Advanced Firearms Proficiency, Exotic Firearms Proficiency	Bluff, Demolitions, Gather Information, Intimidate, Knowledge (tactics), Profession (mercenary), Sense Motive	Longarm	Information	+1	Rank, DC 22

On page 23, text erroneously mentions a "medal of honor"

Distinguished Service Cross

All; DC 30

The Distinguished Service Cross is awarded to personnel who distinguish themselves through conspicuous gallantry.

Prerequisite: To check for this medal, you must have participated in an encounter with an Encounter Level higher than your level. For each level the EL is higher than your level, you gain a +1 to the medal check for this medal.

Effect: You make a Promotion check at +8 immediately upon receiving this medal. If you also gained a level as a result of the adventure in which this medal was gained, you make a normal Promotion check, and can gain 2 Ranks this level. You gain +4 on all future Promotion checks.

On page 48, the Professional advanced class Base Attack Bonus progression is incorrect:

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+1	+2	+1	+0	Starting package	+1	+0
2	+2	+3	+2	+0	Armor use +1	+1	+0
3	+3	+3	+2	+1	Weapon specialization	+2	+0
4	+4	+4	+2	+1	Portable cover (1/4 cover)	+2	+0
5	+5	+4	+3	+1	Armor use +2	+3	+1
6	+6	+5	+3	+2	Armor use +3, weapon specialization	+3	+1
7	+7	+5	+4	+2	One in a million	+4	+1
8	+8	+6	+4	+2	Weapon specialization	+4	+1
9	+9	+6	+4	+3	Armor use +4	+5	+2
10	+10	+7	+5	+3	Armor use +5, portable cover (1/2 cover)	+5	+2

On page 68, Cybernetic Replacement mentions the insanity as "permanent confusion" spell.

Creatures affected by insanity behave randomly, as indicated on the following table.

d10 Roll	Behavior
1	Wander away for 1 minute (unless prevented)
2-6	Do nothing for 1 round
7-9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round on the creature's turn to see what the subject does in that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Any confused creature that is attacked automatically attacks its attackers on its next turn.

On page 96, overlapped rolls on Looting Rights d100 chart:

D100	Looting Rights	Wealth Index Mod
01-65	Full	-2
66-90	Shared	-1
91-100	None	+1