

**THIS errata** is intended to fill a gap created when the Pre-Release Manual was being bound, and was caused by carelessness on the part of the Kinko's employees.

Please accept my most sincere apology for this inconvenience.

#### **VRUN APPEARANCE-**

##### **• SKIN (3d6)**

<b>18-17</b>	- Chalk
<b>16</b>	- Lilly-White
<b>15-14</b>	- Ivory
<b>14</b>	- Tan
<b>12-11</b>	- Pale Olive
<b>10-09</b>	- Pink-Tan
<b>08</b>	- Red-Tan
<b>07-06</b>	- Sable
<b>05</b>	- Dark Tan
<b>04-03</b>	- Olive

##### **• HAIR & EYES (2d6+1d8) each**

	<b>HAIR</b>	<b>EYES</b>
<b>20</b>	White	Red
<b>19</b>	Silver	Pink
<b>18</b>	Dark Grey	Steel Blue
<b>17</b>	Raven	Deep Blue
<b>16</b>	Light Grey	Ice Blue
<b>15</b>	Peppered	Dark Green
<b>14</b>	Sable	Medium Green
<b>13</b>	Black	Lime Green
<b>12</b>	Chestnut	Hazel
<b>11</b>	Auburn	Light Brown
<b>10</b>	Dark Red	Medium Brown
<b>09</b>	Red	Dark Brown
<b>08</b>	Rust	Black
<b>07</b>	Orange	1 Green/1 Brown
<b>06</b>	Dark Blond	1 Green/1 Blue
<b>05</b>	Honey	1 Blue/1 Brown
<b>04</b>	Sunshine	Amber
<b>03</b>	Golden	Orange

**It must be said again** that the Vrun is a Human composed of a homogeneous mixture of all of the Human Ethnicities present in the Imperium, and genetically-speaking, the best of that vast constituency. Accordingly, one Vrun in a family may have more almond-shaped eyes, while his sister is darker complected, and their youngest sibling is chalk-white with ice blue eyes and rust-coloured hair.

So, Vrun prejudices are more along socio-political differences than Ethnic divisions, *per se*, and get to the heart of most of their conflicts: Unification as Free People Hastening the Day of Ascension. If any petty kingdom or empire impedes this drive, no matter how well-received initially, the spirit of the Vrun people will manifest and overthrow/destroy the Derailers and Saboteurs, the Anarchists and Indolent Leaders out for their own gain.

### Family Status-

(Choose or Roll 2d6)

- 12 - Heroic Reputation: +06
- 11 - Staunch Allies: +05
- 10 - Good Folk: +04
- 09-05 - Normal: +1d6
- 04 - Bad Folk: +02
- 03 - Traitors: +0
- 02 - Cowards: -02

### Social Class-

- Coupled with the Caste (determined in the Core Background, Education, and Primary/Secondary Fields sections, below:

(Choose or Roll 1d6 adjusted by Family Status modifier)

- 11+ - Social Elite: +06
- 10 - High Honour: +05
- 09 - Honoured: +04
- 08-06 - Loyal: +03
- 05 - Unproven: +02
- 04 - Common: +01
- 03- - Low-Born: +0

### Birth Order-

(Choose or Roll 1d6 adjusted by Social Class/Caste modifier)

- 12 - Firstborn Twin (+05): roll 2d4-02 for additional siblings
- 11 - Firstborn (+05): roll 2d4-01 for additional siblings
- 10 - Second (+0): roll 2d4-01 for additional siblings
- 09 - Second (+0): roll 1d4 for additional siblings
- 08-06 - Middle Child (+01): one or two older siblings, and as many younger
- 05 - Third (+0): roll 1d4 for additional siblings
- 04 - Third (+0): roll 2d4-01 for additional siblings
- 03 - Last (+05): roll 2d4-01 for additional siblings
- 02 - Lastborn Twin (+05): roll 2d4-02 for additional siblings

### Favour-

(Choose or Roll 1d6 + Birth Order Modifier)

- 11+ - (+01 BDY) - Character has received greater attention, doting, share of food and resources, etc.
- 10-04 - (+01 FTN) - No real difference in treatment from the others
- 03- - (+01 PSI) - Outcast: On original roll of '2-', the outcast character is Shre, an aberration

### ==.-.= Aberration-

- If the '2-' result was rolled, the player has the option to simply play an unnoticeable Aberrant, a Latent Aberrant (4- on table below), who if exposed to the correct stimuli, will spontaneously develop recessive aberrant traits.

**Choosing to instead play a potentially obvious Aberrant** is a decision that may bring about the character's early demise at the hands of fearful and superstitious folk.

(Choose or Roll 2d6 to play a Shre character)

- 10+ - Stable Aberration Line: 1d4 Physical and 1d4 Mental Aberrations
- 09-05 - Raw Aberration: 1d6 Aberrations, type randomly determined for each
- 04- - Latent Aberration: 1d4 dormant Aberrations awaiting stimuli/stress to release them; dice for each type

The process of determining **Aberrations** is covered in Appendix: X, and overseen by the Referee.

**Legal Status-**

(Choose or Roll 2d6)

**04+** - Normal^

**03** - **Wrongly Accused** of Wrongdoing•

**02** - **Wanted Criminal: 2 Crimes**•

^ = In many areas, possessing obvious or demonstrated Aberrations is a crime, often punishable by death

**•Crime-**

(Choose or Roll 2d6)

**12** - **Sabotage:** 2d4 thousand 'Count' (kc) damage, and 2d6 Lives lost

**11** - **Spying:** Enemy State

**10** - **Treason/Conspiracy:** Arch Enemy State/Anarchists

**09** - **Fraud:** 1d8 kc

**08-06** - **Murder:** 1d4 Victims (on '4' add and re-roll until '4' is not rolled)

**05** - **Fraud:** 1d6 kc

**04** - **Gross Negligence:** Loss of 1d6 Lives, 2d6 Wounded

**03** - **Lapse of Security:** Significant Theft or Loss of 2d6x5 Lives

**02** - **Gross Incompetence:** Loss of 3d6x10 Lives

[End of Errata]