DIE
THE ROLEPLAYING GAME

CORE BOOK ERRATA AND CHANGELOG

This is a summary of changes made to the core book text. Changes are described where it's practical to do so. In the case of substantial rewrites, only page references are provided.

2024/03/01

- Page 2: How to Use This Manual.
  - Text revised.
- Page 11: Guard and Health.
  - Original text: "If a character ever has negative Health, they die."
  - New text: "If a character would ever have negative Health, they die."
- Page 15: Failing Forward.
  - Original text: "ratther"
  - New text: "rather".
- Page 58: Creative Violence.
  - Original text: "…but you or someone close to you suffers Wounds equal to the result"
  - New text: "…but you and/or someone close to you suffers Wounds equal to the result"
- Page 60: Emotional Reserves.
  - Original text: "When hit, an Emotion Knight may reduce their Emotion Level instead of losing Health on a 1-for-1 basis."
  - New text: "When you suffer a wound in combat you may vent rather than suffer that wound."
- Page 69: The Neo.
  - Original text: "With their propensity…"
  - New text: "Their propensity…" (repeated wherever the Neo intro text is used)
- Page 95: The War God.
  - Original text: "For every level in the War God you have, add to this Scripture one copy of the following: **Special:** to this scripture…"
  - New text: "For each level in the War god you have, add to this Scripture one copy of the following: **Special:** …"
- Page 140: Weird the Normal.
  - Text reorganised.
- Page 149: Dictator Power Example.
  - Original text: "With 1–2 successes on the original voice roll, its difficulty would be 0. With 3 successes, it'd be 1."
  - New text: "With 1 success on the original voice roll, its difficulty would be 0. With 2–3 successes, it'd be 1."
- Page 198: Bestiary Credits.
  - "Harpies" removed.
- Page 213: Dragons.
  - Original text: "Neitzche"
  - New text: "Nietzsche".
- Page 291: Hints on Running DIE as a One-Off.
  - Original text: "Consider following Paragon generation rules from DIE: Total Party Kill (page 307)"

◆ New text: "Consider following character generation rules from DIE: Total Party Kill (page 310)"

● Page 310: Total Party Kill.
  ◆ Sidebar added: advice on accelerated character generation.
● Page 353: Damage Debilitate.
  ◆ Removed.