

Lee Gold's Errata for *Land of the Rising Sun*

© 1980 Lee Gold

LAND OF THE RISING SUN: corrigenda of printer's error
please insert the following on page one, column two:

Note that Frame indicates whether a person is light or heavy boned, not whether a person is underweight or overweight

Exact Height and Weight: Roll D20 within height category. The BP column shows the contribution of Size to Body Points.

<u>Short</u>				<u>Medium</u>				<u>Tall</u>			
<u>Roll</u>	<u>HT</u>	<u>WT</u>	<u>BP</u>	<u>Roll</u>	<u>HT</u>	<u>WT</u>	<u>BP</u>	<u>Roll</u>	<u>HT</u>	<u>WT</u>	<u>BP</u>
1	4'7"	90	-1	1-2	5'1"	110	-	1	5'8"	135	+2
2	4'8"	94	-1	3-4	5'2"	113	-	2-3	5'9"	140	+2
3-4	4'9"	97	-1	5-7	5'3"	116	-	4-5	5'10"	145	+2
5-6	4'10"	100	-1	8-10	5'4"	120	-	6-7	5'11"	150	+3
7-10	4'11"	103	-1	11-14	5'5"	123	+1	10-11	6'	160	+3
11-14	5'	105	-	15-17	5'6"	127	+1	12-13	6'1"	170	+4
15-16	5'1"	108	-	18-19	5'7"	130	+1	14	6'3"	190	+4
17-18	5'2"	111	-	20	5'8"	133	+2	15	6'4"	200	+5
19	5'3"	114	-					16	6'5"	210	+5
20	5'4"	117	-					17	6'6"	225	+6
								18	6'7"	240	+7
								19	6'8"	260	+8
								20	6'9"	280	+9

Overlap intentional, reflecting that some people view 5'1"-5'4" as short, others as medium; some view 5'8" as medium, others as tall.

HEIGHT EFFECT: 6'+ taller: +1 to CHA

1.05 DEXTERITY

The character's ability to perform acts requiring agility and coordination. The DEX Factor affects the character's chance of performing a complex feat. The GM should rate the basic difficulty of such feats; some common actions' standard chances are given in section 16.02. Roll 2D10 for humans.

<u>Roll</u>	<u>DEX Factor</u>	<u>Roll</u>	<u>DEX Factor</u>	<u>Roll</u>	<u>DEX Factor</u>
1	-15%	9-12	0%	18-19	+10%
2-3	-10%	13-17	+5%	20	+15%
4-8	-5%				

DEXTERITY EFFECT: Dex 15+ adds +1 to APP

1.06 CONSTITUTION

The character's health and endurance capacity; it affects his natural regeneration of FP and BP. Roll 2D10 for humans.

Roll	Carrying Factor	Disease Resistance	BP	BP/day Regen	FP/hour Regen
2	-0.3	-15%	-1	-2/-1/+½	0/2/3
3	-0.2	-10%	-1	-2/-1/+½	0/2/3
4-5	-0.1	-5%	-	-1/-1/+1	0/2/4
6-10	-0.0	-	-	-1/+0/+1	1/3/5
11-12	+0.1	-	+1	+0/+0/+1	1/4/6
13-14	+0.3	+2%		+0/+0/+1	2/5/7
15	+0.3	+2%	+3	+0/+0/+1	2/5/7
16	+0.4	+3%	+3	+0/+1/+2	2/5/8
17	+0.5	+4%	+4	+0/+1/+2	2/5/8
18	+0.6	+5%	+5	+1/+2/+3	3/6/9
19	+0.7	+6%	+6	+1/+3/+3	3/6/9
20+	+0.9	+10%	+7	+1/+3/+4	4/8/12

BP/day Regeneration: the first figure is for a day of strenuous activity, the second for a day of moderate activity, the third for a day of rest.

FP/hour Regeneration: the first figure is for an hour of encumbered activity, the second for an hour of rest, the third for an hour of sleep.

Part	Section	Col	Par	Corrigenda
ii	--	1	9	Line 2+: insert closing parenthesis after <u>weeks</u>
ii	--	1	10	Line 4: Excursions, not Escursions
ii	--	2	2	Line 4: should be GM's, not GMS
1	--	2	-	insert omitted portions of 1.04, 1.05, 1.06 [from where???
2	1.09	1	1	"See 13.09" not 3.09
2	1.10	1	2	INT 20, in Detect Factor column: +20% instead of "20%"
2	1.11	2	2	WIS 19: "+4 to INT. Mage or Cleric...."
3	1.14	1	2	Morals, not morale
4	1.18	1	1	in "character is not a TRAINED FIGHTER" is not if
4	1/2-	both		LH/Heavy Weapon should be directly over the BL column; Shielding and Dodge are not subspecifics of LH/Heavy weapons
6	2.06	1		Under Poor/Disgraceful Child: <u>Weapon</u> should read: Samurai/nobles/ninja.....D2 Total value of weapons is restricted to one month of father's income
7	2.10	1		Under 31-40, 5-0, not 5.0
7	2.13	2		06-85: Lord is a Clan Head
8	3.01	1		06-15: Large Business
11	4	1	5	+N: Arrows, not hyphens. NH → MB, etc.
11	4	2	3	3-8: 3 syllables
12	5.05	2	9	line 2: "tempted/corrupted by Demons."
14	5.16	2	4	slaying enemies of one's lover
15	5.17	1	5	#7: "see 3.09"
16	6.01	1		<u>CHA HONOR POINTS</u> insert underrule showing division 2 100
16	6.05	2		a, line 2: insert ") after <u>influenced</u> .
18	6.10	1	1	"relationship of a parent and child"
20	7.0	2		Column 2 should be with "protection has a chance of causing instant death (ID). Otherwise, roll D6 for location of hit: 1-2=head, 3=face, 4-6 = neck,. See 18.22 for further information on critical hit location."
20	7.05	2		Helmet: Type 1 L 25% ID; M 75% ID; LH/H 50% ID
23	8.06	2	4	Shuriken, not Shiriken
26	9.0	1	1	(INT + 2nd REQ) <u>Experience Points</u> 10 10,000
28	10.02	1	2	Line 7: frequency, not frequently
28	10.03	1	5	25... Kami of Wind
29	10.04	1	6	Column should be headed Learning/Targeting Bonus
30	10.05	1	4	3-4 = 4D6
32	10.11	2	2	a. Forecast Omens for a Future Event: roll D20 1 FIRM NEGATIVE -5% on all throws in forecast 2-4 NEGATIVE -3% on all throws in forecast 6-15 UNCERTAINTY standard throws in forecast 16-19 POSITIVE +3% on all throws in forecast 20 FIRM POSITIVE +5% on all throws in forecast
35?	10.16	1	4	Add at end of paragraph: "It raises wearer to APP 20."
36	10.21	1		Under c: sacrifice "sentients", not sentiments
36	10.22	2	4	Cleric's effect, not affect
38	10.27	2		<u>10 turns per Creature's HP</u>

				Carver's (DEX+MKL)
40	10.30			SUMMONER SPELLS: set off with skipped line—and have on the same line: 6 DA Project.....12 FUGU Paralysis
43	11.07	2	5	See 12.07-.16, not 12.07-.26
44	11.07	1	2	line 5: 5%+1%+25% = 31%
45	11.08	1	1	Blessing: 5%, not 15%. Total Enhancement: 50%
45	11.12	2	1	b. one material with a natural BMR of 0 or E
50	12.15	2		Lesser ZGoblin's Frequency is "Find"
51	12.17	1	3	3515-1075 = 2440 Bu to enchant or 4880 Bu per Unit
54	13.04	1	4	reword last 2 lines: Snow may be Bound – or Spread, Buried, or Erected (the last three as Ice)...."
58	13.09	1		2nd Circle/ENTRANCEMENT: lines 3-4:Sleepiness, not Sleep in both instances.
59	13.09	1		10th Circle/EARTH: Soft Rock, not Porous Rock
62	14.02	1	2	LINE 2: Jirosuke's LVL is 10
63	14.06	1		Rebound: 61-75 as Comman of Strike Senseless
63	14.07	2		omit +s for 10-20 in rightmost (10+) column; only number with plus is 21+
65	15.14	1	2	BAJUTSU, not BAJUSTSU
69	17.05	2	2	FUKIBARI, not PUKIBARI
75				Body Part Attack: "all these attacks begin", not "being"
76	18.19		2	KICK AND HORN, line 3: "Knock the victim back (D3x5)"
76	18.20	1	3	#2 "broken if Grapple is bashed"
77	18.20	1	1	<u>Tosser's Carrying Capacity</u> (Should not be in boldface) <u>Victim's Weight</u>
80	19.06	1	5	<u>360 degrees</u> Max Turn Angle
80	19.06	1	5	18x18 = 324'
80	19.10	2	4	minus, not innum
81	20.04	1		Windage: 71-00 (136 deg.+), not 135 deg +
82	22.03	2		"Treat Mild Magic Poisoning" is Level 4, not Level 3
84	23.01	2	1	emerge, not energe
84	23.02	2		LVL 6: INARI, line 3: messenger, not missenger
88	23.09	1	2	chance of success, not chance <u>ot</u> success
88	24.03	2	1	line 2: lose, not lost
90	24.13	2		Between Miracles 8 and 10: 9, not 0
93	26.04	2		8th Month: "Sheep)", not SheepP
93	26.06	2		insert: 14-25.....5 degrees colder
94	25.06	1		Wind Velocity: Typhoon is not part of Blustgery Wind; put as a line by itself: Typhoon (as 5 volumes of Wind; see 13.06)
95	28.01	1		line 1: topographic, not topological
98	28.11	2		On #miles of wall in Castle Type #1, .5, not 5
100	29	2		Non-wargamers: 29.37-.47, not 29.32-.40
107	29.36	1		#2, line2`roll 3D6 + CL (not DL).
109	30.02			A GD Plowhorse at Gallop moves 52', not 51'
109	30.02			Basic Chance of STUMBLE is 10%, not 55%
110	31.02			Adjusting for Level: "Remember to allow for Weapon"

110	31.02			Underline 66, to indicate a sum of addition
113	31.09	1		<u>EP Worth</u> <u>10</u>
118	36.01	2		Scent Gaki: AC2
122	37.18	1	1	reword lines 3-4: "fly away with a maximum distance of 5'/LVL horizontal, 2'/LVL vertical
125	38.05	1	1	Line #4: perfection, not perfraction
126	39.02	2		#3, Cause Fever: add "LVL 2/BMR 2"
127	39.02	1		line 3: attempt, not attampt
134	43.02	2		Evening column: 32-40, not 32-50
137	46	2	4	line 2: steal, not steel
138	46.01	1	2	<u>EP Worth</u> <u>10</u>
139				Shikoku, not shikoyu
146				add <u>Area</u> Ancient <u>Province</u> Modern <u>Prefecture</u> Honshu—Far West lawami lwami Kyushu Island Chikuzen same
147				lbs, not Ibs
147				Social Status should refer to 6.02, not 6.01
148				name is Uzoko, not Uzoku
149				Focus Sign and Aspect should refer to 10.12, not 1.12
151				Shinto, not Shint