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 21-22, add. Wizards are proficient with: automatic (light), club, dagger, derringer, and revolver (light).

3. Page 24. Under Laborer class skills, add Knowledge (local) (Int).

4. 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".

5. Page 38. Gunslinger ability of "More Guns Than You Can Shake a Stick At" should read: At 9th level any pistol used by a gunslinger counts as one category smaller for the purpose of carry, conceal, and two weapon fighting.

6. Page 39. Add to the Hunter spell list:
1st: Disguise Self, Feather Fall, True Strike, 2nd: Alter Self, Darkness, Spider Climb, 3rd: Magic Circle against Evil, Nondetection, 4th: Clairaudience/Clairvoyance, Dimension Door.

7. Page 41. The levels for the listed hunter abilities do not match the chart. The chart is correct.

8. Page 49. The skill points at first level should not have the x4 multiplier.

9. Page 49: Add "(a formula costs one point per level.)" after the fourth sentence under Formulas Known.

10. Page 82. Next to Dutch add (includes Flemish). Then where Flemish is in the next line, delete it. Flemish is a regional name for the Dutch spoken mainly in Belgium.

11. Page 101. The Rapid Reload feat can be used for firearms.

12. 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.

13. Page 109. The cost of a Gunsmith Furnace is only $100 (not $500).

14. Page 117. The Critical range for both Heavy Automatics and Revolvers is 18-20 (not 19-20).

15. Page 120. Gun hardness and hit points. Guns have a hardness of 13 and hit points of 10.

16. 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.

17. 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.

18. 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.

19. Page 217. Languages for Denmark should be Danish (Faroese and German) not Dutch.

20. Page 221. Religion for Sweden should be Lutheran not Protestant

Clarifications

1. Page 89. Spellcasting is a single skill. You do not take it multiple times for different types of spells (arcane, divine and bardic). However, you use the ability related to that type of spell when calculating your skill modifier.

2. Page 102 under feats. Skill Symbiosis may be taken multiple times, but no skill can be duplicated if you take Skill Symbiosis again.

3. Page 113. Remove rogue from the list of who is proficient with all simple weapons (they are not an exception).

4. Page 143. Change bullet point from Small woman's purse to Small purse/satchel. This includes, among other things, a Scottish Sporran.

5. Page 147-148. Rounds made from odd metals that are jacketed do normal damage.

6. Weapon Focus only makes you take a category of weapon, not a specific manufacturer of guns.

7. A bayonet detached from a rifle is still a martial weapon.

8. Seducing someone would fall under the diplomacy skill.

9. Artist for the picture on page 278 was inadvertently left off, it is Liliana Sanches.

10. 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.

Q. Do the Rogue or Druid weapon proficiencies change in FWS?
A. No. Rogues are already proficient with all simple weapons, so they can already use some firearms. The Druid weapon proficiency list has not changed, so they do not get normal proficiency with firearms (although they could multi-class, use a feat, etc… to gain proficiency).

Q. I'd like to write a module for the FWS campaign. What is the process?
A. In general we are looking for well written modules that stress roleplaying and investigation with a definite horror element or theme to the story. Some combat is fine, but the majority of our campaign is not oriented to heavy combat (although there might be modules that are exceptions). The modules should be written with the idea that the adventure can be completed within 3 1/2 hours of play. It is also advisable that the successful completion of the module isn't dependent on a single discovery where missing that discovery results in automatic failure.

The first step is to come up with a module idea and outline and to email that to the attention of the campaign coordinator (Victor Long) at thenodrin@fellowshipwhitestar.com

The campaign coordinator will get back with you on whether the idea is approved. After it is approved, you write it up and submit the completed module again to the campaign coordinator. Don't worry about the proposed certs, we will do those. He will edit the module. If there are major problems or rewrites needed, he will send it back to you with those requested changes. If not (or after the rewrite), the module will go to one or two of our official playtest groups who will play the module and send feedback to the editor. The editor will incorporate those changes and the module is finished. If the recommended changes are significant, then the editor might get back with the author again for rewriting. The majority of playtest changes have been, "hey you don't have a map of this one area" or "a DC needs to be added for this skill check", so the editor has handled them all so far.

We try to send most new modules to a convention for their premieres, but a few have just been released without a convention premiere. We are happy to work with authors that would like to write a module specifically for a certain convention.

The business manager (David Nadolny) will work with the author on payment.