OpenQuest Errata

Please note this Errata applies to the latest version of the game *OpenQuest Refreshed Edition*, v1 as published June 2017.

Since OpenQuest is a print on demand book, delivered via DriveThruRpg.com and d101games.com the book can be updated quite easily, the following version control is applied.

Each version is called a Print.

Major updates where the POD files are updated and all the changes are included in the POD version are given a full print number and an identifying date. For example, the initial printing is Printing 1 Summer 2017. Major Updates reflect where a rule has been changed or a significant update to a whole section of the text, such as reorganising of the combat chapter that occurred between OpenQuest 2 and OpenQuest Deluxe, has occurred. Also, Major Updates can reflect where there has been a significant number of minor updates (see below). Note changes that fundamentally alter the nature of the game, such as folding all three magic systems into one are outside the scope of major updates and would be part of an Edition change.

Minor updates were the only changes are minor spelling corrections or small rewording of text for clarity are given incremental print numbers such as 1.1. and are made to the pdf only. This allows reporting of minor errors and an updated pdf to be made available quickly, without having to pull down the POD and wait 1-2 weeks for changes to be made to the print version. This incremental change system only allows 9 such increments since we hit 10, or a point where there are enough minor changes it will tick over new Print version.

The version control system will allow fans of the system to report errors and challenge problematic areas of the text, and me to update the document without having to pull the game from POD distribution every time a minor correction needs to be made. It's a compromise between the fact the text can be seen as a 'live game' where people actively want to see it updated, so it is more usable, and that there is an overhead on my part on updating the print version.

Last Updated 16.08.2017

Print 1.1. September 5th, 2017

Page 17 Relationship skill mentioned in Skill Table.

The Relationship skill was removed in OpenQuest Refreshed, and this entry was left in error. Deleted.

Page 91 Call Spirit

Missing text at the end of the description:

"or possesses the caster if it is a Disease or Passion spirit."

Page 92 Counter Defence and Counter Attack

Both these spells should have the spell trait Instant.

Page 95 Fist of the Wind

Spell updated to remove the confusion of when the spell is cast and when its effects take place.

Fist of the Wind
Instant
Each point of Magnitude allows the caster to make one extra unarmed attack. These attacks happen in a blur of motion as soon as the spell fires, at the same INT rank that the spell is cast on instead of the normal DEX rank that the character's attacks happen on.

PDF and print version updated with all the above changes.