

## TSRS Print Copy Errata

Although I do my very best to catch any and all errors in mechanics or game play design, I have missed a few things. This Errata sheet will list any mistakes with their corrections for printed products. All electronic copies will be updated to reflect the corrections.

*Thom Wilson, Throwigames*

### TSRS1001 Core Guidelines

#### Version 1.28 (1<sup>st</sup> printing, September 2012)

Page 3, section 'Attributes'. The guidelines state that attributes can be trained to a maximum of 15. The Advanced Guide provides details for attributes well over 15, so this is no longer true. Quite honestly, it's up to the GM to decide where he or she wants to cap the attribute scores, if at all.

Page 12, section 'When Does a Successful Hit Occur?'. The example combat scenario between Frunkdip and the goblin ends in a confusing manner - it indicates that if the goblin had rolled a 5 (or had a DR of 5), that it would have dodged Frunkdip's attack. This is actually a typo and should be a 6. Remember, the attacker has to match or beat the opposing DR or defense roll to hit. The defender must beat the attacker's total attack value. This is clearly and correctly stated on page 10 in the 'Attacking' section.

### Contacting Throwigames with Other Errors

If you discover an error in game mechanics or table data, please let me know. Contact me at [thom@throwigames.com](mailto:thom@throwigames.com). Thanks!

Throwigames Simple Roleplaying System  
 Print Copy Errata  
 Version 1.01  
 By Thom Wilson  
 TSRS 1000e

