

Panggenre CORE RULES Change Log

Version 1.11

Panggenre Core 1.11 was released prior to the rule book's availability through print-on-demand service. The update includes minor errata updates and some small content enhancements, as listed below.

- Fixed a few typographical errors.
- Reorganized most “miscellaneous rule” chapters and sections to be alphabetical, with a light green header bar.
- Character Sheet Description: Updated to account for tweaks to character sheet.
- Checks/Take 20: Added (no 20) notation to Take 20 rules to give players and GMs an easy way to tell if players cannot Take 20 on a task.
- Checks/Take 20: Added (X #) notation and rules for situations where a limited number of attempts can be made.
- Skills: Added [Animal Affinity] and [Auctioneer] to Charisma Training specializations.
- Skills: Revised Driving skill [Military Vehicles] competency.
- Skills: Added [Gravitic Vehicle] competency to Piloting skill.
- Melee Attacks: Clarified rules on attacking carried or worn objects an unattended objects.
- Ranged Attacks: Added attacking from awkward position modifier to Ranged Attack Modifiers table. (-2)
- Combat (Damage): Added case clarifying Armor and Hardness when dealing with armored targets.
- Combat (Damage): Added maintenance rules for mechanical devices. This supports the upcoming robots supplement.
- Combat (Damage): Clarified effects of damage results on constructs.
- Combat (Damage): Eased the DCs required to avoid disabled status or destruction for damaged devices.
- Modern Weapons: Clarified the effects of tazers and their effect on non-living creatures.
- Future Weapons/Laser Weapons: Added Option for Laser Pistol and Rifle Pulse Setting. (Selective fire capability).
- Future Weapon Accessories: Tweaked Psionic DUI Sidebar Narrative.
- Future Ammunition: Added vacuum “BB” ammo to future ammo.
- Hazards/Vacuum: Added a case for handling projectiles in a vacuum environment.
- New character sheet for Panggenre 1.11 with improved wounds box and other enhancements.
- Melee Weapons: Clarified stun gun, cattle prod, and stun baton effects.
- Future Weapons: EMP Grenades can be recharged.
- Future Weapons: Added lightning gun to future firearms. (It's a non-lethal weapon akin to a tazer, only much more powerful. Prototypes are in development today.)
- Future Armor: Added features to Combat Armor such as biometers and automated drug dispensers.
- PG-OG Conversion Notes: Included a table detailing what became of Open Game feats during the Panggenre RPG redesign and integration.
- Creatures: Added coyote animal description from the *From Mud to Silver* adventure.
- Creatures: The Wolf characteristics were accidentally copied from the Bear characteristics, with predictable consequences for players. The correct characteristics are now in place.

Version 1.10

Version 1.10 included some major changes, mostly to the typography.

- Title Bars were added to all major chapters.
- Text size was increased from 10 pt. to 11 pt. for improved readability.
- Corrected all known typographical errors.
- Added some extra examples of play.
- Revised and improved the Reaction rules.
- Skills: Added [Gun Nut] Competency to Paramilitary Skill and Skills Summary Table.
- Combat (Attacks): Long Attack Action modifier was missing from Table: Universal Attack Check Modifiers.
- Pangenre Magic Chapter: Chapter was removed in lieu of release of *Pangenre RPG Magic* supplement.
- Equipment (Weapons): Juggled columns on ranged weapons tables to better match the character sheet.
- Equipment (Pre-Cartridge Firearms): Long Masket Maximum Range corrected to 300 feet.
- Equipment (Other Ranged Weapons): The Maximum Range for all Bows, Crossbows, and slings were inadvertently listed at their “Out-of-range” critical-success ranges. All max ranges for those weapons should were halved.
- Equipment (Melee Weapons): The lethality for the Battleaxe listed on Table: Melee Weapons was incorrect. It should have been “3”.
- Equipment (Armor): Removed “Speed Penalty” column from “Table: Armor and Shield Bulk Effects.” We were inadvertently double-penalizing your movement rates for wearing heavy armor.
- Equipment (Armor): Added the following note to the end of the Armor Characteristics (Armor Penalty) case of the Armor Basics chapter:

Note: This reduction does not affect your base speed. However, the total weight of your carried equipment can still reduce your speed. See Rule Mechanics (Encumbrance) for details.

- Deleted the Speed Penalty case from the Armor Characteristics section.
- Future Equipment: Research Van description was missing.
- Future Equipment: Juggled columns on ranged weapons tables to better match the character sheet.
- Future Equipment: Added A-RAD to Future Pharmaceuticals.
- Character Sheet Description: Added Effective Armor Penalty explanation.
- Glossary: Added entry for “effective armor penalty.”
- Charts and Tables: [Leader] specialization was missing from Charisma Training specializations.
- Charts and Tables: [Martial Arts Weapon Focus/G2], [Pins], [Strikes/2], [Throws], and [Way-layer] specializations were missing from Martial Arts entry.
- Charts and Tables: “Forward Observer” and “NBC Warfare Defense” competencies were missing from Paramilitary entry.
- OG to PG Conversion: Added the following text to the Open Game description of Dwarves (it should be relevant to Dwarven characters in all scenarios because they will begin with a base land speed of 20 instead of 30):
Dwarves have a base land speed of 20 feet (4 squares). They do not take encumbrance penalties to their base land speed.
- Character Sheet
- The Header for the Melee Weapons Box was changed to: “Melee Weapons.”
- The “Speed Penalty” box in the “Armor Box” was changed to: “Eff. (Effective) Arm. (Armor) Penalty.”
- Many other minor issues were addressed. So many, in fact, that it was impossible to document them all...