

## SteamCraft Errata v.1

Pg 18 Newcastle Port Under Review – towards the end it says “to leave Newport” it should read “to leave Newcastle.”

Pg 32 Racism and Sexism – There may be some confusion as to how much racism or sexism is in the culture. Here are the main points we were trying to get across:

- Racism & Sexism are not legally institutionalized, i.e. there are no laws barring women from professions, forcing dwarves to eat outside, etc.
- There are racist groups that exist. There are private clubs that are just for elves or humans. A person may occasionally be killed in some back alley because of his race. However, there aren't groups that march down the streets demanding Dwarf-power, gangs in hoods don't show up and randomly kill people of other races, burn their houses down, etc. People may have certain racial attitudes, but they generally only share them with those they know have the same attitude. While hanging out with others of a different race is somewhat common, marriage is almost always between those of the same race. There is some social and family pressure to breed within your own race.
- Sexism exists, at the social level. Compared to the Victorian era, women are amazingly free. Compared to our modern politically correct sensibilities, women are repressed. Think of the attitudes towards the sexes in the US between 1920-1960. Many women held jobs, but most ended up in gender appropriate fields such as nurse, schoolteacher, secretary, and in a clothing sweatshops. Of course, some women can fight against these norms and do end up as mechanics, scientists, lawyers, etc. in SteamCraft. It just isn't the norm. It isn't so out of the norm that people are shocked when it happens. Women earn less pay for equal work. Men can make advances towards their female employees. Bosses can engage in inappropriate touching of female employees without legal or societal repercussions.
- We wanted to make sure that female and non-human adventurers are available and believable in the society. It is just difficult to engage in role-playing with female characters if all they could do in the game is be a stay-at-home mom. Hence, the necessity to tone down the rampant and legally instituted sexism of the Victorian Era. We wanted to focus the conflict along many of the other themes in the game such as socio-economic conflict, conflicts between religious groups., corporations, Unseelie races, tyrannical governments, technomancers, trade guilds, unions, criminal gangs, secret societies, government conspiracies, etc.

Pg. 85 Sword cane is listed as an option. No damage is listed on the damage charts. The weapon does 2d10 damage.

Pg 164 Live Oak is listed as a possible spell, however, no spell description is given. There is no Live Oak spell, so it should have never been listed.