

Frequently Asked Questions

Errata for the *HERO System 5th Edition*

Last updated July 29, 2002

Pagination — in some books, the page numbers from 1-10 and 226-374 seem to be boldfaced, while the other pages' numbers are not.

Credits — The artist list inadvertently left out Scott Ruggels. Sorry, Scott!

Table Of Contents — Presence Attacks are on page 288, not 188.

Page 1 — “see this is a sign” should read “see this as a sign”.

Page 2 — top of the right hand column, “similiar” should be “similar”

Page 3 — under “Characteristics,” “modifiers” should be “modifiers”.

Page 8 — under “HRRP,” the page reference should be to page 106, not 406.

Page 10 — under “Targeting Sense,” “which a he character” should read “which a character”.

Page 10 — Under “UOO,” “and Advantage” should be “an Advantage”.

Page 12 — at the top left, “which you use to to” should read “which you use to”.

Page 15 — in the two tables, all uses of “High Powered” should be “High-Powered”.

Page 15 — in the tables, the “Hero” header should read “Heroic”.

Page 19 — in the Figured Characteristics Table, the Base Value for SPD should be (2)—as the formula indicates—not (10).

Page 21 — in the Strength Table, the entry for STR –23 should be 1.0, not 1.

Page 21 — in the Strength Table, the entry for STR 100 should have the word “bridge” moved over into the fourth column.

Page 24 — under the description of Energy Defense, the formula for calculating it should be CON/5, not STR/5.

Pages 26, 30 — references to “six categories” of Skills should be “five categories.”

Page 31 — Bureaucrats and Streetwise should be listed under Interaction Skills, and under Intellect Skills, “Ventriloquist” should be “Ventriloquism”.

Page 31 — Transport Familiarity should be included on the list of Background Skills.

Page 34 — in the Rapid Fire sidebar, “rather not be filleted, uses” should be “rather not be filleted, he uses”.

Page 34 — in the Rapid Fire sidebar, Magnum should hit his target three times, not twice.

Page 36 — in the first example, “however, if so someone attacked” should read “however, if someone attacked”.

Page 39 — under Defense Maneuver III, “that they way” should read “that the way”.

Page 39 — under Defense Maneuver II, the reference to “characters the martial artist can perceive” should read “attackers the character can perceive”.

Page 44 — under “Martial Arts,” the page reference to Chapter Two should be: pages 254, 264-67.

Page 52 — in the last line in the Transport Familiarity table, “is available” should be “if available.”

Page 52 — in the Transport Familiarity Table, under note 4, “different by spacefaring” should read “different spacefaring”.

Page 56 — under “Organization Contacts,” “Contact which defined as” should read “Contact defined as”.

Page 56 — the Contact Table should include: –2 Contact obtained unscrupulously

Page 58 — the Fringe Benefits Table should have “Fringe Benefit” as a header instead of Contact, and the first entry should be deleted.

Page 59 — under “How Much Money Does A Character Have?,” “only \$5 to his name” should read “has only \$5 to his name”.

Page 59 — under “How Much Money Does A Character Have?,” “the Optional Money System explained below” should read “the Optional Money System explained in the accompanying sidebar”.

Page 58 — in the example, “built with on” should be “built on”.

Page 60 — in the example of Reputation: Honesty in Chicago on the upper left part of the page, the cost should be 2 Character Points, not 4.

Page 60 — the example under Vehicle/Base incorrectly implies that point from Disadvantages don't factor into the determination of when a character starts to pay the 1-for-1 rate. The example given under Follower on page 58 accurately describes the rule/procedure.

Page 61 — at the top of the right hand column, “to be lucky” should be “to be double-jointed”.

Page 61 — under “The Nature Of Talents,” “the Skill Fast Draw and Two-Weapon Fighting” should read “the Skills Fast Draw and Two-Weapon Fighting”.

Page 61 — in the Talents Table, the cost of Resistance should be 1+.

Page 62 — the cost for improving Combat Sense listed in the text (+1 per 2 points) is wrong; the correct number is +1/1, as indicated in the table and end text.

Page 63 — in the last line on the page, “Suprise” should be “Surprise.”

Page 64 — in the “Icewalking” sidebar example, there should not be a space in front of the word “No”.

Page 64 — near the bottom left, “such Visual Only” should read “such as Visual Only”.

Page 64 — under Lightning Calculator, “This a handy Talent” should read “This is a handy Talent”.

Page 64 — the sidebar header “Environment Movement” should read “Environmental Movement”.

Page 65 — in the end text for Lightsleep, the bonus should be to Normal Hearing, not the Hearing Sense Group.

Page 66 — the “total cost” listed under Simulate Death should be 3 points, not 4 points.

Page 69 — References to “visible” special effects should really be to “perceivable” special effects.

Page 74 — in the example, “The he rolls” should be “Then he rolls”.

Page 75 — in the first paragraph, “60 Real Points worth” should read “60 Real Points’ worth”.

Page 75 — Under “Adjustment Powers,” the header should be just “Advantages,” since there are no Adders.

Page 79 — in the third paragraph, second sentence, can’ should be “can’t”; “it can normally affect” should be “they can normally affect”.

Page 80 — The reference stating that the target of Telepathy is only aware of it after the Telepathy ends is incorrect; the correct rule is stated on page 148.

Page 81 — Under “Does Not Provide Mental Awareness,” the value of the Physical Limitation should be 5 points.

Pages 81-82 — the *Based On CON* Limitation is out of alphabetical order.

Pages 81-82 — Under “Mental Powers,” all the Limitations are out of alphabetical order.

Page 82 — at the bottom right, “there is no maxima” should read “there is no maximum”.

Page 83 — the first example featuring Golden Eagle, in the left-hand column, incorrectly indicates the END cost as 4; it should be 5 because of his Improved Noncombat Movement.

Page 85 — in the first paragraph under “Size Powers,” “such character should buy” should read “such a character should buy”.

Pages 86, 140 — in the name of the Costs END Only To Activate Advantage, “END” should be “Endurance”.

Page 86 — Mind Link should not be listed as a Special Power. It is not one.

Page 87 — in the Powers List, Multiform should have an “N” in the END column.

Page 87 — in the “Power Type” column, every reference to “Body” should read “Body-Affecting”.

Page 88 — at the bottom right, “Limited group of phenomena” should be “Limited Group of phenomena”.

Page 89 — under Optional Aid: Succor, “he keeps pays END every Phase” should be “he keeps paying END every Phase.”

Page 89, sidebar — there should be a separate header for “Power Examples: Absorption,” and the examples Strength Of My Enemies and Warrior’s Shield Spell should be listed under it.

Pages 90-93 — there are several improperly-broken Power Modifier values in the sidebars.

Page 94 — under “Clinging,” the reference to subtracting Knockback dice should refer to subtracting one extra die when rolling Knockback, as indicated on the table on 5E 280.

Page 95 — the “Fiery Body” has an improperly-broken fraction from a line break.

Page 96 — the Smoke Grenade example should have a value of –0 for the Charges, and thus a total cost of 13 points.

Page 97 — in the Density Increase Table, The ,5 should be +5, the e1” should be –1”, the ,1 PD should be +1 PD, and the ,1 ED should be +1 ED.

Page 98 — the Teleport Damage Table should be called the Teleportation Damage Table.

Page 98 — the Super-Contortionist Skill example power should be re-written as follows: Super-Contortionist Skill: Desolidification (affected by any attack) (40 Active Points); Does Not Protect Against Damage (–1), Requires A Contortionist Skill Roll (–½). Total cost: 16 points.

Pages 98-99 — there are several improperly-broken Power Modifier values in the sidebars.

Pages 103-04 — there are several improperly-broken Power Modifier values in the sidebars.

Page 106 — in the example at the top of the page, “can determine what the quality” should read “can determine the quality”.

Pages 109-11 — there are several improperly-broken Power Modifier values in the sidebars.

Page 110 — the Limitation at the top right has an improperly-broken value due to the line break.

Page 113 — under “Only Affects Certain Materials,” “cannot be affected by that Power” should be “cannot affect that substance.”

Page 115 — the Jetpack example power should indicate a value of –0 for 1 Continuing Fuel Charge, and a total cost of 13 points.

Pages 115-16 — there are several improperly-broken Power Modifier values in the sidebars.

Page 116 — in the left column, middle of the page, “he character must target” should read “the character must target”.

Page 118 — in the Growth Chart, “Heights” should be “Height”.

Page 119 — in the Growth Table, there’s some sort of font substitution problem. The ,5 should be +5, and the e1” should be –1”.

Page 119 — there are several improperly-broken Power Modifier values in the sidebar.

Page 120 — in the bottom right, in the paragraph on Regeneration, the value for Extra Time (1 Turn) should be –1¼—it was changed in the Limitations section, but not here.

- For the “Vampiric Regeneration” example power, the *Extra Time + Increased Time Increment* Limitation should have a value of –2¾, and the power itself a Total Cost of 21 points.

- For the “Lycanthropic Regeneration” example power, add the *Extra Time* Limitation, making the Total Cost 18 points.

Page 121 — In the Images Table, “Cost Per +1” Radius” should be “Cost Per x2 Radius.”

Page 123 — under Invisibility, eliminate the Or Moving Limitation; it’s redundant with the Chameleon Limitation.

Page 123 — in the cost summary for Invisibility, the last clause should read, “or +3 Character Points for each additional Nontargeting Sense”.

Page 124 — the Dagger example power should be built like the one on page 172 (see below).

Pages 125-26 — there are several improperly-broken Power Modifier values in the sidebars.

Page 126 — in the cost summary for Leaping, “1 Character Points” should be “1 Character Point”.

Page 126-27 — the first word in the title for the “Grandfathering: Life Support” header has slipped back on to page 126.

Page 127 — in the Life Support Table, under Longevity, “the base lifespan for all character” should read “the base lifespan for all characters”.

Page 127 — there are several improperly-broken Power Modifier values in the sidebar.

Page 127 — the Gas Mask example power should indicate a value of –0 for 1 Continuing Fuel Charge, and a total cost of 7 points.

Page 131 and elsewhere — uses of “Concentrate” for the Limitation should be “Concentration”.

Page 131 — the “Basic Hypnosis” example contains an improperly broken fraction. Also, the Incantations

Limitation should be removed; this does not alter the power’s Real Point cost.

Pages 131-32 — there are several improperly-broken Power Modifier values in the sidebars.

Page 133 — in the cost summary for Mind Link, the references to “points” should be to Character Points.

Page 134 — in the upper right column, the first two paragraphs are double-indented.

Page 135 — the Shield example power should have a total cost of 5.

Page 137 — there are several improperly-broken Power Modifier values in the sidebar.

Page 138 — under “Reversion,” “just how weaker” should read “just how much weaker”.

Page 139-40 — In the introductory text and summary text for Shape Shift, references to spending 10 points to shift shape “as perceived by a Targeting Sense” should read “as perceived by a Targeting Sense Group”.

Page 140-41 — the paragraph that ends page 140 and starts page 141, regarding Shrinking and growth momentum damage, has lost some text. Here’s the complete paragraph, with the missing line italicized:

A character with Shrinking may add his growth momentum to his punch damage—the Shrunk character literally grows up underneath the jaw of *his opponent, “uppercutting” his foe as he grows. This adds +1d6 of damage to the character’s punch* per point of DCV gained from being Shrunk. Of course, after using growth momentum, the character remains normal size at least until his next Phase, when he can Shrink down again. A character can’t use growth momentum on someone the same size or smaller. (At the GM’s option, a character with Growth can use growth momentum when facing an opponent who’s already taller than he is.)

Pages 140-41 — there are several improperly-broken Power Modifier values in the sidebars.

Page 143 — in the “Amicable” paragraph, “slavishly devoted” should be “Slavishly Devoted.”

Page 144 — the fourth Limitation has an improperly-broken value due to the line break.

Page 145 — at the bottom left, “without losing any of Power” should read “without losing any of the Power”.

Page 146 — in the first paragraph, “swin-gline” should be hyphenated “swing-line”.

Page 146 — the Jetski example power should have value of –0 for its 1 Continuing Fuel Charge; this does not alter the Real Point cost of the power.

Page 147 — at the middle right, “all together” should be “altogether”.

Page 147 — under “Telekinesis,” “any way which normal STR can” should read “any way he could use normal STR”.

Page 148 — in the Truth Serum example power, Based On CON should have a value of -1, and the final cost should be 12 points.

Page 149 — in the sidebar, “MegaS-caling” should have been changed to “Mega-Scaling.”

Pages 149-51 — there are several improperly-broken Power Modifier values in the sidebars.

Page 150 — two of the Limitations described have improperly broken values due to the line break.

Page 153 — there is an improperly-broken Power Modifier value in the sidebar.

Page 153 — in the Beastman spell example, the value of the Advantage should be +¼, yielding an Active Point cost of 94, and a Real Cost of 27.

Page 154 — for the sake of clarity, the Improved Target Group Advantage should be renamed the Improved Result Group Advantage.

Page 155 — the Mole Machine example power should indicate a value of -0 for 1 Continuing Fuel Charge, and a total cost of 24 points.

Page 157 — there is an improperly-broken Power Modifier value in the text right before “Using Power Modifiers”.

Page 157 — in the middle right column, “increase’s” should not have an apostrophe.

Page 158 — there is an improperly-broken Power Modifier value in the sidebar.

Page 159 — in the last line, “the character take no damage” should read “the character takes no damage”.

Page 159 — there are several improperly-broken Power Modifier values in the sidebar.

Page 160 — under “Area Of Effect (Line), “the character take no damage” should be “the character takes no damage”.

Page 161 — The “Eversharp Sword” example should be built with HKA, not RKA.

Page 162 — at the upper left, the reference to pages “33-248” should be “33, 248”.

Page 162 — in the middle left column, “buying a Autofire Power” should read “buying an Autofire Power”.

Page 162 — in the upper right, the reference to “-¼ less” should read “¼ less”.

Page 162 — there are several improperly-broken Power Modifier values in the sidebar.

Page 162 — the H&K MP5 example power should have four clips, not 2.

Page 163 — Remove the “Will-Sapping Drug” example; it works better with Gradual Effect.

Page 163 — in the second paragraph under “Cumulative,” “the effect the character must declare the effect” should read “the character must declare the effect”.

Page 163 — in the fifth paragraph under “Damage Shield,” “attacking him HTH Combat” should read “attacking him in HTH Combat”.

Page 163 — under “Mental Damage Shield,” “characters who physically touched” should read “characters who physically touch”.

Page 164 — the total cost for the Magic Circle Of Protection example power should be 16, not 20.

Page 164 — there are several improperly-broken Power Modifier values in the sidebar.

Pages 166-67 — the title of the example power “Deafening Shriek” has the first word slipping back onto page 166.

Page 168 — in the next to last line of the right hand column, “Normal Vision” should be “Normal Sight.”

Page 168 — there are several improperly-broken Power Modifier values in the sidebar.

Page 169 — the power examples for Indirect should not have the first line indented.

Page 170 — in the upper right column, “MegaS-cale” should be hyphenated “Mega-Scale”.

Pages 171-78 — there are several improperly-broken Power Modifier values in the sidebars.

Page 172 — for strictest accuracy, the Throwing Knife example power should be written as follows: Throwing Knife: HKA ½d6 (up to 1d6+1 with STR), Reduced Endurance (0 END; +½) (15 Active Points); OAF (-1), STR Minimum (4; -¼), Real Weapon (-¼) (total cost: 6 points) plus Ranged (+½) for HKA ½d6 (5 Active Points); OAF (-1), 1 Recoverable Charge (-1¼), Range Based On STR (-¼) (total cost: 1 point). Total cost: 7 points.

Page 172 — the sidebar header “Reduced END” should be “Reduced Endurance”.

Page 173 — in the end text for Reduced Endurance, “Reduced END” should be “Reduced Endurance”.

Page 177 — in the “Gift Of Flight Spell” spell example, “(not 13 or 18)” should read “(not 13 or 16)”.

Page 178 — in the cost summary for Variable Advantage, “-¼ less” should read “¼ less”.

Page 180 — improper italicization of game element name in example.

Page 180 — the first example on the page has a fraction improperly broken by a line break.

Page 180 — in the example discussing Pulsar, “x3 END and (-1)” should read “x3 END (-1)”.

Page 180 — in the example discussing Lazer, there’s an improperly-broken Limitation value.

Page 181 — at the top right, “Neither Burnout or Jammed” should read “Neither Burnout nor Jammed”.

Page 182 — the reference to 12 Continuing Charges just above the “Charges Options” header should read, for clarity, “12 Continuing Charges lasting 1 Turn each”.

Page 182 — there are several improperly-broken Power Modifier values in the sidebar.

Page 184 — in the jetpack example in the upper left column, the Active Point cost should be 40, and the Real Point cost 27.

Page 184 — the example with Lazer has an improperly-broken Power Modifier value due to the line break.

Page 184 — there is an improperly-broken Power Modifier value in the sidebar.

Page 185 — improper italicization of game element name in example.

Page 185 — in the last paragraph, the reduced Limitation values should be reversed—for an Uncommon situation reduce by 1, for a Common situation reduce by ½, and for a Very Common situation reduce by ¼.

Page 185 — delete the “Reversible Wereform” example power.

Pages 185-87 — there are several improperly-broken Power Modifier values in the sidebars.

Page 187 — in the middle right column, “capibilities” should be spelled “capabilities”.

Page 188 — Under “Accessibility,” toward the bottom of the page, “itm” should be “item”.

Page 190 — in the middle left column, there’s an improperly-broken Power Modifier value due to the line break.

Page 190 — the last line in the Focus table has slipped partially out of alignment.

Page 191 — the Sword Of Light spell should be rewritten to apply Continuous as a naked Advantage with a Limitation. The purpose of Continuous in this instance is not to keep doing damage Phase after Phase, as with most Continuous powers, but to prevent the character from having to cast the spell (which uses an Instant Power) every Phase, again and again—once created by casting, the sword remains in existence until some outside force causes it to vanish.

Pages 191-92 — the title of the example power “Sleep Poison Darts” has the first two words slipping back onto page 191.

Pages 193-200 — there are several improperly-broken Power Modifier values in the sidebars.

Page 200 — the Heat Aura example power should have an Active Point cost of 24, and a total cost of 19.

Page 201 — under “When Side Effects Occur,” “In this cases, double” should read “In this case, double”.

Page 202 — under “Variable Limitation,” “Concentrate” should be “Concentration”.

Page 202 — in the example discussing Arkelos, there’s an improperly-broken Power Modifier value due to the line break.

Page 204 — in the bottom right, “in the EC you’re would” should read “in the EC you’re considering would”.

Page 204 — at the top of the sidebar, “inlcude” should be spelled “include”.

Page 205-08 — references to boxed text “below” or “like this” should simply reference the accompanying boxed text.

Page 208 — in the middle right column, “Multip-ower” should be hyphenated “Multi-power”.

Page 218 — under “Physical Limitation,” near the bottom, “is physically capable of doing, then” should read “is physically capable of doing it, then”.

Page 219 — the line running down the side of the page accidentally laps into the text at the top of the “Psychological Limitation” box.

Page 222 — in the Vulnerability box, remove the period at the very end of the “Very Common” line.

Page 222 — under Unluck, references to “the following table” should be “the accompanying table”.

Page 222 — in the middle right column, “either STUN and BODY” should read “either STUN or BODY”.

Page 223 — in the “Small Child” writeup, the Age Limitation is worth 15 points, giving the character a Total Disadvantage Points of 30.

Page 223 — the Senior Citizen should have 8 PRE and 8 COM.

Page 223 — the Senior Citizen should not sell back “8 points” of SPD, giving him a Total Characteristics Cost of –16 and a Total Character Cost of –15.

Page 228 — under “Sight Sense Group,” the cross-reference to page 225 should be to page 226.

Page 229 — middle left column, “no matter you define” should read “no matter how you define”.

Page 230 — top right, “as most character’s natural Senses are” should read “as most characters’ natural senses are”.

Page 230 — top right, “Aid and Healing” should be boldfaced and not indented.

Page 233 — top right paragraph, delete unnecessary closing parentheses.

Page 236 — improper italicization of game element name in example.

Page 237 — in the Velocity-Based DCV Table, the entry “128-250” should read “126-250”.

Page 238 — the list of Movement Powers affected by gravity should include Swinging.

Page 242 — middle left, “He roll again” should read “He rolls again”.

Page 246 — in the example, there’s an improperly broken –2 due to the line break.

Page 246 — middle right, “when he character acts” should read “when he acts”.

Page 247 — in the Combat Modifiers Table, under Target Size, “4x human” should read “4x human sized”.

Page 249 — top left, “some type of Heroic campaigns” should read “some types of Heroic campaigns”.

Page 249 — top right, “a Agility Skill” should read “an Agility Skill”.

Page 251 — “Cluttered, Cramped” is mis-formatted in the Environmental Conditions table.

Page 254 — in the Combat Maneuvers Table, the OCV entry for “Haymaker” should be “+0,” not just 0.

Page 254 — in the Combat Maneuvers Table, the DCV entry for “Disarm” should be “+0,” not just 0.

Page 254 — in the Combat Maneuvers Table, the DCV entry for “Pulling A Punch” should be “+0,” not just 0.

Page 254 — The (1) and (2) for Nerve Strike’s and Choke Hold’s NND damage refer to the type of defenses that protect against them, as described in the text.

Page 257 — top left, “is also has ½ DCV” should read “is also ½ DCV”.

Page 257 — middle left, “Foci” should be “Focus”.

Page 259 — middle left, “half damage from the Move By” should read “half (or full) damage from the Move Through”.

Page 260 — in the example, “a 8 DCV” should read “an 8 DCV”.

Page 262 — middle left, “they apply to both attacks” should read “they apply to all attacks”.

Page 263 — under Sweep, “for each attack the first” should be “for each attack after the first”.

Page 266 — the “Lunge” maneuver in the Fencing package is built with the Sacrifice Strike maneuver from The Ultimate Martial Artist. This is just like an Offensive Strike, but with the OCV and DCV modifiers reversed. Also, the “Slash” maneuver should only cost 4 points.

Page 266 — in the Generic Martial Arts package, the Kick should be listed as “STR + 4d6 Strike,” and the Punch as “STR + 2d6 Strike”.

Page 266-67 — any reference to “vel/5” should be “v/5” for the sake of consistency.

Page 267 — in the Jujutsu and Wrestling packages, the “Choke Hold” maneuver should cost 4 points, not 5.

Page 267 — in the Wrestling package, the “Hold” maneuver should cost 3 points, not 4.

Page 271 — top right, the reference to “Adding Damage: Martial Arts” should be “Adding Damage: Haymaker and Martial Maneuvers”.

Page 272 — in the example, the Move Through should add +6 DCs, not +7.

Page 277 — top right, “This table list the” should read “This table lists the”.

Page 279 — top right, the reference to “below” should be to “the accompanying table”.

Page 280 — top right, “Characters still takes” should be “Characters still take”.

Page 281 — in the example, 1’ should be 1”.

Page 282 — bottom left, “–2 KB” should be “–2” KB”.

Page 285 — middle right, “an Impairing or Disabling wounds” should read “any Impairing or Disabling wounds”.

Page 286 — top right, “To use calculate LTE” should read “To calculate LTE”.

Page 295 — in the middle of the left paragraph, “this is important mind when” should read “this is important to keep in mind when”.

Page 295 — middle left, “the long term effects on an environment” should read “the long-term effects of an environment”.

Page 305 — top left, “If object’s PER Mod” should read “If an object’s PER Mod”.

Page 307 — the Lion’s total Running should be 11”.

Page 307-08 — the term “Animal Bonus” should be replaced with “Experience Points”.

Page 311 — middle left, “beings which continues” should read “beings which continue”.

Page 312 — in the “Computer Characteristics” box, the #5 entry for AIs has some text that laps over into the next line of the “Normal Computers” column.

Page 313 — the information in the last paragraph on the left regarding the firing of weapons also applies to Normal Computers.

Page 314 — in the introductory text, “1 Character Points per 5 points” should read “1 Character Point per 5 points”.

Pages 314, 316 — the Vehicle and Base Characteristics tables both erroneously list an INT Characteristic. Neither type of equipment has this Characteristic; just ignore it.

Page 316 — the first paragraph should reference the Vehicle Movement Table instead of ending in a colon.

Page 316 — bottom right, “Defender construct a base” should read “Defender constructs a base”.

Page 319 — under “Cells,” references to Hardened should be to Cannot Be Escaped With Teleportation.

Page 320 — in the example, “an extra +1 for being an Immobile Focus” should read “an extra –1 for being an Immobile Focus”.

Page 321 — under Vehicle And Base Disadvantages, “Watched” should be “Hunted (Watched)”.

Page 321 — middle left, for clarity, the reference to “Public Identity” should read “Social Limitation: Public Identity”.

Page 322 — in the sidebar, the reference to “the rules above” should read “the rules in the main text”.

Page 323 — in the Dogfighting Piloting Roll Modifiers table, “in a side on a position” should read “in a side on position”.

Page 324 — middle left, “the Dogfight end” should read “the Dogfight ends”.

Page 324 — bottom left, “the vehicle’s combined velocities” should read “the vehicles’ combined velocities”.

Page 325 — in the entry for “Helicopter,” the Cost should be 90/18, and the Notes should read “0” Ground”.

Page 326 — these notes should be in the standard grey box.

Page 326 — under Note 9, “ordinance” should be spelled “ordnance”.

Page 326 — under Note 11, there’s an improperly broken number due to the line break.

Page 327 — Just write in “pizza oven” where it says “machine gun.”

Page 328 — the first two words should be “STR Minimum”.

Page 328 — middle left, “STR Minima is a Limitation” should be “STR Minimum is a Limitation”.

Page 328 — top right, “increase its STR Minima” should be “increase its STR Minimum”.

Page 330 — in the Ranged Muscle-Powered Weapons Table, in the STUNx notes, the reference to War Flail should read “Sling”.

Page 330, 333 — in the weapons tables, under STUNx, the first line should read “This is the STUN Multiplier...”.

Page 331 — in the Sights table, the explanatory notes for the Infrared Scope and Nightsight Scope should be switched.

Page 332 — the damage for the .50 caliber machine gun should be 3d6. This gives it an Active Point cost of 157, and a Real Point cost of 63.

Page 333 — in the Explosives Table, the contents of the Gas Tank should read “12 Gallons,” with each gallon equaling roughly four liters. The explosive damage for gas tanks should scale by gallon/4 liters, not by liter (see the Rules FAQ:

www.herogames.com/SupportFAQs/rulesfaq.htm).

Page 333 — in the Poisons table, under Curare, there’s an improperly-broken Limitation value due to the line break.

Page 334 — the listed figures for the weight of armor differ in the text and the Weight Table; the table is correct.

Page 334 — in the Armor Coverage Table, ignore the “Weight” column—calculate the weight for each suit of armor using the coverage and the Weight Table.

Page 336 — top left, the second bullet point should have the first word capitalized.

Page 341 — top left, “Mages uses” should read “Mages use”.

Page 341 — middle left, “player have created” should read “players have created”.

Page 342 — in the second paragraph, “wants to change the status quo” should read “want to change the status quo”.

Page 344 — top right, “them they’re in trouble” should read “them when they’re in trouble”.

Page 346 — in the sidebar, “as he would” should read “as you would”.

Page 349 — References to “Extra-Dimensional Travel” should read “Extra-Dimensional Movement.”

Page 351 — under “Creating New Skills,” references to “General Skills” should read “Background Skills.”

Page 355 — top left, the value of No Range should be $-1\frac{1}{2}$, reducing the total cost of the power to 21 points.

Page 355 — middle left, improperly broken fraction due to line break.

Page 356 — under “Changing The Value Of Limitations,” Based On CON’s value should be $-1\frac{1}{2}$, not $+1\frac{1}{2}$.

Character Sheet — the damage for Haymaker should be listed as “+4 DC.”

Index

There should be an entry for “Black Belt—266”.

Invisibility should be listed as page 123, not 121

The “Phase” entry in the Index should include page 234.

“Teleport Damage Table” should be “Teleportation Damage Table”

“Shield, Questionite” should refer to page 117, not 100.