

## HERO SYSTEM 6<sup>TH</sup> EDITION ERRATA

Last updated January 1, 2018

### Volume 1: Character Creation

Page 13 — Under “Characteristics,” delete the word “all” from the first line of the second paragraph.

Page 23 — Under “Count The Body,” the reference to 6E1 98 should be to 6E2 98.

Page 34 — In the Character Design Guidelines table, for Heroic Characters that are Skill-Oriented, the values should be 80 for Characteristics and 80 for Skills.

Page 71 — In some of the headers, “CSLS” should technically be “CSLs”.

Page 94 — On the Weapon Familiarity Table, Unarmed Combat should have an asterisk.

Page 95 — The reference to “see accompanying table, 6E1 95” should simply say “see accompanying table”.

Page 110 — the description of Combat Luck should mention that it’s considered Impenetrable in the sentence where it mentions being considered Hardened.

Page 110 — The bottom right reference to 6E1 50 should be to 6E2 50.

Page 115 — In the summary block for Striking Appearance, “charac ters” needs a hyphen.

Page 132 — The example with Ironclad using his STR should make clear that what Ironclad has to pay is the additional 3 END for using his full STR — he’s already paid 3 to use it Casually. But he can’t get away with just paying 3 END to do multiple things in a single Segment.

Page 135 — Change the sentence, “A character cannot use an Adjustment Power to give himself a Characteristic, Power, Advantage, or Adder he doesn’t already have” to read “A character cannot use an Adjustment Power to give himself or another character a Characteristic, Power, Advantage, or Adder he doesn’t already have.”

Page 140 — the example at top left featuring Winter Dragon and the Medic should be rewritten as follows for the sake of clarity:

*Winter Dragon has a VPP: Ice Powers with 40 Pool, 40 Control Cost.*

*Based on the Control Cost Winter Dragon could have one 40 Active Point Power, two 20 Active Point Powers, or four 10 Active Point Powers in his Pool; he could also have, for example, two 40 Active Point Powers, each with a -1 Limitation.*

*Based on the Pool cost, the total Real Cost of all slots in Winter Dragon's VPP cannot exceed 40 at a time. That could be a single power with a Real Cost of 40 points, one with Real Cost 30 and another with Real Cost 10, or any other combination of Real Point cost that equals 40 or less.*

*Suppose the Medic uses an Aid to boost Winter Dragon's Pool (but not his Control Cost) to 60 points. The number of Active Points that Winter Dragon can put in any one Power doesn't increase — he can still have, at most, 40 Active Points in a Power built with the VPP — because the Medic didn't Aid the Control Cost. But Winter Dragon can now have up to 60 Real Points' worth of powers in his VPP at once, whereas before being Aided he could only have 40 Real Points' worth of Powers at any one time.*

*Suppose instead that the Medic Aided both Winter Dragon's Pool and the Blast he builds with the Pool simultaneously. In that case the Blast could have as many as 60 Active Points, but all other Powers built with the Pool could still only have 40 Active Points.*

Page 142 — Under “Cumulative,” delete the last sentence; Cumulative can't be applied to Drain.

Page 147 — In the first paragraph describing the *Impenetrable* (+ $\frac{1}{4}$ ) Advantage, the words “a Hardened” should be “an Impenetrable”.

Page 153 — In the description of building drugs with the *Based On CON* Limitation, the reference to AVAD (defense is PD) should be removed, since Based On CON powers already work against PD or ED.

Page 168 — In the Spell of the Hungry Flames, the Expanded Effect should be +4, not +4 $\frac{1}{2}$ ; the cost is correct though.

Page 176 — In the Confusion Spell example in the sidebar, Incantations needs a hyphen.

Page 186 — The *Does Not Work Against Silver* Limitation discussed in the text should be valued at - $\frac{3}{4}$ , not - $\frac{1}{2}$ .

Page 189 — The final cost for Body Of Stone should be 40 points.

Page 205 — In the part of the example involving the emergency battery, the Required Roll 14- should have a value of - $\frac{1}{4}$  and the REC should cost 1 Character Point, making the overall emergency battery cost 10 Character Points.

Page 214 — In the example for Targeting, references to Normal Smell/Taste should simply be to Normal Smell.

Page 219 — To keep things clear, the Glue Grenade Mk I example should indicate 0 PD/0 ED, since it has the *No Defense* (- $\frac{1}{2}$ ) Limitation.

Page 232 — In the example, it says Brother Willem’s spell Heals 4 BODY; it should say that he Heals 2 BODY, since BODY counts as a “defense” and Adjustment Powers’ effect on it are thus halved.

Page 234 — The example with Arkelos should heal 10 Character Points’ worth of STUN and 3 Character Points’ worth of BODY, since they both count as “defenses” and Adjustment Powers’ effect on them are thus halved. The final result is 20 STUN and 3 BODY Healed.

Page 236 — The Limitation values for Doesn’t Work On [Defined Type Of Damage] were accidentally reversed — Rare should be  $-\frac{1}{4}$ , scaling up to Very Common for  $-1$ . The listed values would be correct for a Limitation “Only Works On [Defined Type Of Damage]”.

Page 243 — The HKA example featuring Armadillo improperly uses the old rules that restrict how much STR can be applied to an HKA. Instead of saying, “He may do 2d6 Killing Damage for 2 END by using his HKA and 15 STR”, the example should say, “He may do up to 4d6+1 Killing Damage for 6 END by using his HKA and 50 STR, unless the GM chooses to restrict this (see 6E2 100-01)”.

Page 243 — In the upper left corner, the cross-reference to 6E1 141 should be to 6E1 41.

Page 243 — The bottom left reference to 6E1 141 should be to 6E2 141.

Page 265 — Mind Scan is automatically considered to have MegaScale at the +2 level, not the  $+1\frac{1}{4}$  level.

Page 271 — In the Vari-Armor example power, the Extra Time is worth  $-\frac{3}{4}$ , and the Real Cost of the power should be 33 points.

Page 276 — In the Level III Kevlar Body Armor example power, the Required Roll is worth  $-\frac{1}{4}$ . and the Real Cost of the power should be 10 points.

Page 291 — The Create Vampire example power’s Real Cost should be 12 points.

Page 292 — The Jetski example power’s Fuel Charge should have a value of  $-0$ ; the power’s cost doesn’t change because of this.

Page 293 — The reference to buying DMCV up from 3 should be to buying DMCV up from 0.

Page 299 — In the Deductive Observation example power, the Surface Thoughts Only Limitation is worth  $-\frac{1}{4}$ . and the Real Cost of the power should be 12 points.

Page 325 — In the last paragraph under *Armor Piercing*, the page cross-reference to Hardened should be to page 147, not page 47.

Page 325 — In the AVAD table, the “Damage Modifiers” line should be boldfaced.

Page 344 — In the description for Increased Maximum Range, the references to “Active Points” in the Range calculations should be to “Base Points”.

Pages 346-47 — A Persistent Power cannot simply cost END to activate (either via an Advantage or a Limitation). It’s either got to cost 0 END, or cost END to maintain. Any implication to the contrary under Time Limit should be ignored as erroneous.

Page 351 — The Potion Of Giant Strength example power’s Extra Time should have a value of -3; the power’s cost doesn’t change because of this.

Page 355 — Under *Inanimate Objects*, “100 km” should be “100 kg”.

Page 361 — Delete the very last paragraph at the bottom of the right-hand column; it no longer applies since Area Of Effect is no longer calculated from Active Points.

Page 385 — For the Poisoned Knife example, the RKA part needs the Limitation *HKA Must Do BODY* (-¼). That reduce that part’s Real Cost to 13 points, and the overall cost to 19 points.

Page 387 — At the bottom of the second paragraph under *Physical Manifestation*, the parenthetical “(*i.e.*, as calculated from DEX, with no other modifiers)” should read “(*i.e.*, his *DCV* Characteristic, with no other modifiers)”.

Page 391 — In the Anti-Laser Armor example, the Required Roll 14- should have a value of -¼, which increases the power’s Real Cost to 15.

Page 395 — center right column, “Unifed” should be “Unified”.

Page 407 — At the bottom right, there’s an improperly-hyphenated use of the word “Multipower”; it should be Multi-power, not Multip-ower.

Page 437 — The Small Child’s Total Cost should be -49 points.

## Volume 2: Combat And Adventuring

Page 37 — Entries on the DCV Modifiers Table listed as -0 should just be written as 0.

Page 39 — Under *Mental Combat*, delete the sentence, “(However, his SPD still derives from his DEX.)”.

Page 72 — In the Move Through example featuring Starburst, the math should indicate his proper Flight velocity of 30m (the end result, 5d6 of damage, is correct).

Page 87 — At the top left, under Dive For Cover, the references to Skill Levels should be to 6-point Agility Skill Levels and 10-point Levels with All Non-Combat Skills.

Pages 91-94 — All references to Martial Throws adding “v/5” to damage should be changed to v/10.

Page 93 — In the upper left, the reference to 3-point CSLs with a Martial Arts style should be to 5-point CSLs.

Page 101 — In the Normal Damage table, the +0 entry for 16 DCs should be 16d6.

Page 112 — On the Disabling: Head table, replace #3, “Lose 1d6 COM,” with “lose one level of Striking Appearance defined as “beauty””.

Page 116 — In the Knockback example featuring Mechanon, after he impacts the 6 PD, 2 BODY wall he should fly back only  $(22 - 2 - (8 \times 2) =) 4m$ , not 12m as indicated.

Page 145 — “Typically, each Temperature Level represents about 3°-5° Celsius (10°-20° Fahrenheit) difference” should read “Typically, each Temperature Level represents about 5°-11° Celsius (10°-20° Fahrenheit) difference”.

Page 152 — The darkness penalty reductions for light sources aren’t as well-expressed as they should be — instead of saying the illumination reduces them “to” such-and-such, it should say that it reduces them “by” such-and-such. For example, at 4m distance a lantern reduces the darkness penalty (-4 for full darkness, typically) by -1, making it just -3.

Page 177 — The American Black Bear’s Total Characteristics Cost should be 84, making its Total Cost 139 points.

Page 178 — The Lion’s Total Characteristics Cost should be 119, and its Strong Leaper ability should cost 2 points, for a Total Cost of 227 and 52 Experience Points.

Page 197 — In the Vehicle Table, the Real Cost for the Police Car should be 26 points, not 257.

Page 204 — In the HTH Weapons table, the “Polearms” entry should be boldfaced like other categories.

Page 204 — The cost for the Sword, Broad/Long should be 31/12.

Page 204 — The cost for the Whip should be 15/9.

Page 209 — In the Key, “LR(X)” should be “LR (Xm)”.

Page 212 — In the Armor Coverage Table, the Limitation values for the Activation Roll for armor are incorrect; they should have the values indicated by the rules on 6E1 389-92.

Page 221 — Taurus’s HKA should do  $4f6+1$  damage with STR added.

Page 254 — The reference to the *Independent* Limitation under “The Scientist” should be removed.

Page 261 — Jessica Fivedawns’s Electronics roll should be 13-.

Page 273 — Under *Hero Versus Hero*, “only if is asked” should be “only if asked”.

Page 290 — At the top left, “spend spend” should simply be “spend”.

Page 300 — The category headers in the expanded Systems Operation text box should be differentiated with a heavier font.