HDL Basic Rules Errata
(First printing, updated 4/15/09)

p. 10 & 12: Linguist costs 2 points, Jack of All Trades costs 2 points

p. 18 & 35: Tumbling can be used untrained

p. 23: Climbing. The skill description should read: Climb ropes, cliff faces, slippery hills, and rough walls. Climbing gear decreases the base difficulty by 1 per piece of equipment (-1 for a rope, -1 for spiked boots, etc.); negate dodge and attack roll penalties and increase speed while climbing by 1 per 2 rating. You can normally climb at ¼ your Speed.

p. 27: Change Linguistics entry to read:
Linguistics (SCH)
KNO †

Speak and read/write an additional language. A character's skill rating indicates several things: vocabulary, accent, and general fluency. A character is not totally fluent in a language until the language has a rating of 10 (all characters have an automatic rating of 10 in their native tongue).

Due to similarities between languages, the more languages one knows, the easier it is to pick up new ones. Thus, for each language a character knows beyond her native tongue at a rating of 5, the cost of any additional language is decreased by 1 point. For example, a native English speaker learns Spanish (and increases it to a rating of 5), she can learn French for 1 point less at each rating. If she knew French at a rating of 5, she could purchase German for 2 points less at each rating. No language costs less than 1 point to learn at rating 10.

Checks can be made to interpret languages similar to one you know.

p. 35: Note that Tumbling is an **untrained** skill. Change Tumbling entry to read:
Tumbling (PHY)
COO

Maneuver through obstacles in combat; reduce damage from falling and explosions; leap through small spaces; stand quickly when prone.

p. 37: Barrier; Barrier *is* effective against fire (which does have mass). Change the third paragraph, last sentence, to read:

Likewise, it cannot be used against attacks without mass, such as lasers.

p. 39: Postcognition is trained-only, Precognition is untrained.

p. 39: Meld. Change the third paragraph to read: In order to form such a stable and intricate bond, you must have direct physical contact with the target, although it need not be with his head. More simple mental connections can be made with the Sending skill, below.

p. 41: Telekinesis. Change the second paragraph to read:

With additional effort, you can exert enough force on an object to throw it. Throwing an object treats it as if it has half its normal weight, and throws it with an ER of your Resolve x2, and an MR of your Resolve x10 (attacks use the Telekinesis roll). Throwing an object ends the effects of telekinesis for that object. The damage of thrown objects is calculated using your Resolve instead of your Strength (see chapter 5). Throwing a person into a solid surface (such as a wall or the ground) inflicts a damage HDL equal to half your Resolve, TR 1 (TR 2 if your Resolve is a 10 or higher), and damages 2 random areas. This damage can be increased in TR as a close-combat attack (see *Energy*).

p. 44: Table 3-2, Attacking: opponent prone becomes Attacking: prone, -2.

p. 52: Boost. Change the last sentence to read: In this case, the relevant stat increases (improving the die roll but, in the case of stat checks, **not** the number added to the roll), and **can** be increased above the normal maximums for a creature (10 for humans).

p. 57: Firing at Multiple Targets. Change text to read:

Firing at Multiple Targets

When firing a burst or spray, multiple targets can be hit. Targets must be in a relatively close area (within a 60-degree arc in front of the attacker). In this case, so much lead is flying around that even un-aimed shots stand a decent chance of hitting *something*. An attack is made with a penalty equal to the number of targets. Damage is inflicted the same as usual, with hits taken depending on how much the attack succeeds by, but no target can be struck by more shots than the total number fired divided by the number of targets (round down).

p. 61: Prone. Change entry to read: A prone character (lying on the ground) is typically an easier target. A target uses Gymnastics, Tumbling, or Martial Arts rather than Active Dodge, and loses one action each turn he remains prone and does not attempt to stand.

p. 68: Horse. A horse has a Speed of 15.

P. 75: Additional Limbs. Change first paragraph to read:

Each additional pair of legs increases the creature's Speed by 50%, increases its running multiplier by 2, and increases Coordination checks to maintain balance by 2. Additionally, the amount of weight that can be carried (the percentage based on Endurance) increases by 20% (as if the creature's Endurance were 2 points higher).

p. 78: Making Stuff. The Armor entry should now read:

Armor

The difficulty to design or build armor begins with a simple formula, and is then modified by circumstances as you see fit. Add the armor's AR, half its TR, and its Penalty. Armor's Penalty is a negative number, which applies to actions performed when wearing armor (see Armor Wearing in chapter 2). Note that armor's DC is equal to its AR times its TR.

If the armor is being designed for a creature of unusual size or shape, add 1 to the difficulty (add 2 if the creature is both an unusual size and unusual shape, such as a horse or dragon). This modification does not apply to heavy or vehicle armor.

As the Narrator, you are free to decide the armor's Concealment difficulty, but consider the size, coverage, and material of the armor, and determine how difficult it would be to conceal. Look at example armor given in chapter 5 for guidelines.

Building armor the first time is at the same difficulty of designing it. Once armor has been designed and built successfully, building it from proven schematics is fairly easy; the difficulty is 5 less than the design difficulty. Building armor generally takes 1 hour per point of DC. The difficulty can be increased or decreased by one for each hour saved or spent, respectively.

p. 81: Nunchaku should have a superscript, which reads: [7] A nunchaku, and any other sectional weapon, increases its damage HDL by 1 due to the additional momentum involved.

p. 84:

- DC. Add the following sentence to the end of the paragraph: DC is equal to the armor's TR x AR.
- Table 5-5 should read as follows:

Table 5-5: Armor

Armor	COV	TR	AR	DC	Eff.	Pen.	Weight	Conceal
Breast Plate	Body, Arms	4	20	80	E, P, B	-5	12kg	14
Bulletproof Vest	Body	4	14	56	E, P, B	-2	10kg	8

Chain mail	Body, Arms	3	15	45	E, P	-3	8kg	9
Combat Helmet	Head	4	12	48	E, P, B	-2	2kg	--
Flak Jacket	Body	3	20	60	E, P	-2	3kg	16
Leather	Body	3	10	30	E, P	-1	5kg	6
Plate Mail	All	4	25	100	E, P, B	-6	20kg	--
Riot Gear	All	4	28	112	E,P,B, ‡	-8	40kg	--
Scale Mail	Body	4	15	60	E, P, B	-4	10kg	12

- Table 5-7 should read as follows:

Table 5-7: Shield Sizes

Size	Parry	DC+	Penalty
Buckler	--	0	0
Small	+1	5	-1
Medium	+2	10	-3
Large	+3	15	-5
Tower	-4	20	-8