

# HELLAS ERRATA V. 1.0

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## P. 51: SLIPSPACE STORM INTENSITY CHART

Delete the last sentence on the 20 Result: “The ship is dragged into the nether reaches of Slipspace.”

## P. 75: AMAZORANS SKILLS

Change Speak Language (Hellene, native) To Speak Language (Zoran, native)

## P. 79: HELLENE SKILL CATEGORIES

*Athenoian:* Add Etiquette (Hellene) +3

*Boetian:* Delete Mode +1, and add Science (choice) +2

## P. 83: OMNI VISION

Change “hundreds of thousands” to “hundreds.”

## P. 91: PARENT’S SOCIAL STATION

*Result 10:* Replace “The Dynamist Mode” with “Mode (choice) +1”

*Result 13:* Replace with Ambassador Diplomacy +1

## P. 98: MARINER PROFESSION

*Skills:* Change “Weapons (blades, small) +3” to “Weapons (blades, large) +3”.

## P. 100: GOREGON TERROR TROOPER PROFESSION

*Skills:* Change “Weapons (two-handed blade)” to “Weapons (Spear)”.

## P. 103: LEGIONNAIRE OF DELPHOI SPECIAL EVENT

*Result 16-17:* Add “+1” to “Dynamism Sensory Mode”.

## P. 104: PRIEST SPECIAL EVENT

*Result 8-9:* Replace “arcane lore” with “lore: arcane arts”.

## P. 104: IN THE PRIEST’S SPECIAL EVENT TABLE RESULT 15-16

Change Luck advantage to “Choose one Divine ability at the 30 Glory value range”

## P. 105: SAILOR SPECIAL EVENT

*Result 18:* Replace “languages” with “speak language (choice)”.

## P. 105: SCHOLAR SPECIAL EVENT

*Result 18:* Should read “18-19”.

## P. 113: GLORY AND HERO POINTS EXAMPLE

Change last sentence to read, “He may add 2 points to his Hero Points for a total of 7 points.”

## P. 123: MODE

Dyanamism modes have a training time of 24 weeks

## P. 127: ADVANCED MILITIA TRAINING

Change the flavor text to read:

This training improves upon basic militia training (which all soldiers receive), and represents training extensively in armor so as to become accustomed to it, and become better able to bear its weight without difficulty.

## P. 127: ANIMAL MAGNETISM

Change “handle animal” to “animal handling”.

## P. 127: BRED TO THE SADDLE

Change “handle animal” to “animal handling”.

## P. 131: STRONG AS A BULL

Change the Benefit text to read:

You receive a +2 bonus to all STR Omni Table checks as they relate to brute strength.

## P. 138: HERO POINT ENHANCEMENTS

*First example:* Should read, “... if she spends 10 Hero points on the Dynamism...”

## P. 149: OVERFLOWING HEART

Add “hit” between “5” and “points”.

## P. 150: EXCELLENCE

Add “per day” between “rerolls” and “equal”.

## P. 151: EXTRA BODY POINTS

This should read, “Extra Hit Points”.

## P. 152: UNERRING AIM OF THE HUNTRESS

Add “This ability may be used a number of time equal to his CHA attribute per combat minimum of one time).”

## P. 153 AEGIS SHIELD

Add “This ability may be used a number of time equal to his CHA attribute per combat minimum of one time).”

## P. 155: THE TINKERING HANDS

## P. 156: MASTER WORK

## P. 156: MAD HERMIT

An item’s “level” may be a bit confusing and means the items ability and its game rating. A weapon would have a DR rating and a STR prerequisite. These can be altered. A vehicle would have several abilities that could be modified. Example: Tinkerer hands could modify a vehicle’s SPD by a number of points equal to his INT or he could modify the vehicles MAN, etc..

## P. 158: HESTIA’S HEARTH

Add “per round.” after “...quarter of the initial damage”.

## P. 159: THUNDEROUS CLAP

Change all references to the Hero’s Presence to CHA.

## P. 160: THE PILOT

The Hero receives +1 to any piloting or navigation roll for each point of PER he possesses (minimum of one).

## P. 160: SEA LEGS

### SEA LEGS SHOULD READ THUS-

The Hero has spent so much time at sea, in space, or in Slipspace that still ground feels unnatural to him. The Hero suffers a DEX Attribute penalty of -1 (leaving the Hero with a minimum of +0) when on a stable and normal planet or space station.

When in space or moving in Slipspace the Hero has no equal. When aboard a ship or in a zero-gravity environment he gains a bonus of +2 to his DEX and gains an additional movement bonus of SPD+1. While in Slipspace the Hero may “swim” in the stream as if he were born there with a movement of SPD+3.

**P. 161: FORTUNE!**

The Hero may reroll the result of any die roll made by his Hero or someone else. He may use this ability a number of times a week equal to his PER Attribute.

**P. 172: PERDIX ACTIVE VISION GOGGLES**

Change “resistance rolls” to “PER rolls”.

**P. 173: RIFLE SCOPE**

Change “marksmanship” to “Weapon (Rifles)”.

**P. 175: DIADALOS CORPORATION MAINTENANCE MACHINA**

Skills: Delete the reference to Move.

**P. 176: AMBROSIA**

Change “body points” to “hit points”.

**P. 176: PHARMAKA POLYIDOS**

Change “body points” to “hit points”.

**P. 180: MEDICAL CARAPACE**

Change SPD to 0.

**P. 181: SPACER/STANDARD/WORKER CARAPACES**

Change “Armor” to “PR”.

**P. 181: SPACER CARAPACE**

Change “Flight 10” to “Flight SPD +0”.

**P. 181: FLIGHT**

Change “...rate of 10m per action...” to “SPD +0”.

Change “Every additional 5m of movement...” to “Each additional +1 to flight SPD...”

**P. 182: GOREGON AXE**

Change STR to +4.

**P. 184: NYMPHAS THORN BLADE**

Change “charges” to “thorns”.

**P. 185: DISCUS**

The damage rating for using it in melee should be DR 3. The DR 4 rating in the table on p. 182 is for the discus when thrown.

**P. 186: GRENADE, INFERNO**

Add “... per round” after “listed damage”.

**P. 186: SAP**

Add “... or be knocked unconscious for 1D20 rounds” to the end of the last sentence.

**P. 187: DIADALOS CORPORATION MAGNETIC LAUNCH PISTOL**

Change Damage to 10.

**P. 188: GOREGON PLASMA CATAPULT**

Change Damage to 14.

**P. 188: HOPLITE BEAM RIFLE**

Change ROF to 3.

**P. 188: DIADALOS CORPORATION MAGNETIC LAUNCH RIFLE**

Change Damage to 14.

**P. 188: NEEDLE RIFLE**

Change Damage to 8.

**P. 188: NEPHELAI SONIC LANCE**

Change Damage to 11.

**P. 188: SPARTAN SLUG RIFLE**

Change Damage to 13 and ROF to 3.

**P. 188: ARCHIMEDES TORCH CANNON**

Change Damage to 13 and ROF to 2.

**P. 190: ARMOR PENALTIES**

Add: The STR requirements for modular pieces are added together to give a final total. For example, Hoplite Plate (STR +3) worn with a Plate Helmet (STR +1) has a STR requirement of +4. Items with negative STR requirements do not reduce the STR requirements of other pieces worn in conjunction with them.

**P. 192: ENERGY SHROUD TABLE**

Swap the Weight and Max DR column headers around.

**P. 193: TORCH CANNON**

In the descriptive text change “...DR of 30...” to “...DR of 25...”

**P. 202: SPARTAN CARRIER ARMAMENT**

Change the following DRs: Heavy Flak Cannons DR 8, Heavy Pulse Laser DR 22.

**P. 212: OPPOSED ACTIONS EXAMPLES**

Change all instances of “Rolando/Rolando’s” to “Orion/Orion’s”.

**P. 213: DOUBLING THE ATTRIBUTE RATING  
P. 213: DETERMINING BONUSES AND PENALTIES**

Change all instances of “Jolaan/Jolaan the Aesir” to “Jason/Jason the Hellene”.

**P. 214: INTERPRETING OMNI TABLE RESULTS**

Change “Al-Taab” to “Altair” and “...Nubian’s...” to “...Zoran’s...”

**P. 215: DON’T FORGET THE ENVIRONMENT**

Change “The Goblin’s...” to “The hoplite’s...”

**P. 215: INTERPRETING DYNAMIST ABILITY DICE ROLLS**

Delete “Fomorian”.

**P. 221: FIREARMS & AUTOMATIC WEAPONS**

The ROF is added to the DoD of the attack

**P. 247: FATE & DESTINY CHART**

In the paragraph describing Fate Points it should read “If any of the Fate Points are used and roll a natural failure (a roll of 1–5 on the D20), even if ultimately the roll was a success then the player takes a number of Fate Points equal to half the amount of points used. If Fate Points are used for negating damage the hero takes a number of Fate Points equal to half the number of points used automatically and no roll is made”

**P. 247: PEER AWARDS**

Change 1D in Glory to 4 Glory

**P. 257: TALOS SPECIAL ABILITIES**

Change “body points” to “hit points”.

**P. 266: SOLDIER/MERC/OFFICER, ZORAN**

**Equipment:** Change “PR 4” to “PR 2”.

**P. 267: HOPLITE/SPARTAN**

*Equipment:* Change “PR 5” to “PR 4”.

**P. 267: HOPLITE/SPARTAN ELITE, ZORAN IMMORTAL**

*Special Abilities:* Delete “x2”.

*Equipment:* Change “Light Leather Belt PR 3” to “Light Leather Belt PR 1” and delete “20”.

**P. 267: HOPLITE/SPARTAN HERO LEADER**

*Special Abilities:* Change “x3” to “x2”.

*Equipment:* Change “Light Leather Belt PR 3” to “Light Leather Belt PR 1” and delete “20”.

**P. 276: LADY AZEA**

*Dynamism:* Change to “Illusion +12”.

**P. 279: HARPY**

*Equipment:* Change to “Javelin DR 6” and “Whip DR 2”.

**P. 280: MINOTAUR**

*Special Abilities: Bull Rush*

Change text to read: The Minotaur may run at an opponent and knock him down. On a successful attack the opponent must make a STR vs. STR roll to stay upright. Those who are not successful must spend an action getting to their feet.

*Equipment:* Change to “Cretan War Axe DR 20 or War Club DR 20”.

**P. 288: GLAUCON 858**

*Equipment:* Change to “Dagger DR 6” and “Hoplite Vest PR 4”.

**P. 291: SELENI**

*Equipment:* Change to “Aether Dagger DR 6”.

**P. 291: CAPTAIN NYXIS**

*Equipment:* Change to “Dagger DR 5”.

**P. 294: THANATOS**

*Armor:* Change to 7 + shield

*Equipment:* Change to “Dagger DR 8”, “Light Leather Belt PR 1”, and “Aether Sword DR 13”.

**P. 295: PRINCE BYDELES**

*Special Abilities:* Delete “x2”

*Equipment:* Change to “Dagger DR 6” and “Hoplite Xiphos DR 13”.

**P. 298: LORD CHARON**

*Equipment:* Change to “Hoplite Spear DR 12”.

**P. 299: ARISTOKLES**

CON +1 not CON +11

*Equipment:* Change to “Dagger DR 4 and Heavy Leather Vest PR 2”.

**P. 313: YOUTHFUL CULTIST**

*Equipment:* Change to “Dagger DR 3”.

**P. 317: URIOS**

*Equipment:* Change to “Torch pistol DR 10”, “Torch dagger DR 6”, and “Energy Shroud Class B PR 6”.

**P. 321: HIPPARCHUS**

*Equipment:* Change to “Aether Pistol DR 10” and “Aether Shroud Class A PR 6”.

**P. 329: THERA THE AMAZORAN**

*Armor:* Change to PR 5

*Hit Points:* Change to 23

*Equipment:* Change to “Dagger DR 6”, “Amazoran Lamellar Vest PR 4”, “Light Leather Belt PR 1”, “Hoplite Spear DR 10”, and “Magnetic Launch Rifle DR 14”.

**P. 329: LAKONIAN BEAST**

*Attacks/Damage:* Change to DR 7.