

# HELIX Errata

**Oct. 19, 2008-**

We over looked giving horses statistics. Consider the problem now solved:

## Horse

One of mans oldest companions, the horse is still the mount most used by citizens of The Wastes. Some still roam free in wild herds, usually near some source of water that has vegetation growing by it.

**Physical: 8**

Brawl- 4

Dodge- 4

**Mental: 4**

Listen- 2

Observation- 2

Survival- 2

**Social: 0**

(No Social Skills)

Attacks-A Horse attacks with its Kick (4d6) or with its bite (1d6)

Armor-0

Hit Points- 24

Base Move- 60 feet

**Dec. 1, 2008-**



While laying out and editing the book, it seems the rules for copying and rewriting spells disappeared.

## Spells on Disks

Once you write a spell successfully, before using it, you could save the spell to a disk. Saving it is automatic and instant, basically one action in terms of combat. Once on the disk, it can't be erased and is there forever. However, spells cannot be cast directly from a disk. They must be on your CompDeck in order to be usable.

To copy a spell to your CompDeck from a disk, you roll Para-Coding without penalties. Success means the spell will appear on your CompDeck. Failure means that the data fizzles out before cementing into the memory of your CompDeck. Because CompDecks are mystical they sometimes have trouble reestablishing a link with the spell you made and the transfer of data may not go smoothly. Just like copying to disk, this is one action and instantaneous. So in a round of combat you could copy a spell for one action and cast it in your next action.

## Copying Spells on CompDecks

If you want multiple of one spell on your CompDeck after writing it, it is the same as if copying it from a disk. But unlike when you copy a spell from a disk, there is no transferring of data. In this case it is like cell division where the spell is trying to replicate itself. If the spell copy comes out "mutated" (a failed roll), the CompDeck will eradicate its own safety (as if it were an infection). If the roll is successful, it will appear on the memory and be useable.

## Rewriting a Spell

Maybe your spell disks got burnt in a saloon fire. Maybe some weird force wiped your CompDeck clean. Perhaps that spell lost its usefulness, so you erased it from your CompDeck, but now you could use it for tonight's plan. When it comes to rewriting a spell you've already **successfully** written before, it is much easier. You roll your Para-Coding Quality as usual, but penalties for writing the spell are halved. If it was -2 to write, it would now be -1. It will take the same amount of time as it took the first time to write the spell, even though it is easier this time around.