

# STAR WARS®

ROLEPLAYING GAME

## *Revised Core Rulebook* **Errata**

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The **Star Wars Roleplaying Game Revised Core Rulebook** was first published in May 2002, and many of its errors and typos were corrected in its second printing. Still, some mistakes went unnoticed, and this document brings both the first and second printings of the *Revised Core Rulebook* up to date for all known errata as of May 2006.

Corrections that apply only to the first printing are noted by red text. Unfortunately, the small print of the second printing doesn't identify it as such. So how can you tell if you have the first printing or the second printing? Simple—if your *Revised Core Rulebook* contains any of the errata highlighted in red, it's the more current second printing.

In either case, be sure to keep these improvements handy so you'll know what information has changed.

## The Revisions

### Page 30

Under Quarren species traits, add "Low-Light Vision: Quarren can see twice as far as a Human in dim light (such as moonlight or underwater). They retain the ability to distinguish color and detail under these circumstances."

### Page 33

Under the "Wookiee Rage" ability, **Expertise should be Combat Expertise**. At the end of the ability description, add "A Wookiee cannot enter a rage while fatigued."

### Page 38

Gaining Experience and Levels: Under Ability Score, change the last sentence in the second paragraph so that it reads "If the Constitution score increases, vitality points and wound points increase accordingly."

### Page 46

Under the scoundrel's Class Skills list, **the key ability for Gather Information should be Cha, not Int**.

### Page 51

Under the soldier's Bonus Feats list, **Expertise should be Combat Expertise**, and add Advanced Martial Arts to the list.

### Pages 52–53

Under the tech specialist's Class Skills, change skill points to (6 + Int modifier) at 1st level and (6 + Int modifier) at each additional level. Under Tech Specialty, third paragraph in Mastercrafter section, change the first sentence to read, "In addition to the cost of raw materials, the tech specialist must also pay a number of experience points based on the mastercraft bonus being applied: 40 XP for a +1 bonus, 160 XP for a +2 bonus, and 360 XP for a +3 bonus."

Add the following to Class Features:

### Bonus Feat

At 6th, 12th, and 18th level, the tech specialist gets a bonus feat. This feat must be drawn from the following list, and the tech specialist must meet any prerequisites:

Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Cautious, Dodge, Gearhead, Lightning Reflexes, Low Profile, Sharp-Eyed, Spacer, Starship Dodge, Starship Operation, Steady, Surgery, Weapon Group Proficiency (blaster pistols), Zero-G Training.

**Page 58**

Under the Jedi consular's Bonus Feats list, Expertise should be Combat Expertise.

**Pages 59 and 62**

Replace the Jedi consular's and Jedi guardian's Block ability with the following: "This is a modified version of deflect that allows the Jedi to deflect a ranged attack without the use of a lightsaber. If the Jedi does not have some sort of protective gear (such as an armored gauntlet), or an item that can withstand the ranged attack (such as an energy shield or suitably dense material), the Jedi must spend a Force Point to use this ability. (Force Points spent in this way do not add the usual bonus dice to d20 rolls that the Jedi makes in the subsequent round.) Block doesn't allow the Jedi to extend the defense beyond the Jedi's position, and all other rules concerning deflect (defense) and deflect (attack) apply. If character gains deflect (defense) at a total bonus of +2 or more, he immediately acquires the block ability."

**Page 64**

The entire section titled "Starting Feats" should be deleted.

**Page 65**

In "Adding a Second Class," the bulleted line "Starting feats (select only one of the starting feats)" should be deleted.

**Page 65**

In the section titled "How Multiclassing Works," third paragraph, the line "She selects one of the soldier's starting feats; receiving all of a class's starting feats is a benefit reserved for beginning characters only" should be replaced with "She gets all of the soldier's starting feats."

**Page 77**

Balance skill description: Change "Time" entry to read: "None. A Balance check doesn't require an action; it is made as part of another action or as a reaction to a situation."

**Page 79**

Climb skill description: Change the "Time" entry to read: "Climbing is a part of movement, so it's generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate Climb check. Catching yourself when falling doesn't take an action."

**Page 85**

Enhance Ability skill description: Taking 20 on an Enhance Ability check costs 60 vitality points (not 40 vitality points, as indicated).

**Page 85**

Enhance Senses skill description: Taking 20 on an Enhance Senses check costs 60 vitality points (not 40 vitality points, as indicated).

**Page 87**

Force Grip skill description: In the Special section, remove the sentence, "Using this skill gives the character a Dark Side Point." Replace it with, "Unlike other dark side Force skills, Force Grip does not automatically give the character a Dark Side Point."

Add the following at the end of the Check section:

*Force Choke:* In addition to the normal effects of Force Grip, you have the possibility of dazing your target by using Force Choke to cut off his airway. If the target fails his saving throw, he is dazed for 1 round in addition to taking full damage. This costs 6 vitality points (instead of the normal 4), but it otherwise functions as a normal Force Grip.

**Page 87**

Replace the Force Lightning skill description with the following:

**Force Lightning (Int)**

*Dark Side Force Skill; requires the Force-Sensitive and Alter feats.*

You can call upon the Force to blast a target with bolts of energy.

**Check:** First, make a Force Lightning skill check (DC 15). If successful, make a ranged attack. If the attack hits, the target suffers 3d8 points of damage and must attempt a Fortitude save (DC determined by your check result). On a failed save, the target is dazed for 1 round. If the save fails by 10 or more, the target is instead dazed for 1d4+1 rounds and falls prone.

Result	DC
14 or less	No effect
15-19	15
20-29	20
30+	25

**Special:** Force Lightning has a range of 10 meters.

You can take 10 on this skill but not take 20.

Because Force Lightning utilizes an attack roll, the attack has a threat range (a roll of 20 on a d20) and can be deflected as per the Jedi class ability.

**Time:** Force Lightning is an Attack Action.

**Vitality Point Cost:** 6.

**Page 88**

Force Strike skill description: In the Special section, remove the sentence that reads "Using this skill against a living target gives the character a Dark Side Point." Add the following at the end of the Check section:

*Force Push:* You can physically shove your target in addition to Force Strike's normal effects. By spending 4 vitality points (instead of the normal 2 vitality point cost of Force Strike), your target is pushed 2 meters directly away from you and knocked prone on a failed Reflex save. For every 5 ranks you have in Move Object, the target may be pushed back an additional 2 meters. In addition, the target gets a +4 bonus to its Reflex save for every size category greater than Medium, a -4 penalty to its Reflex save for every size category smaller, and a +4 bonus to its Reflex save if it has more than two legs or is otherwise more stable than a normal humanoid. In all other respects, Force Push functions the same as a normal use of Force Strike.

The pushed character moves in a straight line directly away from you and takes 1d6 damage (no save) if he hits an obstacle. The obstacle takes damage as if the pushed character were a hurled object (see Move Object, page 94). If the obstacle is a character, he may make a Reflex save (DC 15 or as listed in Move Object table, whichever is higher) to take half damage.



### Page 89

Friendship skill description: Under "Check," add the following after the first full paragraph:

The result of a Friendship check sets the DC for the target's Will save.

Result	Will Saving Throw DC
Up to 4	5
5-14	10
15-24	15
25-34	20
35+	25

A successful saving throw means that Friendship has no effect on the target.

### Page 89

Gamble skill description: After the table for playing against the house, add the following:

When you play against the house, you take a penalty to your Gamble check based on the amount of your wager:

Wager	Penalty
up to 49	None
50 to 199	-5
200 to 999	-10
1,000 to 4,999	-15
5,000 to 19,999	-20
20,000 or more	-25

When you play a game of pure chance, the Gamble skill never comes into play at all; simply roll 1d20 and consult the chart below:

d20 Result	Outcome
up to 15	Lose entire stake
16	Break even
17	Win stake x1.5
18	Win stake x2
19	Win stake x5
20	Win stake x10

### Page 91

Heal Another skill description: A result of 20-24 on the Heal Another check restores 1d4+1 wound points (not 1d4+12, as indicated).

### Page 92

The Hide skill header should be black, not pink (it's not a Force skill). Add the following to the end of the "Check" section:

#### Move Object Checks

Result	Maximum Weight	Maximum Size	Will Save DC	Reflex Save DC	Hurled Object Damage	Vitality Point Cost
10-14	5 kg	Tiny	10	n/a	1d3	1
15-19	50 kg	Small	15	n/a	1d4	2
20-24	500 kg	Medium	15	n/a	1d6	3
25-29	5 tons	Large	20	20	2d6	4
30-34	50 tons	Huge	20	25	4d6	5
35-39	500 tons	Gargantuan	20	30	8d6	6
40-44	5,000 tons	Colossal	20	35	10d6	7
+5	x10	+1 category	20	+5	+2d6	+1

*Sniping:* If you've already successfully hidden at least 4 meters from your target, you can make one ranged attack (your target will lose his Dexterity bonus for being attacked by an unseen foe, but just for this one attack), then immediately hide again. You take a -20 penalty on your Hide check to conceal yourself after the shot.

Change "Time" entry to read: "Usually none. Normally, you make a Hide check as a part of movement, so it doesn't take a separate action. However, hiding after making an attack (see Sniping, above) is a move action."

### Page 92

Illusion skill description: The line that says "A successful saving throw against a Force illusion reveals it to be false, but does not dispel the illusion" should be changed to "A successful saving throw against a Force illusion reveals it to be false and dispels the illusion."

### Page 93

Jump skill description: The last line should read as follows: "Time: None. A Jump check is included in your movement, so it is a part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump."

### Pages 94-95

Replace the Move Object skill description with the following:

#### Move Object

*Force skill; Requires the Force-Sensitive and Alter feats*  
You can move objects and living beings using the Force.

**Check:** A Move Object check allows you to pick up and move an object or creature from a distance using the Force. You must be able to see the target object or creature to be moved, and it must be within 10 meters of your position to initially gather it up in the Force.

*Moving an Object:* Lifting or moving an object is a simple task; the maximum weight and size of object that you can move is determined by your check result, as shown on the table. You may move the object 4 meters, doubling the distance for every 5 points by which your check exceeds the roll necessary for an object of that size. For example, if you want to move a Medium-sized object and your Move Object check result is 31, you may move it up to 8 meters. (You may voluntarily lower your check result to reduce the vitality point cost.) You can continue to move the object on subsequent rounds by continuing to make successful checks and spending vitality points. If you fail a check in any subsequent round while attempting to move an object, the





object falls to the ground.

If two Force-users are contesting control of an object, use opposed Move Object checks. The Force-user who rolls the higher result gains control for that round. If the target object is in the possession of another character (i.e., carried on their person), that character may make a Will save against the listed DC to negate the effect. If you move an object and then drop it on another character, resolve using the rules for Hurling Objects (below). In the case of a physical obstruction, such as a ship stuck in the mud or caught under a fallen tree, the GM applies a penalty to your Move Object check using these guidelines: -5 for a slight obstruction, -10 for a moderate obstruction, and -15 for a severe obstruction.

**Moving a Character:** Using the Move Object skill on a character (i.e. living being or droid) allows it a Will saving throw against the listed DC. If the target fails its save, treat it as an object for purposes of determining distance moved. If the target succeeds, the skill has no effect and you still expend the vitality point cost. A target can willingly forgo its saving throw. A character can move himself with Move Object, albeit at a -10 penalty to his Move Object check.

**Moving a Vehicle:** Using the Move Object skill on a vehicle or starship that is being piloted is more difficult than moving an inert object. The driver can make an opposed Pilot check as a reaction, adding a +4 bonus to his Pilot check for every size his vehicle is above Medium. If your Move Object result beats the opposed check and if your Move Object check is sufficient for the normal DC of an object of the vehicle's size and weight, you may move the vehicle normally.

**Hurl Object:** Move Object can be used to attack by throwing objects or characters. If your check result is high enough for the object's size or weight (whichever is greater), you may hurl the object up to 4 meters to strike another target. If you exceed this result by 5 or more points, the distance you can move the hurled object doubles (as above) and it inflicts extra damage because you are hurling it with more energy.

Hurling an object requires a ranged attack roll to hit your target; treat it as a weapon with a range increment of 10 meters, a threat range of 20, and no maximum range (although your check result will set an effective maximum). When hurling an object of up to Medium size, you must beat the target's Defense as per a normal ranged attack. When hurling an object of Large or greater size, treat the hurled object as a grenadelike weapon (no threat range). Anyone in the square(s) the hurled object lands in can make a Reflex save against the listed DC to take half damage. Being struck by a Large or greater size hurled object is otherwise treated as being struck by a falling object, possibly pinning the target or moving it to an unoccupied square (see page 289).

If using Move Object to lift and drop an object as an attack, both the object and the target take normal falling damage instead of the damage listed on the table above; however, you must still make a ranged attack roll to hit your intended target. Calculate your range penalty based on the range to your target or the distance the object is dropped, whichever is greater.

If the hurled object is a vehicle or character, the check is either resisted by a Will save or opposed by a Pilot check,

as described above. A hurled vehicle or character takes the listed damage according to the Move Object check result (no save allowed).

**Time:** Moving an unattended object is a move action. Hurling an object, making an opposed Move Object check, or moving an attended object, resisting character, or piloted vehicle is a full-round action.

**Vitality Point Cost:** 1 or more (see above).

#### Page 95

Move Silently skill description: Change "Time" entry to read: "None. A Move Silently check is included in your movement or other activity, so it is part of another action."

#### Page 101

Tumble skill description: Change "Time" entry to read: "None. Tumbling is a part of movement, so a Tumble check is a part of a move action."

#### Page 106

Burst of Speed feat description: Change the last sentence to read, "Using this feat requires a free action and the expenditure of 5 vitality points; you can only activate this feat at the beginning of your turn, and once activated you may only use the actions Move, Run, Withdraw, or any free action until your next turn."

#### Page 106

Combat Reflexes feat description: Under Benefits, change the last sentence of the first paragraph to read, "You still only make one attack of opportunity per opportunity."

#### Page 107

Dissipate Energy feat description: The DC for the Fortitude save should be 10 + the amount of damage inflicted. If the save is successful, you don't take any damage and you gain 1 vitality point for every 2 points of wound damage (note the specification of wound damage).

#### Page 108

Exotic Weapon Proficiency feat: Delete the prerequisite of "base attack bonus +1."

#### Page 109

Force Speed feat description: Change the last sentence to read, "Using this feat requires a free action and the expenditure of 8 vitality points; you can only activate this feat at the beginning of your turn, and once activated you may only use the actions Move, Run, Withdraw, or any free action until your next turn."

#### Page 111

Improved Force Mind feat description: Add Force Mind to the prerequisites.

#### Page 112

Knight Speed feat description: Change the last sentence to read, "Using this feat requires a free action and the expenditure of 8 vitality points; you can only activate this feat at the beginning of your turn, and once activated you may only use the actions Move, Run, Withdraw, or any free action until your next turn."

### Page 113

Master Speed feat description: Change the last sentence to read, "Using this feat requires a free action and the expenditure of 12 vitality points; you can only activate this feat at the beginning of your turn, and once activated you may only use the actions Move, Run, Withdraw, or any free action until your next turn."

### Page 114

Rage feat description: At the end of the Benefit section, add "You cannot activate this feat while fatigued."

### Page 114

Add the following to the end of the Power Attack feat description:

**Special:** If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

### Page 115

**Shot on the Run feat:** Under Benefit, delete the last sentence that reads "Moving in this way does not provoke an attack of opportunity from the defender you are attacking."

### Page 121

Replace Table 6–5: Height and Weight for Heroic Characters with the table below.

**Table 6–5: Height and Weight for Heroic Characters**

Species	Base Height	Height Modifier	Base Weight	Weight Modifier*
Human, male	1.50 m	+2d10 × 2.5cm	55 kg	x (2d4) × 0.4kg
Human, female	1.35 m	+2d10 × 2.5cm	39 kg	x (1d4+1) × 0.4kg
Bothan	1.20 m	+2d12 × 2.5cm	40 kg	x (1d6) × 0.4kg
Cerean, male	1.65 m	+2d6 × 2.5cm	58 kg	x (2d4) × 0.4kg
Cerean, female	1.50 m	+2d6 × 2.5cm	42 kg	x (1d4+1) × 0.4kg
Duros	1.40 m	+2d10 × 2.5cm	45 kg	x (1d4+1) × 0.4kg
Ewok	0.90 m	+1d10 × 2.5cm	35 kg	x (1d4) × 0.4kg
Gamorrean	1.50 m	+1d20 × 2.5cm	70 kg	x (1d4+3) × 0.4kg
Gungan	1.50 m	+3d10 × 2.5cm	48 kg	x (1d4) × 0.4kg
Ithorian	1.70 m	+2d12 × 2.5cm	58 kg	x (1d6+1) × 0.4kg
Kel Dor	1.50 m	+2d10 × 2.5cm	50 kg	x (1d4+1) × 0.4kg
Mon Calamari	1.50 m	+2d6 × 2.5cm	42 kg	x (1d2+2) × 0.4kg
Quarren	1.45 m	+1d20 × 2.5cm	42 kg	x (1d2+2) × 0.4kg
Rodian	1.45 m	+2d6 × 2.5cm	40 kg	x (1d4+2) × 0.4kg
Sullustan	1.25 m	+2d10 × 2.5cm	42 kg	x (1d4) × 0.4kg
Trandoshan	1.65 m	+2d10 × 2.5cm	60 kg	x (1d4+4) × 0.4kg
Twilek, male	1.65 m	+2d12 × 2.5cm	60 kg	x (1d2+1) × 0.4kg
Twilek, female	1.35 m	+2d12 × 2.5cm	40 kg	x (1d4) × 0.4kg
Wookiee, male	1.95 m	+2d6 × 2.5cm	70 kg	x (2d4+1) × 0.4kg
Wookiee, female	1.80 m	+2d6 × 2.5cm	57 kg	x (2d4+1) × 0.4kg
Zabrak	1.65 m	+2d10 × 2.5cm	50 kg	x (2d4+1) × 0.4kg

\* To calculate weight, multiply the dice result from the height modifier by the dice result from the weight modifier, then multiply by 0.4 kg and add the result to the base weight. For example, if a Human male rolled 10 on 2d10 for the height modifier (1.75 cm) and then rolled 6 on 2d4 for the weight modifier, he would have a weight of 55 + (10 × 6 × 0.4) kg, or 79 kg.

### Page 132

In Table 7–2: Weapons, change "knife" to Weight: 0.5 kg, Size: Tiny. Change "Blaster, E-Web repeating" to Size: Huge. Add the following entry to Melee Weapons:

Lightsaber, short; Cost: 2,500 credits; Damage: 2d6; Critical: 19–20; Range Increment: --; Weight: 0.8 kg; Stun Fort DC: --; Type: Energy; Size: Small; Group: Exotic.

### Page 133

Replace the Setting Weapons on Stun sidebar with the following:

#### Setting Weapons on Stun

Any weapon that has a stun setting can be set to deal nonlethal damage as a free action; Table 7–2: Weapons tells whether or not a specific type of weapon has a stun setting. When a character is hit by a successful attack from a weapon set to stun (or a stun-only weapon such as a stun grenade or stun baton), the character must make a Fortitude saving throw (see Table 7–2: Weapons for DC) to determine the effect of the attack:

Fortitude Save Result	Effect on Character
Succeeds by 5 or more	None
Succeeds by 0–4	Stunned for 1 round
Fails by 1–5	Knocked out for 1d4+1 rounds
Fails by 6 or more	Unconscious for 2d6 rounds

Stun attacks using a ranged weapon are limited to a range of 4 meters; you can't stun a target beyond that range. A weapon set on stun cannot be used in multifire or autofire modes and is incapable of scoring a critical hit.

**Page 133**

In the **Lightsabers and Damage Reduction** sidebar, insert the word "personal" in front of the word "armor" in the first line, so that it says: "Lightsabers ignore the damage reduction of an object and the damage reduction of personal armor when dealing damage."

**Page 133**

**Lightsaber description:** Add the following to the end of the last paragraph: "Activating a lightsaber is a free action that does not provoke an attack of opportunity; however, a lightsaber may not be activated or deactivated between the attacks of a full attack action."

**Page 134**

**Double-bladed lightsaber description:** At the end of the first paragraph, add, "A double-bladed lightsaber with one blade ignited is Medium-size and can be wielded without penalty if you have the Exotic Weapon Proficiency (lightsaber) feat. A double-bladed lightsaber with both blades ignited is Large and can be wielded without penalty if you have the Exotic Weapon Proficiency (double-bladed lightsaber) feat. A double-bladed lightsaber always requires two hands to use, even with one blade ignited."

**Page 134**

Insert the following entry:

**Lightsaber, Short**

Preferred by some Small-sized Jedi, a short lightsaber follows all the rules of a standard lightsaber except as noted in Table 7-2: Weapons. It can be wielded without penalty if you have the Exotic Weapon Proficiency (lightsaber) feat.

**Page 134**

**Add the following to the end of the first paragraph of the Blaster Carbine entry:** "Some blaster carbines, such as the E-5 used by B1 battle droids, have a retractable stock. When collapsed, the blaster carbine is treated as if it were in the blaster pistols group (allowing it to be wielded in one hand) and its range increment is cut in half. Extending or collapsing a retractable stock is a move action."

**Page 135**

Replace the **Blaster, E-Web Repeating** entry with the following:

**Blaster, E-Web Repeating**

The E-Web repeating blaster provides good fire support for infantry, but requires a two-man crew to operate effectively. E-Web blasters are strictly regulated for military use. A team of stormtroopers on Hoth used an E-Web in *The Empire Strikes Back*.

The E-Web repeating blaster only operates in multifire or autofire mode. When mounted on a tripod, it is treated one size smaller for purposes of being wielded (allowing a Medium-size character to operate it with two hands). If the weapon has a second crew member spending a full-round action to regulate power, the firer can use a special fire control system: Divide range by two before calculating range penalties for Spot checks and attack (although the maximum range does not change), low-light vision, darkvision. The firer must give up his Dex bonus to Defense

in order to use this fire control system. If the weapon does not have a second crew member, the fire control system does not function and the weapon can overheat easily: On every round of autofire after the first, roll 1d20 and add +1 per round of continuous fire, and on a roll of 10 or higher the weapon overheats and becomes inoperable for 1d6 rounds.

An E-Web repeating blaster requires a power generator to operate. The power generator provides nearly unlimited firepower, but even with a second crew member it must be allowed to cool down for 1d4 rounds after 500 shots or so.

**Page 134**

**Add the following to end of the first paragraph of the Blaster Rifle entry:** "Some blaster carbines, such as the E-11 used by stormtroopers, have a retractable stock. When collapsed, the blaster rifle is treated as if it were in the blaster pistols group (allowing it to be wielded in one hand) and its range increment is cut in half. Extending or collapsing a retractable stock is a move action."

**Page 137**

**Under slugthrower description,** add "A clip of 10 slugs costs 5 credits and weighs 0.1 kg."

**Page 156**

**Attacking with Two Weapons:** Delete the last sentence that begins, "Note that you can use two blasters . . ." Replace it with the following: "If you use multifire or autofire (page 165) with more than one weapon, the multifire or autofire penalties stack for all attacks you make that round. (The Multishot feat reduces the penalty for each weapon separately.)"

**Page 165**

**Under Autofire,** add the following:

Autofire generates a lot of recoil, making the weapon very hard to control if not braced. When using autofire, increase the autofire penalty by -2 if the weapon is not wielded in two hands (unless the weapon is at least two sizes smaller than the wielder's size) and an additional -2 if the weapon is not in the blaster rifles group or mounted on a tripod (or equivalent support). These penalties are cumulative, so if both conditions are true, the base autofire penalty would be -10.

Furthermore, multifire/autofire-only weapons (such as repeating blasters) apply these penalties when using multifire as well as autofire. For example, using a heavy repeating blaster without a tripod increases the multifire and autofire penalties to -6 and -8, respectively.

**Page 165**

**Under Grenadelike Weapon Attacks,** second paragraph: Change the second sentence to begin, "The square has an effective Defense of 5 . . ."

**Page 165**

**Under Multifire,** add the following:

Multifire generates a lot of recoil, making the weapon very hard to control if not braced. When using multifire, increase the multifire penalty by -2 if the weapon is not wielded in



two hands. (Ignore this penalty for weapons at least two sizes smaller than the wielder.)

#### Page 169

In the Disarm description, replace the first sentence with the following: "As a melee attack, you may attempt to disarm an opponent. If you're attempting to disarm a melee weapon, follow the steps below. You provoke an attack of opportunity from the target you are trying to disarm. If the defender's attack of opportunity deals any damage, your disarm attempt fails."

Replace the second paragraph with the following: "If the item you are attempting to disarm isn't a melee weapon (for instance, a blaster or a comlink), the defender may still oppose you with an attack roll as described above, but he takes a -4 penalty and can't attempt to disarm you in return if your attempt fails."

#### Page 187

In the Vehicle Combat Actions sidebar, add the following at the end of Move Actions: "If the pilot performs a move action other than piloting the vehicle (such as drawing a weapon), the vehicle continues along its last vector at its last declared speed."

Add the following at the end of Attack Actions: "If the pilot performs an attack action, the vehicle continues along its last vector at its last declared speed."

Change the first sentence of the second paragraph of Full-Round Actions to read: "If the pilot performs a full-round action other than all-out movement, the vehicle continues along its last vector at twice its last declared speed."

#### Page 188

Replace Table 10-3: Vehicle Speeds with the table below.

#### Page 190

Ion Weapons section: At the end of the paragraph, add "Vehicles are immune to ion damage from any personal weapons other than a heavy weapon. Similarly, starships are immune to ion damage from vehicle weapons that are not heavy weapons."

#### Page 191

Replace Vehicle Speed section with the following:

##### Speed Categories

At the beginning of her move action, a pilot must declare her vehicle's speed. The pilot can choose for her vehicle to be stationary or to move at cautious, cruising, high, or top speed. The pilot can choose to go one category faster or slower than the vehicle's final speed in the last round. The pilot does not need to specify at the beginning of her move action the exact number of squares her vehicle is moving, only the vehicle's speed category. The pilot can then move as many or as few squares as that speed category allows, up to the maximum speed for that vehicle. (As a full-round

action, the pilot can use all-out movement to move up to four times the vehicle's speed, but the pilot cannot perform any simple maneuvers or stunts when doing so.)

Table 10-3: Vehicle Speeds shows how many squares a vehicle can move (as a move action) based on its speed category. The vehicle's speed category modifies its Defense, the crew's attack rolls and skill checks, and how far the vehicle moves if the pilot loses control (see Failed Stunts, below). A vehicle can change speed only at the beginning of a pilot's turn.

At the beginning of a combat, the GM must decide how quickly GM-controlled vehicles are moving. The default is the maximum speed of the slowest vehicle in the group (assuming they are in a group).

#### Page 192

45-Degree Turn description: Change the second sentence to read, "Before a vehicle can turn, it must move forward a minimum of 1 square at cautious speed, 2 squares at cruising speed, 4 squares at high speed, and 8 squares at top speed; a stationary vehicle can perform a 45-degree turn as a move action without expending 1 square of movement."

#### Page 192

Add the following to the Stunts section:

##### Dash

Before finishing movement, a pilot can attempt to increase his speed one category (from Cruising to High speed, for instance) from his declared speed with a successful Pilot check (DC 15).

##### Hard Brake

Before finishing movement, a pilot can attempt to lower his speed one category (from Top to High speed, for instance) from his declared speed with a successful Pilot check (DC 15). The new speed category cannot provide fewer movement points than the ship has already spent this action.

#### Page 193

Ramming and Collisions sidebar, Table 10-6: Collision Damage by Speed: In Highest Speed column, replace current entries with Cautious speed (d4), Cruising speed (d8), High speed (d10), and Top speed (d12).

Add the following to the end of the last paragraph of the sidebar: "If one of the targets involved in the collision is a character or creature with vitality points, some special rules apply. First, apply the collision damage to the character's vitality points. If there is any damage remaining after exhausting the character's vitality, the rest is applied to the character's wounds and the vehicle's hull points (or shields, if applicable), subtracting damage reduction normally. Next, if the vehicle would physically

**Table 10-3: Vehicle Speeds**

Speed Category	Squares per Action*	Meters per Action*	Defense Modifier	Roll/Check Modifier
Stationary	0	0	+0	+0**
Cautious speed	1-20	2-40	+0	+0
Cruising speed	21-50	41-100	+1	-1
High speed	51-150	101-300	+2	-2
Top speed	151+	301+	+4	-4

\* If using all-out movement (a full-round action), calculate modifiers based on half the total speed for the round.

\*\* The pilot of a stationary vehicle cannot make Pilot checks to perform stunts.



fill the character's entire square, you should handle it as per falling objects (page 289) move the character to the nearest unoccupied square. Note, however, that many vehicles won't require this sort of reaction movement at all. For example, a character can evade repulsorlift vehicles simply by crouching or laying prone (as Qui-Gon and Jar Jar did when overrun by an MTT on Naboo), and a character can safely occupy the same space as a walker by standing between its legs."

#### Page 197

AT-ST stat block: Change Speed to 38 m, and change Hull Points to 120.

#### Page 197

AT-AT stat block: Change Speed to 26 m, and change Hull Points to 360.

#### Page 197

AT-TE stat block: Change Speed to 26 m, and change Hull Points to 320.

#### Page 198

SoroSuub X-34 Landspeeder stat block: Change Speed to 140 m, and change Hull Points to 32.

#### Page 199

Flash Speeder stat block: Change Speed to 84 m, and change Hull Points to 36.

#### Page 200

Chariot command speeder stat block: Change Speed to 42 m, and change Hull Points to 80.

#### Page 200

Ikas-Ando 22-B Nightfalcon stat block: Change Speed to 170 m, and change Hull Points to 32.

#### Page 201

Ubrikkian luxury sail barge stat block: Change Speed to 42 m, change Max Velocity to 100 km/h, and change Hull Points to 120.

#### Page 201

Ubrikkian SuperHaul Model II skiff stat block: Change Speed to 84 m, and change Hull Points to 40.

#### Page 201

Armored Assault Tank description: At the end of the first paragraph, add "However, its electrical systems are almost completely unshielded, making it particularly vulnerable to ion damage (such as from a Gungan energy catapult). If an AAT takes 21 or more points of ion damage in a single hit, it is immediately shut down (treat as catastrophic ionization, Repair DC 30)."

#### Page 201

Replace AAT-1 stat block with the following:

##### Baktoid Armor Workshop AAT-1

**Class:** Speeder [Ground] **Crew:** 4 (Normal +2)  
**Size:** Gargantuan (9.75 m long) **Initiative:** -2 (-4 size, +2 crew)  
**Passengers:** 6 **Maneuver:** -2 (-4 size, +2 crew)  
 (handholds) **Defense:** 16\* (-4 size, +10 armor)  
**Cargo Capacity:** 500 kg **Shield Points:** 0  
**Speed:** 22 m **Hull Points:** 240 (DR 15)  
**Max Velocity:** 55 km/h  
**Cost:** Not available for sale

\* Provides full cover to crew, no cover to passengers

**Weapon:** Heavy laser cannon; **Fire Arc:** Turret;  
**Attack Bonus:** +2 (-4 size, +0 crew, +6 fire control);  
**Damage:** 5d10; **Range Increment:** 300 m.

**Weapon:** Repeating laser cannons (2 fire-linked);  
**Fire Arc:** Front; **Attack Bonus:** +0 (-4 size, +0 crew, +4 fire control) or -2/-2 (multifire) or -4/-4/-4 (autofire); **Damage:** 3d10; **Range Increment:** 100 m.

**Weapon:** Light blaster cannon (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +0 (-4 size, +0 crew, +4 fire control); **Damage:** 2d10; **Range Increment:** 40 m.

**Weapon:** Shell launchers (6); **Fire Arc:** Front;  
**Attack Bonus:** -4 (-4 size, +0 crew, +0 fire control);  
**Damage:** 6d6+3; **Range Increment:** 30 m (6-meter burst radius).

#### Page 201

MTT stat block: Change Speed to 14 m, change Hull Points to 240, and change Blaster cannon damage to 5d10.

#### Page 206

In Table 11-3: Hyperspace Travel Time, divide base travel times by three.

#### Page 210

In the Sensors section, delete the maximum ranges from each sensor mode.

#### Page 210

On Table 11-5: Starship Sensor Detection, replace the Target Range table with the following:

Target Range	Distance in Squares	DC Modifier
Point blank	0-10	-2
Short	11-20	+0
Medium	21-40	+2
Long	41-80	+4
Extreme*	81-160*	+6*

\* Beyond extreme range, add +2 to the DC modifier for each doubling of range.



### Page 211

In the Starship Combat Actions sidebar, add the following at the end of Move Actions: "If the pilot performs a move action other than piloting the ship (such as angling the shields), the starship continues along its last vector at its last declared speed."

Add the following at the end of Attack Actions: "If the pilot performs an attack action, the starship continues along its last vector at its last declared speed."

Change the first sentence of the second paragraph of Full-Round Actions to read: "If the pilot performs a full-round action, the starship continues along its last vector at twice its last declared speed."

### Page 214

Under Range, replace Table 11-8: Starship Range Modifiers with the following:

Range to Target	Range Modifier to Attack Roll*
Point blank (0–10 squares)	+0
Short (11–20 squares)	–2
Medium (21–40 squares)	–4
Long (41–80 squares)	–6

\* Ships separated by more than 80 squares can't fire at one another.

Remove the Point Blank Range subsection, and add the following subsection:

#### Atmospheric Range

Starship weapons in atmosphere have a range increment based on their maximum range in space, as shown in the table below.

Maximum Range (in Space)	Range Increment (in Atmosphere)
Point blank	50 meters
Short	250 meters
Medium	500 meters
Long	1,000 meters

When acquiring a missile lock (see below), missiles have a range increment of 1,000 meters for purposes of range penalties. Missile weapons in atmosphere have a speed of 26 squares per move (1,560 km/h). Because of the presence of atmosphere, missile weapons also have a burst radius: 50 meters for assault concussion missiles, and 20 meters for all other concussion missiles, proton torpedoes, and energy torpedoes.

### Page 214

Replace the Firing into a Dogfight section with the following:

#### Dogfights

When two ships are in dogfight range (0–1 squares apart), some special rules apply:

*Capital ships:* Capital ships have difficulty bringing their weapons to bear on small targets within dogfight range. They can target no more than one-quarter their weapons at any single Medium-size or Small-size starship and no more than one-tenth at any single Tiny, Diminutive, or Fine starship. Round fractional values down, to a minimum of one weapon.

*Firing into a Dogfight:* In dogfights, one must be careful not to fire upon or damage allies by mistake. Apply a –4 penalty to the attack roll when firing at a ship that is within dogfight range of an ally. The penalty assumes that the attacker is trying to avoid hitting the nearby allied ship.

### Page 214

In the Firing into a Dogfight section, change references to "point blank range" with "dogfight range."

### Page 214

In the Point-Defense Weapons section, first paragraph: Change last sentence to read, "Point-defense guns cannot target a ship at greater than point blank range (more than 10 squares away)."

### Page 214

Replace the "Firing a Missile Weapon" section with the following:

#### Establishing and Breaking a Missile Lock

A pilot or gunner can attempt to establish a missile lock against any target up to long range (see Table 11-8: Starship Range Modifiers for penalties based on the firing ship's range to target). To establish a missile lock, the attacker makes an attack roll as an attack action (the missile is not fired as part of this action). The character trying for a missile lock gains a +2 synergy bonus to this roll if he has 5 or more ranks of Computer Use. If the attack roll succeeds, a missile lock is established, giving the attacker a readied action to fire the missile at any point later in the combat.

The missile lock remains established until the missile weapon is fired (unless the target ship moves a range category farther away or leaves the missile launcher's fire arc). The pilot or gunner can execute his readied action to fire the missile at any time.

A missile always moves 15 squares each action and cannot adjust its velocity for any reason. It takes the most direct route to its target and stops only when it hits its target, runs out of fuel (see below), or explodes. A missile acts on the same initiative count as when it was launched and begins acting as soon as it is fired. A missile follows the same movement rules as starships, except that it cannot perform any stunt except Avoid Hazard.

### Page 215

Avoiding Missile Attacks, first paragraph: Change the second sentence to read, "All missile weapons have a Defense of 22 (this includes modifiers for size and speed) and 10 hull points, with no shields or damage reduction."

### Page 218

In Speed Categories, first paragraph: After the second sentence, add "The pilot can choose to go one category faster or slower than the starship's final speed in the last round." At the end of the last sentence, add "up to the maximum speed for that starship."

Under "Cruising Speed," change the second sentence so it reads, "This is the maximum speed for starships and space stations larger than Colossal size, such as Darth Vader's Super Star Destroyer, *Executor*."

**Table 11–13: Starship Speeds**

Speed Category	Squares per Action (Space)	Squares per Action (Atmosphere)	Defense Modifier	Roll/Check Modifier
Stationary	0	0	+0	+0*
Docking	1	1	+0	+0
Cruising	2–4	2	+1	–1
Attack	5–8	3–6	+2	–2
Ramming	9+	7+	+4	–4

Under "Attack Speed," add "This is the maximum speed for starships larger than Small size, such as a Corellian corvette or Imperial star destroyer."

Replace Table 11–13: Starship Speeds with the table above.

**Page 219**

45-Degree Turn description: Change the second sentence to read, "Before it can turn, a starship must move forward a minimum of 1 square at docking speed, 2 squares at cruising speed, 4 squares at attack speed, and 8 squares at ramming speed; a stationary starship can perform a 45-degree turn as a move action without expending 1 square of movement." Delete the last sentence that begins, "Turning completely around . . ."

**Page 219**

Delete the Loop simple maneuver entry.

**Page 220**

Add the following to the Stunts section:

**Afterburn**

Before finishing movement, a pilot can attempt to increase his speed one category (from Cruising to Attack speed, for instance) from his declared speed with a successful Pilot check (DC 15).

**Hard Brake**

Before finishing movement, a pilot can attempt to lower his speed one category (from Ramming to Attack speed, for instance) from his declared speed with a successful Pilot check (DC 15). The new speed category cannot provide fewer movement points than the ship has already spent this action.

**Page 223**

Pursuit stunt description, first paragraph: Change third sentence to read, "A pilot cannot establish pursuit if the target ship hasn't moved since the pilot's last turn."

**Page 227**

X-wing stat block: **Change DR to 10**, and change Maximum Speed in Space to Ramming (9 squares/action). Replace laser cannons range modifiers entry with "Maximum Range: Short."

**Page 228**

Y-wing stat block: **Change DR to 10**. Replace laser cannons and ion cannons range modifiers entry with "Maximum Range: Short."

**Page 228**

TIE Fighter stat block: **Change DR to 10**. Replace laser cannons range modifiers entry with "Maximum Range: Short."

**Page 228**

Z-95 stat block: **Change DR to 10**. Replace triple blasters range modifiers entry with "Maximum Range: Short."

**Page 229**

Droid starfighter stat block: Change Hull Points to 30 (**DR 10**). Replace laser cannons range modifiers entry with "Maximum Range: Short."

**Page 229**

N-1 starfighter stat block: **Change DR to 10**. Replace laser cannons range modifiers entry with "Maximum Range: Short."

**Page 229**

Delta-7 Aethersprite stat block: **Change DR to 10**. Replace laser cannons range modifiers entry with "Maximum Range: Short."

**Page 230**

YT-1300 stat block: **Change DR to 20**, change Initiative to +1 (+1 size), and change Maximum Speed in Space to Cruising (4 squares/action). Replace laser cannon range modifiers entry with "Maximum Range: Short."

**Page 230**

Millennium Falcon stat block: **Change DR to 20**, change Initiative to +1 (+1 size), and change Maximum Speed in Space to Attack (8 squares/action). Replace quad laser cannon range modifiers entry with "Maximum Range: Short." Remove range modifiers entry from blaster cannon (retractable).

**Page 230**

Firespray-31 stat block: **Change DR to 20**, change Initiative to +1 (+1 size), and change blaster cannons damage to 4d10x2. Replace blaster cannons and tractor beam projector range modifiers entry with "Maximum Range: Short."

**Page 231**

Slave I stat block: **Change DR to 20**, and change Initiative to +1 (+1 size). Replace blaster cannons and ion cannon range modifiers entry with "Maximum Range: Short."

**Page 232**

Guardian-class light cruiser stat block: **Change DR to 20**, and change Initiative to +1 (+1 size). Replace laser cannons range modifiers entry with "Maximum Range: Short."

**Page 232**

Imperial Star Destroyer stat block: **Change DR to 60**, change Initiative to –8 (–8 size), change Maximum Speed in Space to Attack (6 squares/action), and change Point laser cannons attack bonus to +14 (+0 size, +2 crew, +8 fire control, +4 battery fire). Replace turbolaser range modifiers entry with "Maximum Range: Long." Replace ion cannons range modifiers entry with "Maximum Range: Medium." Replace point laser cannons range modifiers entry with "Maximum Range: Point Blank."



### Page 233

Mon Calamari cruiser stat block: **Change DR to 60**, and change Initiative to -8 (-8 size). Replace turbolaser range modifiers entry with "Maximum Range: Long." Replace ion cannons range modifiers entry with "Maximum Range: Medium." Replace tractor beam projectors range modifiers entry with "Maximum Range: Short."

### Page 233

Nebulon-B frigate stat block: **Change DR to 40**, and change Initiative to -2 (-2 size). Replace turbolaser range modifiers entry with "Maximum Range: Long." Replace laser cannon and tractor beam projectors range modifiers entry with "Maximum Range: Short."

### Page 233

Corellian corvette stat block: **Change DR to 40**, and change Initiative to -1 (-1 size). Replace double turbolaser cannon range modifiers entry with "Maximum Range: Long."

### Page 234

Corellian cruiser stat block: **Change DR to 40**, and change Initiative to -1 (-1 size). Replace medium turbolaser range modifiers entry with "Maximum Range: Long."

### Page 234

Trade Federation battleship stat block: **Change DR to 60**, change Initiative to -8 (-8 size), and change Atmospheric Speed to 500 km/h (8 squares/action, core ship only). Replace quadlaser range modifiers entry with "Maximum Range: Long."

### Page 234

Republic assault ship stat block: **Change DR to 50**, change Initiative to -4 (-4 size), and change point laser cannon attack bonus to +7 (+0 size, +2 crew, +2 fire control, +3 battery fire). Replace turbo quadlaser range modifiers entry with "Maximum Range: Short." Replace point laser cannons range modifiers entry with "Maximum Range: Point Blank."

### Page 235

Coruscant air taxi stat block: Change Hull Points to 40.

### Page 235

T-47 airspeeder stat block: Change Hull Points to 40.

### Page 235

Snowspeeder stat block: Change Size to Huge (5.3 meters long), change Atmospheric Speed to 1,100 km/h (18 squares/action), and change Hull Points to 60.

### Page 235

Shadow V combat airspeeder stat block: Change Hull Points to 80.

### Page 236

Koro-2 airspeeder stat block: Change Hull Points to 48.

### Page 236

LAAT/I attack gunship stat block: Change Hull Points to 160.

### Page 237

STAP stat block: Change Atmospheric Speed to 400 km/h (7 squares/action), and change Hull Points to 20.

### Page 237

Storm IV cloud car stat block: Change Atmospheric Speed to 1,500 km/h (25 squares/action), and change Hull Points to 80.

### Page 268

**Dark Side Devotee prestige class: Add Intimidate (Cha) to the dark side devotee's list of Class Skills.**

### Page 270

Dark Side Marauder prestige class: Add Advanced Martial Arts and Improved Martial Arts to the bonus feat list.

### Page 272

In the elite trooper's Weapon Specialization class feature, delete the last sentence of the paragraph. Weapon Specialization works at any range.

### Page 274

**Jedi Investigator prestige class: Add Search (Int) to the Jedi investigator's list of Class Skills.**

### Page 280

**Starship Ace: Under Requirements, a starship ace needs 9 ranks of Pilot, not 10 as indicated.**

Under class features, change the first sentence of Familiarity from "The starship ace gains a bonus on Pilot and Repair checks . . ." to "The starship ace gains a competence bonus on Pilot and Repair checks . . ."

### Page 289

Remove the second and third sentences from the first paragraph in the Falling entry so that it reads, "A character takes 1d6 points of damage for every 4 meters of a fall, to a maximum of 20d6 points. If the character has no vitality points, the damage is automatically applied to wound points."

### Page 289

Replace the third paragraph under Falling Objects with the following: "If the character has no vitality points, the damage is automatically applied to wound points. A successful Reflex save allows the character to take half normal damage."

Add the following to the end of the fourth paragraph: "In the case of Large or greater-size falling objects that would fill the entire square, a character who is not pinned under the falling object is physically moved to the nearest unoccupied square adjacent to the object (determine randomly if multiple squares are equally close). Any distance moved is counted against that character's movement next round."

### Page 291

**Table 12-26: Acid Damage should be changed as follows:**

- Mild acid deals 1d6 points of damage (attack) or 2d6 points of damage (total immersion).
- Potent acid deals 2d6 points of damage (attack) or 4d6 points of damage (total immersion).
- Concentrated acid deals 3d6 points of damage (attack) or 6d6 points of damage (total immersion).



**Page 307**

Chewbacca stat blocks: In beginning of Episode IV stat block, increase Astrogate and Computer Use to +8. In end of Episode VI stat block, increase Astrogate and Computer Use to +10.

**Page 310**

Yoda stat block: Change melee attack to +20/+15/+10/+5\* melee (2d6+4d8-1/19-20, short lightsaber), and replace lightsaber with short lightsaber in equipment list.

**Page 336**

Bantha stat block: Under SQ, add DR 5.

**Page 337**

Under Gundark special qualities, omit "and a +4 species bonus on saves against the Force skill Fear" from the Fearlessness description.

**Page 338**

Rancor stat block: Under SQ, add DR 5.

**Page 339**

Reek stat block: Under SQ, add DR 5.

**Page 340**

**Battle Droid description:** The second sentence currently reads: "However, more expensive versions with improved targeting capabilities can be procured for double and triple the normal price (1,600 credits for the mid-level model and 2,400 credits for the high-level model)." These prices should be changed to 3,600 (mid-level) and 5,400 (high-level), respectively.

**Page 345–346**

Doctor stat blocks:

For the low-level doctor, add Knowledge (chemistry) +9, Knowledge (genetics) +9, and Skill Emphasis (Profession [doctor]); change Profession (doctor) to +12.

For the mid-level doctor, add Knowledge (chemistry) +13 and Knowledge (genetics) +13.

For the high-level doctor, add Knowledge (chemistry) +17, Knowledge (genetics) +17, Sense Motive +5, and Sharp-Eyed; change Search to +17.

**Page 352**

Slicer stat blocks:

For the low-level slicer, add Forgery +5, Knowledge (streetwise) +9, and Skill Emphasis (Repair); change Repair to +14.

For the mid-level slicer, add Forgery +11, Knowledge (streetwise) +14, and Skill Emphasis (Forgery); remove Fame; change Reputation to +2, Knowledge (technology) to +12, and Profession (computer programmer) to +13.

For the high-level slicer, add Forgery +13, Knowledge (streetwise) +18, Skill Emphasis (Forgery), and Weapon Group Proficiency (blaster pistols); remove Fame; change Reputation to +3, Computer Use to +26, Disable Device to +23, Knowledge (technology) to +18, Profession (computer programmer) to +17, Repair to +20, and Search to +21.

**Page 354**

Stormtrooper stat blocks:

A low-level stormtrooper should have Defense 12 (+2 class).

A mid-level stormtrooper should have Defense 14 (+3 class, +1 Dex).

**Page 357**

Yuuzhan Vong Equipment sidebar: Under the razorbug description, references to the "Deflect Blasters feat" should be replaced with "deflect special ability."

**Page 362**

Under Droid Limitations, add Force Grip to the list of Alter skills that affect droids.

**Page 366**

Under Droid Repair: The last sentence of the Shutdown description currently reads as follows: "Shutting down an unwilling droid—an opponent in combat, for example—is not possible." Replace this sentence with the following: "Shutting down an unwilling droid—an opponent in combat, for example—first requires a successful unarmed attack roll, then a successful Repair check (DC 10). This can only be attempted against a droid with no vitality points or shields, or if your attack roll is a critical hit. (You do not inflict damage in any event.)"

**Page 369**

In Table 15–6: Droid Accessories, change the DR for shield generators to DR 5 (5,000 credits), DR 10 (10,000 credits), and DR 15 (15,000 credits).

**Page 370**

Shield Generator description: Change the DR listed to 5, 10, and 15, respectively. Add the following text to the end of the entry: "Shield generators require massive amounts of power to operate, but they can be maintained for a number of rounds equal to the droid's Constitution score without any trouble. To maintain them for another round, the droid must make a Constitution check (DC 10). The droid must check again each round it continues to operate its shields, and the DC of this check increases by 1 for each previous check the droid has made. When the droid fails this check, or when the droid drops its shields any time after operating them for a number of rounds greater than its Constitution score, the droid's shields overheat and cannot be reactivated for 1 minute (10 rounds). Raising or dropping shields is a free action, but you cannot raise and drop shields in the same round."

**Page 373**

Baktoid Combat Automata B2 Series stat block: Change ranged attack to +2 ranged (3d8/19–20, double blaster rifle) or –2/–2 ranged (3d8/19–20, double blaster rifle with multifire) or –4/–4/–4 ranged (3d8/19–20, double blaster rifle with autofire)." Under Equipment, remove blaster rifle and replace it with double blaster rifle and stabilized weapon mount.

**Page 373**

Droideka Series description: At the end of the second paragraph, add "A droideka cannot operate its shields or make any attack actions when in wheel mode. Switching between wheel mode and walking mode is a move action."



### Page 373

In Destroyer Droids & Autofire sidebar, replace the table with the following:

	First Blaster	Second Blaster
Rapid Shot	+9/+9/+9/+4/-1	—
plus autofire	+7/+7/+7/+7/+2/-3	—
plus second blaster (multifire)	+1/+1/+1/+1/-4/-9	+1/+1
plus second blaster (autofire)	-1/-1/-1/-1/-6/-11	-1/-1/-1

### Page 374

Droideka Series stat block: Change Spd (wheel mode) to 24 m, VP/WP to 0/18, and ranged attack to +11/+11/+6/+1 ranged (4d8/19–20, heavy repeating blaster, multifire). Under Equipment, change shields to DR 15, replace remote processor with remote receiver, and add stabilized weapon mount (2). Under Skills, change Listen to +2, change Spot to +2, and add Speak Binary. Under feats, replace Weapon Group Proficiency (blaster pistols) with Toughness.

## About the Author

Gary M. Sarli is a freelance writer and editor whose credits include *Ultimate Adversaries* (**Star Wars Roleplaying Game**), *Heroes of Battle*, *City of Splendors: Waterdeep*, and *Power of Faerûn* (**Dungeons & Dragons**). He also moderates on the Wizards.COMmunity message boards as WizO the Hutt, cheerfully feeding Code of Conduct violators to the Sarlacc. Gary still works as a staff member for SWRPGNetwork, three-time ENnie Award winner in the Best Fan Website category and host of the *Star Wars* RPG Frequently Asked Questions.