

# STAR WARS

ROLEPLAYING GAME

## Star Wars Saga Edition - Errata Updated - October, 2008

### p. 38 – Base Attack Bonus

Should read, “**Base Attack Bonus:** The character’s base attack bonus. Apply this bonus to the character’s attack rolls.” Base attack bonus does not apply to damage rolls.

### p. 38 – Jedi class skills.

Jump and Mechanics should be class skills for all Jedi.

### p. 40 – Resilience Talent

Should read “You can spend a full-round action to move +2 steps up the condition track (see Conditions, page 148)”

### p. 41 – Block Talent

Add the following sentences before the last sentence of the Block talent:

“You may use the Block talent to negate melee area attacks, such as those made by the Whirlwind Attack feat. If you succeed on the Use the Force check, you take half damage if the attack hits and no damage if the attack misses. You may spend a Force point to use this talent to negate an attack against an adjacent character.”

### p. 41 – Deflect Talent

Before the last sentence of the first paragraph, add the following sentence: “You may spend a Force Point to use this talent to negate an attack against an adjacent character.”

Replace the second paragraph with the following:

“You can use this talent to deflect some of the barrage of shots fired from a ranged weapon set on autofire, or the *Force lightning* Force power. If you succeed on the Use the Force check, you take half damage if the attack hits and no damage if the attack misses.”

### p. 44 – Wealth Talent

Change reference to “your noble level” to “your class level”

### p. 46 – Fool’s Luck Talent

Change reference to “luck bonus” to “competence bonus”

### p. 47 – Hyperdriven Talent

Remove the word “scoundrel” before the phrase “class level.”

### p. 51 – Soldier Defense Bonuses

Should read, “At 1st level you gain a +1 class bonus to your Reflex Defense and a +2 class bonus to your Fortitude Defense.”

### p. 52 – Stunning Strike Talent

Change the phrase “if your attack roll” to “if your damage roll”

### p. 59 – Table 4-1: Trained Skills by Class table

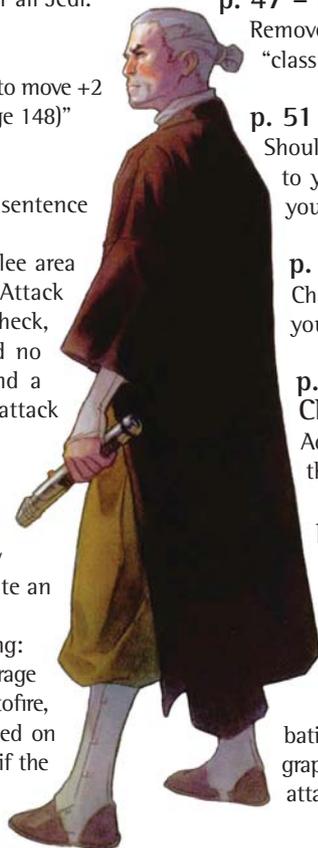
Add Jump and Mechanics to the class skills for the Jedi.

### p. 62 – Table 4-2: Skills

Change the – in the Jedi column to a C for the Jump and Mechanics skills.

### p. 62 – Acrobatics Skill

In the last sentence of the second paragraph, change, “a DC 15 Reflex save” to “a DC 15 Acrobatics check” The first sentence of the second paragraph under the **Escape Bonds** header refers to “an attack action.” This should be “a standard action.”





Under the **Special** section, replace the last sentence with the following: “If you are trained in Acrobatics, you gain a +5 bonus to your Reflex Defense when fighting defensively (see Fighting Defensively, page 152).”

#### p. 68 – Jump Skill

Add the following before the last sentence under the “Jump Down” use of the Jump skill: For every 10 points by which you beat the DC, you can subtract an additional 3 meters from the fall when determining damage.

#### p. 69-70 – Mechanics Skill

First full sentence of second paragraph should read “On a result...” instead of “One a result...”

Under the **Jury-Rig** header, replace the 4th sentence with the following: “A jury-rigged device or vehicle gains +2 steps on the condition track and 1d8 hit points.”

Under the **Special** header, add the following sentence: “Characters who are untrained in the Mechanics skill can still use the aid another action to assist on Mechanics checks.”

#### p. 73 – Stealth Skill

Change the last sentence under the **Conceal Item** header to say, “Drawing a concealed item is a standard action.”

#### p. 82 – Acrobatic Strike Feat

Reduce the bonus provided by this feat from +5 to a +2 competence bonus.

#### p. 82 – Burst Fire Feat

Change the **Prerequisites** for the feat to: Proficient with heavy weapons, proficient with weapon. At the end of the **Special** paragraph, add the following text: “If you do not have a Strength of 13 or higher, increase the penalty on attacks to –10 when using this feat with non-vehicle weapons.”

#### p. 85 – Force Training Feat

Under the **Special** section, the feat should say, “Each time you take this feat, you add to your Force suite a number of new Force powers equal to 1 + your Wisdom modifier.”

#### p. 88 – Rapid Shot Feat

Remove the Strength prerequisite from the feat.

Add the following sentence to the **Special** section of the feat: “If you do not have a Strength of 13 or higher, increase the penalty to attacks to –5 when using this feat with non-vehicle weapons.”

#### p. 88 – Rapid Strike Feat

Remove the Dexterity prerequisite from the feat.

Add the following sentence to the **Special** section of the feat: “If you do not have a Dexterity of 13 or higher, increase the penalty to attacks to –5 when using this feat with non-light weapons.”

#### p. 89 – Whirlwind Attack Feat

In the first sentence under **Benefit**, change the word “opponent” to “target.”

#### p. 93 – Using Force Points

Spending a Force Point to return a power to your Force suite is a reaction, not a swift action.

#### p. 96 – Using Force Powers

Change the second method under **Regaining Force Powers** to say the following “–If you roll a natural 20 on a Use the Force check to activate a Force power, you regain all spent Force powers at the end of your turn.”

### p. 96 – Force Power Descriptors

Add the following entry after the **Mind-Affecting** paragraph:  
**Telekinetic:** A Force power with the [telekinetic] descriptor uses telekinesis to accomplish its ends. Many telekinetic powers interact with the world physically in similar ways, and are covered as a group by some talents. If a target of a [telekinetic] Force power has cover, it gains a cover bonus to its relevant Defense score or on its opposed check to resist the power. If the target of a [telekinetic] Force power has concealment, you take a penalty on your Use the Force check to activate the power unless you have used the Sense Surroundings application of the Use the Force skill this turn. Use the standard bonuses and penalties for cover and concealment provided on pages 156-157.

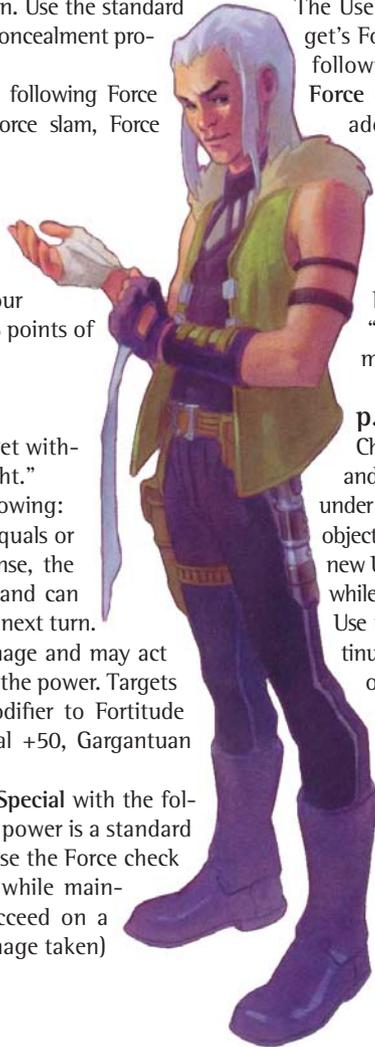
Add the telekinetic descriptor to the following Force powers: Force disarm, Force grip, Force slam, Force thrust, move object.

### p. 96 – Battle Strike

Change the DC 15 text to: “Gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional 1d6 points of damage if the attack hits.”

### p. 97 – Force Grip

Change the Target text to “One target within 12 squares and within line of sight.”  
Replace the DC 15 text with the following:  
DC 15: If your Use the Force check equals or exceeds the target’s Fortitude Defense, the target takes 2d6 points of damage and can only take a single swift action on his next turn. Otherwise, the target takes half damage and may act normally, and you may not maintain the power. Targets larger than Medium add a size modifier to Fortitude Defense against this power: Colossal +50, Gargantuan +20, Huge +10, Large +5.  
Replace the second sentence under **Special** with the following: “Maintaining the Force grip power is a standard action, and you must make a new Use the Force check each round. If you suffer damage while maintaining a Force grip, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue concentrating.”



### p. 97 – Force Disarm

Change the Target text to “One target within 12 squares and within line of sight.”

### p. 97 – Force Slam

Add the following sentence before the “This is an area effect” sentence: “Targets larger than Medium add a size modifier to Fortitude Defense against this power: Colossal +50, Gargantuan +20, Huge +10, Large +5.”

### p. 98 – Force Stun

The Use the Force check should be compared to the target’s Fortitude Defense instead of Will Defense. Add the following sentence to the end of the **Make a Use the Force Check** paragraph: “Targets larger than Medium add a size modifier to Fortitude Defense against this power: Colossal +50, Gargantuan +20, Huge +10, Large +5.”

### p. 98 – Force Thrust

In the second paragraph under **Make a Use the Force Check**, change the first sentence to say, “The target adds its base attack bonus and its size modifier to its...”

### p. 98 – Move Object

Change the Target text to “One target within 12 squares and within line of sight.” Replace the second sentence under **Special** with the following: “Maintaining the move object power is a standard action, and you must make a new Use the Force check each round. If you suffer damage while maintaining move object, you must succeed on a Use the Force check (DC = 15 + damage taken) to continue concentrating. If you deal damage with the move object power, you cease to be able to maintain it.”

### p. 100 – Surge

The surge power should be a free action, not a swift action. Add the following sentences under **Special**: “Using the surge power counts as a running start for determining a Jump DC. You may spend a Destiny Point to gain an additional 4 squares of movement; when you do so, you may also use any and all movement for the round as a part of a jump (no Jump check required).”



#### p. 100 – Disciplined Strike Talent

Change the phrase “has a cone effect” to “has an area effect” instead.

#### p. 100 – Telekinetic Power Talent

Change the text of the first sentence of the talent to say, “Whenever you roll a natural 20 on your Use the Force check to activate a power with the *[telekinetic]* descriptor, you may choose to use that power again immediately as a free action.”

#### p. 100 – Telekinetic Savant Talent

Change the text of this talent to say: “Once per encounter as a swift action, you may return one Force power with the *[telekinetic]* descriptor to your suite without spending a Force Point.”

#### p. 102 – Force Point Recovery

Remove the second paragraph.

#### p. 113 – Spending Destiny Points

Change the third bullet point to say, “Act out of turn (thus changing your position in the initiative order) once per encounter.”

#### p. 120 – Weapon Qualities

The entry for **Stun Damage** should read as follows:

“If the weapon has a stun setting, it is listed here. A weapon set to stun does stun damage equal to its normal damage (see **Stunning**, page 162, for more information). Ranged weapons set to stun have a maximum range of 6 squares unless noted otherwise.”

#### p. 122-123 – Table 8-3: Melee Weapons

All damage entries in the “Stun” column of the table should be replaced with the word “Yes” except the stun baton, which should say “Yes (2d6).”

#### p. 126-127 – Table 8-4: Ranged Weapons

All damage entries in the “Stun” column of the table should be replaced with the word “Yes” except for the stun grenade, which should say, “Yes (4d6).” The listings for the sporting blaster pistol, the sporting blaster rifle, and the bowcaster should be given a superscript of 4, denoting accurate weapons. The listings for the hold-out blaster, heavy blaster pistol, blaster carbine, blaster cannon, heavy blaster rifle, thermal detonator, net, and grenade launcher should be given a superscript of 5, denoting inaccurate weapons. Add the following footnotes at the bottom of the table:

*4 Accurate weapon: This weapon takes no penalty when firing at targets at short range.*

*5 Inaccurate weapon: This weapon cannot fire at targets at long range.*

#### p. 128 – Blaster Rifle, Sporting

In the last paragraph, change the number “50” to “100”.

#### p. 152 – Charge

Replace the text of the Charge action with the following: “As a standard action you can move your speed (minimum 2 squares) in a straight line and then make a melee attack at the end of your movement. You gain a +2 competence bonus on your attack roll and take a –2 penalty to your Reflex Defense until the start of your next turn. You cannot charge through low objects or squares occupied by enemies (allies do not hinder your charge), and charging through Difficult Terrain costs twice as much per square as normal. You cannot tumble (as per the application of the Acrobatics skill) during your movement as a part of a charge. After you resolve a charge attack you can take no further actions this turn.”

#### p. 154 – Aim

Add the following sentence to the second paragraph of the description of the Aim action:

“Aiming provides no benefit when making an area attack.”

#### p. 155 – Area Attacks

Replace the first sentence of the second paragraph with the following: “When you make an area attack, you make a single attack roll; if your modified attack roll is equal to 10 or higher, compare the result to the Reflex Defense of every target in the area.” Add the following sentence to the end of the second paragraph: “A natural 20 on an area attack roll automatically hits all targets within the affected area, but area attacks do not deal double damage on a critical hit.”

#### p. 157 – Cover

Add the following sentence to the end of the description of Cover: “A target with cover or improved cover takes no damage from area attacks if the attack roll is less than the target’s Reflex Defense. For a burst or splash weapon, determine cover relative to the center of the weapon’s area of effect. For an autofire weapon, determine cover relative to the attacker.”

#### p. 167 – Critical Hits

Add the following sentence to the end of this entry: “When using a vehicle weapon, you cannot apply any effect that causes an automatic natural 20 or automatic critical hit (such as spending a Destiny Point or using the Jedi Master’s serenity class feature), unless a rule specifies that it can be used with vehicle weapons.”

#### p. 169 – Vehicle Damage Threshold

Replace the last sentence in this section with the following: “In addition, all the vehicle’s occupants take damage equal to one-half the amount that exceeded the vehicle’s damage threshold.”

#### p. 172 – Increase Vehicle Speed

Add the following sentence to the end of the entry:

“You may attempt to increase vehicle speed once per round as a free action when using the all-out movement action.”

#### p. 173 – Collisions

Add the following sentence to the end of the first paragraph: “Unless the vehicle provides no cover to those onboard, any damage dealt to passengers and crew in a collision is reduced by an amount equal to the vehicle’s damage threshold.”

#### p. 186 – Droid Cost Factor

Add the following sentence to the end of the section on Cost Factor: “Droids that are Small size or smaller treat their cost factor as being equal to 2/their cost factor for the purposes of determining accessory weight.”

#### p. 191 – Synchronized Fire Circuits

Change the end of the last sentence to say, “a droid with synchronized fire circuits grants a +5 bonus instead of a +2 bonus on the other droid’s check or roll.”

#### p. 198 – 3PO Series Protocol Droid

Change Intelligence score to 13 and Charisma to 14.



**p. 199 – B1 Series Battle Droid**

Under Systems replace the remote processor with a remote receiver.

**p. 200 – B2 Series Super Battle Droid**

Under Atk Options change “aid another (+4)” to “aid another (+5)”.

**p. 200 – Droideka Stat Block**

Replace the droideka stat block with the following statistics:

**Droideka Series Destroyer Droid CL 4**

Large droid (4th-degree) nonheroic 1 **Init** +8; **Senses** Perception +13 **Languages** Basic, Binary [rule] **Defenses** Ref 16 (flat-footed 14), Fort 13, Will 12 **hp** 40; **SR** 20; **Threshold** 18 **Immune** droid traits [rule] **Speed** 2 squares (walking), 10 squares (wheeled)

**Melee** unarmed +7 (1d4+3)

**Ranged** laser cannon +12 (3d8) or

**Ranged** laser cannon +10 (4d8) with Rapid Shot or

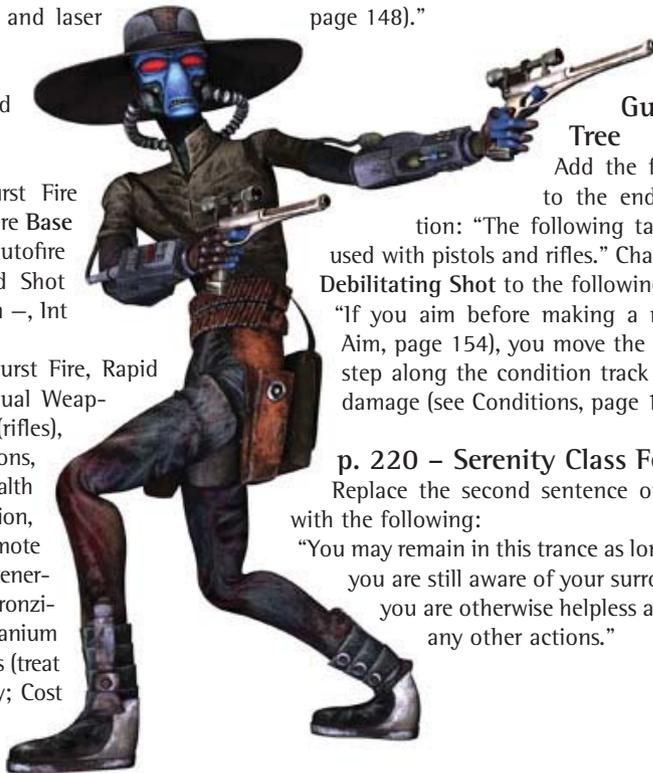
**Ranged** laser cannon +7 (5d8) with Burst Fire or

**Ranged** laser cannon +10 (3d8) and laser cannon +10 (3d8) or

**Ranged** laser cannon +8 (4d8) and laser cannon +8 (4d8) with Rapid Shot or

**Ranged** laser cannon +5 (5d8) and laser cannon +5 (5d8) with Burst Fire **Fighting Space** 2x2; **Reach** 1 square **Base Atk** +9; **Grp** +17 **Atk Options** autofire (laser cannons), Burst Fire, Rapid Shot [rule] **Abilities** Str 16, Dex 15, Con –, Int 8, Wis 14, Cha 7

**Feats** Armor Proficiency (light), Burst Fire, Rapid Shot, Dual Weapon Mastery I, Dual Weapon Mastery II, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, rifles) **Skills** Perception +13, Stealth +3 **Systems** walking locomotion, wheeled locomotion (exclusive), remote receiver, 2 tool appendages, shield generator (SR 20), integrated comlink, bronzium shell (+5 armor; treat as quadanium plating) **Possessions** 2 laser cannons (treat as blaster rifles) **Availability** Military; **Cost** 21,000 credits



**p. 201 – IG-100 Series Bodyguard Droid**

Replace Defenses line with “Ref 18 (flat-footed 17), Fort 19, Will 18.”

**p. 206-235 – Prestige Class Requirements**

All requirements that state “Minimum Heroic Level” should instead say “Minimum Level” throughout the chapter.

**p. 207 – Juke Talent**

Replace the text of the Juke talent with the following:

**Juke:** When you fight defensively as the pilot of a vehicle (see page 171), you may negate a weapon hit on your vehicle using the Vehicular Combat feat one additional time per round.

*Prerequisites:* Vehicular Evasion

**p. 208 – Hunter’s Mark Talent**

Replace the text with the following:

“If you aim before making a ranged attack (see Aim, page 154), you move the target character -1 step along the condition track if the attack deals damage (see Conditions, page 148).”

**p. 216 –  
Gunslinger Talent  
Tree**

Add the following sentence to the end of the introduction: “The following talents may only be used with pistols and rifles.” Change the text of the **Debilitating Shot** to the following:

“If you aim before making a ranged attack (see Aim, page 154), you move the target character -1 step along the condition track if the attack deals damage (see Conditions, page 148).”

**p. 220 – Serenity Class Feature**

Replace the second sentence of the class feature with the following:

“You may remain in this trance as long as you wish, and you are still aware of your surroundings; however, you are otherwise helpless and cannot perform any other actions.”

**p. 228 – Bespin**

Swap the Major Export and Major Imports.

**p. 234 – Rodia**

Change the Moons entry from 2 to 4.

**p. 255 – Falling Damage**

Change the second paragraph to read as follows:

**Acrobatics and Jump:** If you are trained in the Acrobatics or Jump skills, you can reduce the damage you take from a fall with a successful skill check (see skill descriptions). If the check succeeds and you take no damage from the fall, you land on your feet. If you fall from a height of greater than 60 meters, treat the fall as being only 60 meters for the purposes of reducing falling distance.

**p. 261–262 – Anakin Skywalker (Darth Vader) Stat Block**

In Senses line, Perception should be +18.

Defenses should be Reflex 40 (37 flat-footed), Fort 37, Will 34.

Replace the attack lines with the following:

Melee lightsaber +23 (2d8+17) or

Melee lightsaber +21 (3d8+17) with Rapid Strike or

Melee lightsaber +18/+18 (2d8+17) with Double Attack or

Melee lightsaber +16/+16 (3d8+17) with Double Attack and Rapid Strik

Ranged by weapon +21

Base Atk +18; Grp +21

Replace Vader's skills with the following:

Initiative +17, Jump +17, Mechanics +16, Perception +18, Use the Force +17 (can reroll when using *[dark side]* powers, can substitute for Pilot checks)

**p. 263 – Padme Stat Block**

Replace “Wanted Alive” talent with “Inspire Confidence.”

**p. 264 – Luke Skywalker Stat Block**

Reflex Defense should be 28 (25 flat-footed).

Replace the attack lines with the following:

Melee lightsaber +14 (2d8+11)

Melee lightsaber +9/+9 (2d8+11) with Double Attack

Ranged blaster +12 (3d6+5)

Add the following line between the Abilities and Talents lines: **SQ Vehicle dodge +1**

Add the Elusive Dogfighter talent to Luke's talent list.



**p. 265 – Han Solo Stat Block**

Attack bonus with heavy blaster pistol should be +12 instead of +14.

**p. 266 – Chewbacca Stat Block**

Replace Chewbacca's skills with the following:

Climb +10 (can take 10 when distracted), Endurance +15, Initiative +11, Mechanics +11 (can reroll when making jury-rigged repair), Perception +10 (can reroll), Persuasion +5 (can reroll attempts to intimidate), Pilot +11, Use Computer +11.

Remove the Extra Rage feat and add Shake It Off.

**p. 267 – R2-D2 Stat Block**

Attack bonus with electroshock probe should be +9 instead of +10. Ranged attack should be +8, not +14.

**p. 268 – C-3PO Stat Block**

C-3PO should have Intelligence 13, Wisdom 13, and Charisma 15. Reduce Deception skill bonus to +10 and Persuasion skill bonus to +15.

**p. 268 – Yoda Stat Block**

Replace the Languages line with:

Languages Basic, Cerean, Shyriiwook (understand only)

Replace third line of melee attacks with:

Melee lightsaber +19/+19/+19 (2d8+16) with Triple Attack

**p. 270 – Boba Fett Stat Block**

Reflex Defense should be 36 (33 flat-footed).

**p. 271 – General Grievous Stat Block**

Reflex Defense should be 35 (31 flat-footed). Attack bonuses on final Melee line should be +9, not +11.

**p. 278 – Nonheroic Class Skills**

Add the Ride skill to the list of Class Skills for the nonheroic character, below Table 3-3.

**p. 281 – Clone Trooper**

Perception skill bonus should be +9 and should have the Coordinated Attack feat.

**p. 282 – ARC Trooper**

On the Defenses line, the text after Ref should be “23 (21 flat-footed).”

Replace the line that starts with “hp” with the following: “hp 57; DR 1Threshold 24; delay damage”

Add the following line below the Abilities line:

Special Qualities delay damage.

**p. 283 – Bounty Hunter**

Replace the bounty hunter’s skills with the following: Perception +14, Survival +12. Add the “H” superscript after Perception.

**p. 284 – Dark Side Marauder**

Remove “Tough as Nails” from the Special Actions line.

**p. 41 – New Sidebar**

Use the following sidebar to explain talents and abilities that rely on the target’s Dark Side Score:

**Sensing the Dark Side**

You must be aware that your target has a Dark Side Score of 1+ to use talents, feats, or other abilities that depend on your target having a Dark Side Score. Witnessing a target performing an action that would earn an increase to one’s Dark Side Score (such as using a Force power with the [dark side] descriptor) satisfies this requirement. Gamemasters may also waive this requirement when you encounter an opponent that you know to have a Dark Side Score due to previous encounters (such as having past experience with stormtroopers or Sith Lords) or for opponents taking no particular precautions to conceal the presence of a Dark Side Score (such as thugs, bounty hunters, crime lords, etc.).

**p. 77 – Use the Force Skill**

Add the following sentence to the end of the second paragraph under the Sense Force application of the skill:

“You can also specify that you are attempting to sense only Force-users with a Dark Side Score of 1 or higher; success reveals only those Force-users with dark side scores, and not any other Force-users.”

Under the Sense Surrounding application of the skill, add the phrase “until the start of your next turn” to the end of the first sentence.

Under the Telepathy application of the skill, change the first part of the last sentence to say, “Against an unwilling target, you must make a Use the Force check against the target’s Will Defense or the base skill DC, whichever is higher;”

Under the Move Light Object application of the skill, add the following sentence to the end of the paragraph: “Using an object as a projectile weapon is otherwise treated as a ranged attack for the purposes of talents and feats that interact with ranged attacks.”

TERCEIRA TERRA  
**HOLOCAST**

VISITE NOSSO BLOG: [WWW.HOLOCAST.TERCEIRATERRA.COM](http://WWW.HOLOCAST.TERCEIRATERRA.COM)