

Star Wars Roleplaying Game Errata

We're making a number of corrections and clarifications for the second printing of the Star Wars Roleplaying Game, and we wanted you to be the first to know. For those of you who bought the first printing, check out this complete list of errata so you can be sure to have the official rulings right at your fingertips.

Page 12, under Human Racer template, under Skills

Repair should be +3, not +5.

Page 33, under Sullustan Species Traits, under Automatic Language

Add Basic.

Page 34, under Trandoshan Species Traits, under Automatic Language

Add Basic.

Page 39, right column, replace paragraph 8 with ...

Defense Bonus: The character's bonus to his Defense. Note that this bonus does not stack with any bonuses for armor worn, and that wearing armor penalizes a character's speed and certain skill checks.

Page 48, under Scout entry, under Uncanny Dodge

The second sentence should read: "At 4th level and above, the scout retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker."

Page 78, under Jump, under Special

A character who has the Run feat and makes a running jump check increases the distance or height by one-fourth, not one-third.

Page 82, Survival DC Table

The DC for the third entry (avoid getting lost ...) should be 18, not 15.

Page 83, left column, replace paragraph 1 with ...

Long-term Care: Providing long-term care means treating an injured character for a day or more. If successful, the patient recovers wound points or ability points lost to temporary damage at twice the normal rate. (That is, 2 wound points or 2 ability points per day instead of 1.) You can tend up to six patients at a time. You need common medical supplies as can be found easily in civilized regions of space.

Page 83, left column, replace paragraph 5, 6 & 7 with ...

Use Medpac: A medpac is a simple medical device that is applied to a wounded or dying character and activated. A medpac restores 1 wound point to any wounded character. If the character is dying, the application of a medpac also stabilizes the character.

The number of wound points restored by a medpac can be increased using the Treat Injury skill.

Result	Additional Wounds Restored
5 - 9	1
10 - 14	2
15 - 19	3
20-24	4
25+	5

This application of the Treat Injury skill can't be used untrained. You must have at least 1 rank in the skill to increase the restorative effects of a medpac. A character can only be healed (have wounds restored) once in a 24-hour period by a medpac, though the character can be stabilized any number of times. Using a medpac depletes its contents (even if it is only used to stabilize a dying character).

Use Bacta Tank: A specialized medical tank filled with the miraculous liquid, bacta, promotes rapid healing and acts as a powerful disinfectant. When a character has been severely wounded, bacta tank treatment is the best method for restoring lost wound points. With a successful Treat Injury check and a bacta tank, a character recovers wound points at a rate of 1 per hour (instead of 1 per day).

Page 94, under Frightful Presence

The DC is "10 plus one-half your level and Charisma modifier," not "10 plus your level and Charisma modifier."

Page 95, under Heroic Surge

Replace the last sentence with the following: "You may use Heroic Surge a number of times per day, based on your character level, but never more than once per round. 1st–4th level, once per day; 5th–8th level, twice per day; 9th–12th level, three times per day; 13th–16th level, four times per day; 17th–20th level, five times per day."

Page 123, under Bacta Tank, replaces paragraphs 3 & 4

Any character who has suffered wound damage can benefit from a bacta tank treatment, but its miraculous properties are most evident when used on a severely wounded patient. Bacta treatment is the best method for healing characters that have suffered massive amounts of wound damage.

Patients undergoing bacta tank treatment recover wound points at a rate of 1 per hour (instead of 1 per day).

Page 124, under Glow Rod

The glow rod projects a beam of light up to 10 meters, not 50 meters.

Page 124 & 125, under Medpac, replaces paragraph 2 & 3

A medpac restores 1 wound point to any wounded character. If the character is dying, the application of a medpac also stabilizes the character. The application of a medpac requires a full-round action. If the user has the Treat Injury skill, he or she can heal additional wounds, depending on the result of the skill check (see page 82). A medpac can't restore more wound points than an injured character started with.

A character can only be healed (have wounds restored) once in a 24-hour period by a medpac, though the character can be stabilized any number of times. Using a medpac depletes its contents (even if it is only used to stabilize a dying character).

Page 125, Table 7-4: Equipment

The fusion lantern was left off the list. It is a hand-held device, larger than a glow rod, that produces light and heat. It costs 25 credits and weighs 2 kg.

Page 131, left column, replaces the Vitality and Wound Points section

Vitality and Wound Points

Vitality points represent your character's ability to turn a direct hit into a glancing blow or a near miss. Damage is usually deducted from your vitality points.

Wound points represent how much damage a character can take before falling unconscious or dying. Damage is deducted from your wound points only after you've exhausted your vitality points or when you are struck by a critical hit.

Page 131, right column, replaces the 0 Vitality Points section

0 Vitality Points

If you run out of vitality points, you can no longer avoid real damage. Any additional damage you receive is deducted from your wound points.

Fatigued

If you take any wound damage, you are fatigued. You cannot run or charge, and you suffer an effective penalty of -2 to Strength and Dexterity. In addition, each time you take wound damage you must make a Fortitude saving throw (DC 10) or be stunned for 2d6 rounds.

Page 131, right column, replaces the Healing Naturally section

You regain 1 wound point for each day of light activity or rest. For each hour of light activity or rest, you regain a number of vitality points equal to your level. A full night's sleep (8 hours) restores all vitality.

Page 132, replaces Vitality and Wound Points

Your vitality and wound points tell you how much punishment you can take before dropping. Your vitality points are based on your class, your level, and your Constitution modifier, while your wound points are equal to your Constitution score. Wound points for most creatures are determined by their Constitution and size.

When your vitality points reach 0, you can no longer avoid real damage. Any additional damage dealt to you is deducted from your wound points.

When you take any wound damage, you are fatigued. In addition, each time you take wound damage you must make a Fortitude saving throw (DC 10) or be stunned for 2d6 rounds.

When your wound points reach 0 you fall unconscious and are dying. You immediately make a Fortitude save (DC 10) to see if you die from your injuries. Even if you succeed, you must make a Fortitude save every hour until you stabilize or die. (See Injury and Death, page 139.)

Page 135, under Improvised Thrown Weapons

Improvised thrown weapons have a range increment of 2 meters, not 10 feet.

Page 139, replaces the Injury and Death section up to Damaging Helpless Defenders

Injury and Death

Your vitality and wound points measure how hard you are to kill. While your opponents know a number of ways to hurt, harm, or kill you, you usually just take damage and lose vitality (or wound) points. The damage from each successful attack and each fight accumulates, reducing your vitality or wound point totals until one or the other reaches 0. Then you're in real trouble. Luckily, you have a number of ways to regain vitality and wound points. If you have a few hours (or days) to rest, you can recover lost vitality (or wound) points on your own. Technology provides faster ways to restore lost wound points.

What Vitality Points Represent

Vitality points represent your character's ability to avoid the nastiest effects of being hit in combat, turning a lethal hit into a near miss. Losing vitality from a blaster shot doesn't mean the blaster bolt hit you, but rather indicates that you barely dodged and avoided taking physical damage. As you lose vitality points, you become tired and less able to avoid deadly hits. A high-level character has a greater pool of vitality points, and is better able to avoid physical damage.

What Wound Points Represent

Wound points represent your character's capacity to withstand physical trauma. Losing wound points from a blaster attack indicates that the blaster bolt hit you, dealing potentially deadly damage.

Effects of Damage

Once you run out of vitality points, additional damage is deducted from your wound points. Damage doesn't slow you down until you take wound damage. If you take any wound damage, you are fatigued. You cannot run or charge, and you suffer an effective penalty of -2 to Strength and Dexterity. A character remains fatigued until all of his wound points are restored.

In addition, each time you take wound damage you must make a Fortitude saving throw (DC 10) or be stunned for 2d6 rounds. (A stunned character loses his Dexterity bonus and can take no actions.)

At 0 wound points, you're unconscious and may die (see below).

Page 140, the following replaces the existing sections

Stabilization and Recovery

An unconscious and dying character (one with 0 wound points) stabilizes naturally if his or her Fortitude saving throw succeeds by 10 or more, or the roll is a natural 20. Other methods for stabilizing an unconscious and dying character are described below:

- Using the Treat Injury skill, DC 15
- Using a medpac (which stabilizes the character and heals 1 wound point)
- Using the Heal Another Force skill, DC 10

A stabilized character doesn't need to make Fortitude saving throws every hour to avoid death.

A stabilized character regains wound points at the normal rate (1 wound point per day of rest).

Healing that restores a character to more than 0 wound points makes the character regain consciousness, though the character remains fatigued until he or she is fully healed (all lost wound points are restored).

Natural Healing

You recover 1 vitality point per character level for every hour of rest, and 1 wound point for every day of rest. You may engage in light, nonstrenuous travel or activity, but engaging in combat prevents any natural healing for that period of time. For example, a 3rd-level soldier/2nd-level noble recovers 5 vitality points per hour of rest and 1 wound point per day of rest.

A full night's sleep (8 hours) restores all vitality.

Assisted Healing

A trained healer can double the rate at which an injured person recovers lost wound points. Using the long-term care option of the Treat Injury skill, a healer can increase the rate of recovery to 2 wound points per day.

Equipment Healing

Certain items can restore lost wound points. Medpacs are good for stabilizing dying characters or restoring a limited number of lost wound points. A bacta tank treatment restores wound points at an advanced rate. See Chapter 7: Equipment for more information.

Page 166, Flash Speeder entry, under Attack Bonus

Add +2 crew

Page 166, Ikas-Adno Nightfalcon entry, under Attack Bonus

Add +2 crew

Page 167, under Rebel Alliance Combat Snowspeeder, under Defense

It should read: "Defense: 17 (–1 size, +8 armor)."

Page 182, under Engine Wash

The first sentence should read: "The energy radiating from a size Large or larger starship's engine deals damage to ships that are of smaller size categories within the engine's fire arc (usually aft) and within point-blank range."

Page 186, Imperial Customs Guardian Light Cruiser, under Class

The Class should be "Transport," not "Space Transport."

Page 210, under each Prestige Class entry

The Vitality die listing is a feature of the prestige class, not a requirement needed in order to take a level in the prestige class.

Page 210, under Crimelord entry

The following special class features were left off of the Crimelord prestige class:

Table 12–5: The Crimelord

Defense Reputation

Bonus Gain

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Gain
1st	0	0	+1	+2	Contact	+1	1
2nd	+1	0	+2	+3	Resource access	+2	1
3rd	+1	+1	+2	+3	Inspire fear -2	+2	0
4th	+2	+1	+2	+4	Contact	+2	1
5th	+2	+1	+3	+4	Minions	+3	1
6th	+3	+2	+3	+5	Inspire fear -4	+3	0

7th	+3	+2	+4	+5	Contact	+4	1
8th	+4	+2	+4	+6	Exceptional minions	+4	1
9th	+4	+3	+4	+6	Inspire fear -6	+4	0
10th	+5	+3	+5	+7	Contact	+5	1

Contact: The crimelord has operatives and associates throughout his or her sphere of influence. Each time a crimelord gains a contact, the GM should develop a supporting character to represent the contact. A player can suggest the type of contact his or her character wants to gain. A contact won't accompany the crimelord on missions or risk his or her life, but a contact will provide information or expert skills. The more powerful the contact is, the less time he or she has to offer the crimelord. Whatever the case, a crimelord shouldn't be allowed to call on the same contact more than once per adventure. Contacts fall into two groups: information contacts and expert contacts.

Information contacts include bartenders, thugs, spacers, law enforcers, outlaws, entertainers, computer slicers, merchants, politicians, smugglers, officers, starship captains, reporters, and various types of street people of any species.

Expert contacts include bureaucrats, doctors, engineers, diplomats, historians, mechanics, various types of scholars and scientists, politicians, and bounty hunters.

Inspire Fear: Beginning at 3rd level, the crimelord's infamy and reputation reach a level that anyone of the same character level or lower has trouble taking direct actions against the crimelord. This results in a penalty to any actions made to directly effect the crimelord, including attacks, skill checks in opposition to the crimelord, and Force-based skill uses. The penalty is -2 at 3rd level, -4 at 6th level, and -6 at 9th level.

Page 212, left column, under Class Features, under Weapon Proficiency

Repeating blasters should be replaced with heavy weapons.

Page 213, under Starfighter Ace Requirements entry, Feats line should read:

Feats: Starship Dodge, Starship Operation (starfighter)

Page 213, under Starfighter Ace Class Skills entry

Skill Points at Each Additional Level should be 4+ Int Modifier, not 2.

Page 226, under Qui-Gon Jinn statistics, under Force Feats

Knight Mind should be Knight Defense.

Page 229, under Darth Maul statistics

Knight Defense should be listed as a Force Feat, not a regular Feat.

Page 230, under Darth Sidious statistics

Darth Sidious should have 32 Dark Side Points.

Darth Sidious should have 9 Force Points, not 2.

Page 231, under Sebulba entry, under SQ

Add the following: "Great Shout—Sebulba can inflate his throat and issue a bellow that can be heard over a distance of 3600 meters."

Change the following: "+4 to Climb/Hide/Jump checks" to "+2 to Climb and Jump checks."

Page 241, under Luke Skywalker entry, under Force Feats

Master Mind should be Master Defense.

Page 248, under Cerean Commoner entry, under Species Features

Add +2 Int.

Page 249, under Ewok entry, under Species Features

Change the following: "+2 bonus on Survival checks" to "+2 bonus on smell-based Search checks."

Page 250, under Gungan entry

Under SQ, add Hold breath.

Under Species Features, add the following: "A Gungan can hold his breath for a number of rounds equal to 25 times his Constitution score before he needs to make checks against drowning."

Page 252, under Rodian entry, under Species Features

Add -2 Cha.

Page 263, under Generic Con Artist Table, under Special Qualities

The third column (Scoundrel 8/Noble 4) should say "plus Command," not just "Command."

Page 263, under Generic Con Artist Table, under Skills

The Sense Motive bonus for the second column (Scoundrel 6/Noble 2) should be +12 (not +13) and for the third column (Scoundrel 8/Noble 4) should be +13 (not +12). They were accidentally switched.

Page 268, under Generic Jedi Table, under Feats

The second column (Jedi Guardian 8) should have Lightsaber Defense, not Knight Defense, and the third column (Jedi Guardian 12) should have Knight Defense, not Lightsaber Defense. They were accidentally switched.

Page 277, under Stormtrooper entry

Defense should be 16 (+6 armor), not 14 (+4 armor).

Wound points should be 10, not 12.

Page 284, Table 15–3: Skills Usable Untrained by Droids

Balance should be removed from the table; it is not a skill.

Page 290, under R2 Series entry, under Feats

Should be Skill Emphasis (Astrogate), not Skill Focus (Astrogate)

Page 291, under 3P0 Series

Intelligence score should be 18, not 16

Page 291, under M-TD Series

Intelligence score should be 16, not 18

Page 293, Under Destroyer Droids & Autofire Sidebar, under Attack bonuses table

The Second Blaster column should have only one bonus listed, the number before the slash (+7 for Multishot, +5 for w/Rapid Shot); eliminate the second attack with the Second Blaster in both cases.