FORCE AND DESTINY BETA UPDATE

This document serves to keep the **Force and Destiny** Beta testers up-to-date on all of the latest changes to the design of the **Force and Destiny** Core Rulebook. The most recent update to this document was on October 7th, 2014.

The changes are listed by chapter and by page. Some changes may encompass more than a single page, in which case that is described in the change entry. Each change is listed separately.

And finally, thanks to everyone for all the hard work and dedication you're putting into this project!

CHAPTER II: CHARACTER CREATION

PC Starting Morality Values (page 34): Replace the forth bullet point in this section with the following: "Increase or decrease the PC's starting Morality by 21. This gives the PC the option of beginning with a Morality of 29 or a Morality of 71."

Dark Side Threshold (page 36): In the second column, change the bullet point reading "When the character's Morality score is below 20, the dark side Force user's strain threshold is decreased by 1" to "When the character's Morality score is below 20, the dark side Force user's strain threshold is decreased by 1 and his wound threshold is increased by 1." Change the bullet point reading "If the character's Morality score is below 10, the dark side Force user's strain threshold is decreased by another 1, for a total decrease of 2" to "If the character's Morality score is below 10, the dark side Force user's strain threshold is decreased by another 1, for a total decrease of 2. His wound threshold is increased by another 1, for a total increase of 2."

Cerean Strain Threshold (Page 37): Change the strain threshold to "13 + Willpower."

Mirialan Special Abilities (page 39): Change the Mirialan Special Abilities to the following: "Mirialans begin the game with one rank in Discipline and one rank in Cool. They still may not train Discipline or Cool above rank 2 during character creation."

Pack Hunters (Page 40): Change the name of the Togruta species ability from "Pack Hunters" to "Pack Instincts."

Zabrak Boosted Awareness (page 41): Change the Zabrak Boosted Awareness ability with the following special ability: "Fearsome Countenance: A Zabrak adds automatic 🔅 to all Coercion checks he makes, but adds automatic ⬦ to all Charm checks he makes."

One With the Universe (page 45): In the Sage specialization, One With the Universe talent entry, change "If successful with 🔅" to "If successful."

Protector Specialization Tree (page 48): Replace the Resolve talent in Row 3, Column 4 with the Center of Being talent. Replace the Resolve talent in Row 2, Column 1 with

the Parry talent. Replace the Parry talent in Row 3, Column 1, with the Reflect talent. Replace the Reflect talent in Row 4, Column 1, with the Circle of Shelter talent. Replace the Circle of Shelter talent in Row 5, Column 1, with the Center of Being talent. Remove the link between the talent in Row 3, Column 1 and Row 3, Column 2. Add a link between the talent in Row 5, Column 1, and Row 5, Column 2.

Soresu Defender Specialization Tree (page 49): Replace the Center of Being talent in Row 5, Column 2 with the Dedication talent. Replace the Dedication talent in Row 5, Column 3 with the Improved Reflect talent.

Duelist's Training (page 52): In the Makashi Duelist specialization, Duelist's Training talent entry, remove the section saying "add ■ to Melee and Lightsaber checks when engaged with multiple opponents."

Makashi Finish (page 52): In the Makashi Duelist specialization, Makashi Finish talent entry, change the section saying "target within short range" to "engaged target."

Uncanny Senses (page 56): In the Hunter specialization, Uncanny Senses talent entry, change "Add ☐ per rank of Uncanny Reactions" to "Add ☐ per rank of Uncanny Senses." Then change the cost of the talent to 10 XP.

Shadow Specialization Tree (page 60): Replace the Unrelenting Skeptic talent with the Dodge talent.

Toughened (page 61): In the Shien Expert specialization, Toughened talent entry, change the cost of the talent to 10 XP.

Aggressor Specialization Tree (page 63): Replace the Reflect talent in Row 2, Column 3 and the Saber Throw talent in Row 4, Column 3 with the Prey on the Weak talent with the following text: "Deal + 1 damage to one hit on all successful checks against disoriented targets per rank of Prey on the Weak."

Knight Level Play (page 67): Add the following sentence to the end of paragraph 2 of this sidebar: "Characters also may not purchase skill ranks above rank 3 with this additional XP." Also, change the starting credits option to 9,000 credits.

Jedi Holocron (page 71): Add the following sentences to the end of the second paragraph of this section: "The holocron the group starts with is a more basic example of its kind, and the only mechanical benefit it provides is giving the group access to two skills as career skills. The GM can either roll randomly on **Table 2–7: Holocron Skills** or choose from the table to determine what pair of career skills the holocron makes accessible to the players. Alternatively, the GM can choose any two skills from **Table 3–1** on page 74. These skills only become career skills after the character has spent their initial experience points during character creation."

TABLE 2–7: HOLOCRON SKILLS

d10	Skills
1	Knowledge (Outer Rim) and Piloting (Space)
2	Computers and Perception
3	Brawl and Streetwise
4	Mechanics and Ranged (Light)
5	Astrogation and Gunnery
6	Discipline and Medicine
7	Knowledge (Lore) and Lightsaber
8	Cool and Coordination
9	Skulduggery and Vigilance
10	Knowledge (Xenology) and Survival

Mentor (page 71): Add the following paragraph to the end of this section: "The mentor makes it easier for members of the group to obtain Force powers. When a player character purchases the basic version of a Force power, he may decrease the cost of the basic power by 5 XP. This discount does not apply when purchasing upgrades to Force powers. This discount only applies after the character has spent their initial experience points during character creation."

CHAPTER IV: TALENTS

New Sidebar: Lightsaber (Characteristic) Checks (page 98): Add the Lightsaber (Characteristic) Checks sidebar to this page.

Center of Being (page 98): Add "Once per round" to the beginning of the talent description.

Duelist's Training (page 100): Change "The character adds ☐ to his Melee and Lightsaber checks when engaged with a single opponent, but adds ■ to his Melee and Lightsaber checks when engaged with multiple opponents" to "The character adds ☐ when engaged with a single opponent (a minion group counts as multiple opponents for this talent)."

Parry (Improved) (page 106): Change the activation of this talent to "Active (Incidental, Out of Turn)" Change the wording to: "When the character suffers a hit from a Brawl, Melee, or Lightsaber combat check and the character uses the Parry incidental to reduce the damage from that hit, after the attack is resolved, the character may spend ▽ or ✿ ✿ ✿ to automatically hit the attacker once with a wielded Brawl, Melee, or Lightsaber weapon. This hit deals the weapon's base damage plus any damage from applicable talents or abilities. This talent may not be used if the original attack incapacitates the character."

Prey on the Weak (page 106): Add the Prey on the Weak talent after Pre-emptive Avoidance:

LIGHTSABER (CHARACTERISTIC) CHECKS

Several talents require the character to make a Lightsaber skill check with a specific characteristic—a Lightsaber [Cunning] check, for example. The character must already have a talent allowing him to use the alternate characteristic with the Lightsaber skill in order to make this check.

PREY ON THE WEAK
Activation: Passive
Ranked: Yes
Trees: Aggressor
The character deals +1 damage to one hit on all successful combat checks against disoriented targets per rank of Prey on the Weak.

Reflect (page 106): Change the activation of this talent to "Active (Incidental, Out of Turn)."

Reflect (Improved) (page 107): Change the activation of this talent to "Active (Incidental, Out of Turn)" Change the wording to: "When the character suffers a hit from a Ranged (Light), Ranged (Heavy), or Gunnery combat check and the character uses the Reflect incidental to reduce the damage from that hit, after the attack is resolved, the character may spend ▽ or ⊕ ⊕ ⊕ to automatically hit one target within medium range, dealing the same damage as the hit from the initial ranged attack.

The ranged attack's hit must be one that is able to be reflected and redirected (generally only blaster weapons fall into this category, anything else is subject to GM oversight) This talent may not be used if the original attack incapacitates the character."

Resolve (page 107): Remove the Resolve talent from this chapter.

Unrelenting Skeptic (page 110): Remove the Unrelenting Skeptic talent from this chapter.

CHAPTER V: GEAR AND EQUIPMENT

Table 5-6: Melee Weapons (page 123): In the Electrostaff entry, change the HP from 1 to 3.

Lightsabers (page 124): Change the following sentence "Although there are many different types of lightsabers, for rules purposes, any weapon that uses the Lightsaber skill is considered a lightsaber, even if the weapon has a different name" to the following: "Although there are many different types of lightsabers, for rules purposes, any weapon that is listed in this section (Lightsaber weapons) is considered a lightsaber."

Lightsabers (page 124): Add the following sentence as a separate paragraph to the Lightsabers section, before the individual weapon entries. "Lightsabers cannot be sundered."

Table 5-7: Lightsaber Weapons (page 125): In the Double-bladed Lightsaber entry, change the Unwieldy 2 quality to Unwieldy 3. In the Shoto entry, change the Damage from 4 to 5.

Table 5-8: Lightsaber Hilts (page 125): In the Double-bladed Lightsaber Hilt entry, change the Unwieldy 2 quality to Unwieldy 3.

Table 5-10: Gear and Equipment (page 130): Change the costs of these items: Binders should cost 25 credits, disguise kits should cost 100 credits, electronic lock breakers should cost 1,000 credits and be Restricted.

Shadowsheath (page 135): Change the following sentence "This attachment comes in various sizes and is available for any Melee weapon small enough to carry on one's person" to the following: "This attachment may be attached to any weapon with an Encumbrance of two or less."

Lighsaber Attachments (page 136): Add the following sentence as a seperate paragraph to the main lightsaber attachment section: "**When a character modifies attachments on his own lightsaber, he decreases the difficulty of the Mechanics check by two, to a minimum of Simple (–)**. What constitutes a character's "own" lightsaber should be determined by the player and GM, but generally should be limited to a weapon used and possessed by the character exclusively. "Loaning" a lightsaber to another character who's better at Mechanics is discouraged."

Lightsaber Crystal Attachments Sidebar (page 136): Add the following paragraph to the end of this sidebar: "When working with a Kyber crystal, a Force-sensitive can use his connection to the Force to guide his hands. When modding a lightsaber crystal attachment, a Force user may add ◇ no greater than his Force rating to the check. He may spend ◐ to add ☼ or ۞ to the check."

Ilum Crystal (page 137): Change the Hard Points required for this attachment from one to two.

Lorrdian Gemstone (page 137): Change the cost of this attachment from (R) 7,000 to (R) 9,600.

Training Saber Emitter (page 138): Change the cost of this attachment from 300 to 100.

Table 5-12: Weapon, Armor, and Lightsaber Attachments (page 139): In the Lorrdian Gemstone entry, change the cost from (R) 7,000 to (R) 9,600. In the Training Saber Emitter entry, change the cost from 300 to 100.

CHAPTER VI: CONFLICT AND COMBAT

Table 6-2: Spending 🎯 and ⊕ in Combat (page 149): In the entry for spending ⊕ ⊕, add the following option: "Destroy an engaged opponent's lightsaber weapon. At the GM's discretion, the crystal may be salvaged from the destroyed lightsaber and installed in a new hilt, with any modifications intact."

Cover (page 155): Change the sentence "allows the character to gain +1 ranged defense" to "grants the character a ranged defense of 1."

CHAPTER VIII: THE FORCE

Force Power: Heal/Harm (page 203): Under the basic power for Heal, add the bolded text to the following sentence. "The user may spend ◑ to remove a number of wounds equal to his Intellect from an engaged living creature **(including himself)**."

CHAPTER IX: THE GAME MASTER

Using Morality (page 219): Replace the entirety of the second paragraph with the following: "A PC is considered to be one of "the good guys" until his Morality drops below 30, after which he falls to the dark side. A PC's Morality may drop over the course of the adventure, or a player may choose to have his PC start as a dark side Force user voluntarily at the beginning of the game. If this occurs, the GM and player should work out how the character fell to the dark side, and whether or not he is actively seeking redemption."

CHAPTER X: ADVERSARIES

Guilded Bounty Hunter (page 228): Add the following Skills section to this profile: "Skills: Cool 2, Melee 1, Ranged (Light) 2, Perception 2, Stealth 1, Streetwise 2, Survival 2."

Fallen Apprentice (page 232): Add the following adversary profile to this page:

FALLEN APPRENTICE [RIVAL]

Though Force users in the galaxy are rare, and those who can consciously use their abilities are rarer still, some unlock the potential within. However, for every person who sees the myths of the ancient Jedi as an ideal to live up to, someone else decides to follow a darker path. These individuals parody the tales of the Jedi, and when one such deviant decides to become a master of evil, he often seeks out apprentices who will aid and emulate him. These apprentices are often weak willed or eager for the easy power that their new master promises.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	3	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
3	14	1	1

Skills: Coercion 2, Discipline 3, Lightsaber 3, Resilience 2, Stealth 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Force Rating 1, Soft Spot (after a successful attack with a non-starship/vehicle weapon, the Fallen Apprentice may spend a Destiny Point to add 3 damage to one hit).

Abilities: Dark side Force user (uses Dark Side results instead of Light Side results, see page 197).

Equipment: Basic lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Sunder), black robes (+1 soak).

Fallen Master (page 232): Add the following adversary profile to this page:

FALLEN MASTER (NEMESIS)

While not true Jedi or Sith, there are those who stylize themselves as "masters" of the Force. If these individuals turn to the dark side, they can be incredibly dangerous and terrifyingly savage. Some may even track down old relics from a bygone era, including lightsabers or records on how to construct such a weapon. In the hands of a fallen master, these blades often taste the blood of innocents.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	3	3	4	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
4	18	18	1	1

Skills: Athletics 2, Coercion 3, Discipline 4, Knowledge (Lore) 2, Leadership 2, Lightsaber 4, Resilience 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Force Rating 3, Hawk Bat Swoop (The Fallen Master may perform a Lightsaber (Agility) melee combat check against one target within short range and add ⬢ ⬢ ⬢ to the pool. He may spend ◑ before resolving the success or failure of the check to engage the target immediately as an incidental, and may spend ◑ to add 🎯 to the check. If the Fallen Master cannot move to engage the target, the attack automatically misses), Parry 5 (when struck by a melee attack but before applying soak, suffer 3 strain to reduce damage by 7), Reflect 5 (when struck by a ranged attack but before applying soak, suffer 3 strain to reduce damage by 7).

Abilities: Dark side Force user (uses Dark Side results instead of Light Side results, see page 197).

Equipment: Double-bladed krayt dragon lightsaber (Lightsaber; Damage 9; Critical 1; Range [Engaged]; Breach 1, Linked 1, Sunder, Unwieldy 3, Vicious 1), black robes (+1 soak).