Monday, June 25, 2007

Star Wars Roleplaying Game Saga Ed. Errata

Updated - July, 2007

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. 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. 62 – Acrobatics Skill
Last sentence of the second paragraph refers to a Reflex save; this should instead refer to an Acrobatics check at DC 15.
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 – Mechanics Skill
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
Drawing a concealed item is a standard action.

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. 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. 97 – Force Grip
Replace the DC 15 text with the following:
DC 15: If your Use the Force check equals or exceeds the target's damage threshold, 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.
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 Slam
The Use the Force check should be compared to the target's damage threshold instead of Fortitude Defense.

p. 98 – Force Stun
The Use the Force check should be compared to the target's damage threshold instead of Will Defense.

p. 98 – Move Object
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. 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. 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, "Only."
Stun grenades should have a damage listing of 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 – Bowcasters
Bowcasters are treated as rifles for the purposes of determining weapon range.

p. 128 – Sporting Blaster Rifle
A sporting blaster rifle should get 100 shots from a power pack, not 50.

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 fails to overcome 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. 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. 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. 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 – Droideka Stat Block
Replace the droideka stat block with the following statistics:

Droideka Series Destroyer Droid - CL 4
Large droid (4th-degree) nonheroic 12 **Init** +8; **Senses** Perception +13 **Languages** Basic, Binary

Defenses Ref 16 (flat-footed 14), Fort 13, Will 12 **hp** 40; SR 20; **Threshold** 18 **Immune** droid traits

Speed 2 squares (walking), 10 squares (wheeled) **Melee** unarmed +7 (1d4+3) **Ranged** 2 laser cannons +10 (3d8) or **Ranged** 2 laser cannons +8 (4d8) with Rapid Shot or **Ranged** 2 laser cannons +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

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."

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 considered helpless."

p. 247 – Building an Encounter
Change the second paragraph to say the following:
"A challenging encounter is one the heroes should overcome with minor to moderate damage to themselves and some depletion of their resources. A single obstacle, threat, or situation of Challenge Level *n* is challenging for a group of 4 of similar level. For example, a group of 1st-level heroes should find a CL 1 stormtrooper challenging. A single enemy is a difficult encounter for a character of a level equal to the enemy's CL."
Under **Combining Different CLs**, add the following sentence at the end of the first sentence: "The combined CL for the encounter is either this result or the highest single CL + 2, whichever is more."
Add the following sentence to the end of the paragraph: "Most encounters should not include a single enemy whose CL is more than 3 levels higher than the average party level."
Also, the last line should say, "For each additional hero," not "Four each additional hero."

p. 263 – Padme Stat Block
Replace "Wanted Alive" talent with "Inspire Confidence."

p. 264 – Luke Skywalker Stat Block
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)
Replace Melee Defense with Weapon Proficiency (heavy). Add SQ "Vehicle dodge +1" and the Elusive Dogfighter talent.

p. 266 – Chewbacca Stat Block
Replace Chewbacca's skills with the following: Climb +10 (may take 10 when distracted), Endurance +15, Initiative +11, Mechanics +11 (may reroll when making jury-rigged repair), Perception +10 (may reroll), Persuasion +5 (may reroll attempts to intimidate), Pilot +11, Use Computer +11.

Remove the Extra Rage feat and add Shake it Off.

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. 281 – Clone Trooper
Perception skill bonus should be +9 and should have the Coordinated Attack feat.

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.