

FORCE AND DESTINY

ERRATA

Last Updated 11/10/2017

v1.0

The most recent changes are in **magenta**.

ERRATA

The following errors should be corrected as follows. Except as noted below, these errata will be corrected in future printings.

FORCE AND DESTINY CORE RULEBOOK

CHAPTER IV: TALENTS

PAGE 137

In Table 4-1: Talent List, for the Heightened Awareness talent, change the Ranked column to “No.”

PAGE 141

Change the last sentence in the rules text for the Conditioned talent to read: “He reduces the damage and strain suffered from falling by 1 per rank of Conditioned.”

PAGE 145

In the Heightened Awareness talent, change the Ranked entry to “No.”

CHAPTER V: GEAR AND EQUIPMENT

PAGE 183

In Table 5–10: Gear and Equipment, change the Electronic Lock Breaker’s Encumbrance to “1” and Rarity to “5.”

CHAPTER VI: CONFLICT AND COMBAT

PAGE 213

Change the Defense section to:

“Defense, or specifically, **defense rating**, is one of the factors determining how difficult it is to land a successful attack during combat. Defense ratings represent the abilities of shields, armor, or other defenses to deflect attacks entirely, or to absorb or lessen incoming blows.

A character adds a number of ■ equal to their defense rating to all combat checks directed against them.

No character can have a defense rating higher than 4.”

PAGE 213

Change the Melee and Ranged Defense section to:

“A character’s defense rating can be classified as one of three types: general defense rating, melee defense rating, or ranged defense rating. A general defense rating applies against all combat checks directed against the character. A melee defense rating only applies against close combat checks directed against the character (Brawl, Lightsaber, and Melee checks). A ranged defense rating only applies against ranged combat checks directed against the character (Gunnery, Ranged [Light], and Ranged [Heavy] checks).

There are two sources of defense: sources that stack, and sources that do not stack. You can think of this as sources that provide defense, and sources that increase defense.



Sources that provide defense (such as most armor) list the defense provided as a number, or say that they 'provide' defense. Some examples include:

- Armor
- Cover
- Certain talents
- Guarded Stance maneuver

These sources do not stack with each other. If a character could benefit from more than one of these sources of defense, the player chooses the best one.

However, other sources increase defense. These sources say they 'increase' defense, or they list the defense provided as a number with a '+' sign in front of it. These sources of defense stack, both with each other and with any sources that provide defense.

If multiple sources that increase defense would increase a character's defense higher than 4, the rating remains at 4."



CHAPTER VIII: THE FORCE

PAGE 298

Under the control upgrade, after "The user makes a Force power check and rolls a ranged attack as part of the pool," insert "This attack uses the Discipline skill."

NEXUS OF POWER

CHAPTER I: WORLDS OF THE FORCE

PAGE 14

In the second sentence of the Blismal's Shriek ability, change "within close range" to "within short range."

CHAPTER III: PLAYER OPTIONS

PAGE 106

The chameleon droid should have a price of 4,000 and rarity 6. The stone guardian should have a price of 25,000 and rarity 10.

ENDLESS VIGIL

CHAPTER I: UNSEEN VIGILANTES

PAGE 29

In the text for Impossible Fall in the talent tree, change "make Force power check and spend 2 to decrease fall" to "make Force power check and spend 1 to decrease fall."

CHAPTER II: TOOLS OF JUDGMENT

PAGE 49

In the second paragraph under Merr-Sonn Model 31 Palm Stunner, change the first sentence to: "A character can use a palm stunner on an unaware target with an opposed Skulduggery versus Stealth check."

PAGE 58

Change the Hard Points Required entry for the Engine Boosting System to "1."

PAGE 60

In Table 2-9: Podracer Standard Parts, change "Podracer Engine" to "Pair of Podracer Engines."

Change the heading "Podracer Engine" to "Pair of Podracer Engines."

DISCIPLES OF HARMONY

CHAPTER I: DISCIPLES OF LAW

PAGE 29

Before the first sentence in the rules text for the talent Now the Master, insert "Force talent."



SAVAGE SPIRITS

CHAPTER II: SEARCHING IN THE WILD

CHAPTER I: SOLITARY TRAVELERS

PAGE 27

In the talent tree, change the Improved Animal Bond talent to a passive talent.

PAGE 30

Before the first sentence of the rules text for the talent Harass, insert "Force talent."

PAGE 31

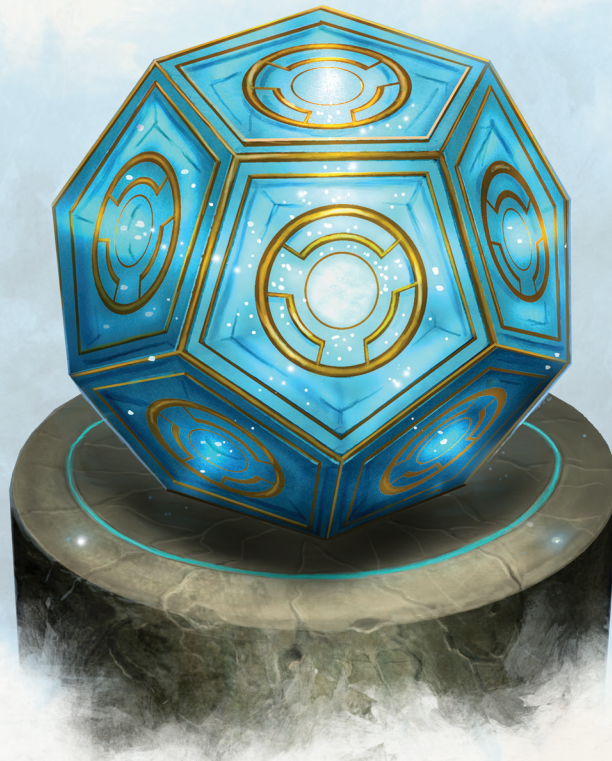
Change the Activation entry for Shortcut (Improved) to: "Active (Incidental)."

PAGE 42

In Table 2-1: Ranged Weapons, under the BlasTech M-300 Hunting Blaster's Special column, change "Stun Damage" to "Stun Setting."

PAGE 58

Change the *Alidade*-class Long-Range Survey Ship's port and starboard defense values from "-" to "1."



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Fantasy Flight Games
1995 West County Road B2
Roseville, MN 55113
USA

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