FORCE AND DESTINY
ERRATA

Last Updated 11/10/2017
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.”
SAVAGE SPIRITS

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).”

CHAPTER II: SEARCHING IN THE WILD

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.”

FANTASY FLIGHT GAMES

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