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

**EDGE OF THE EMPIRE CORE RULEBOOK**

**CHAPTER II: CHARACTER CREATION**

**PAGE 65**
In the Bacta Specialist talent, replace “regain” with “recover.”

**PAGE 66**
In the Scathing Tirade talent, replace “close range” with “short range.”

**CHAPTER III: SKILLS**

**PAGE 113**
In the Negotiation (Presence) entry, second paragraph, “Presence and Cool” should read “Negotiation or Cool.”

**CHAPTER IV: TALENTS**

**PAGE 132**
In the Bacta Specialist entry, change “regain” to “heal.”
In the Balance entry, change “regains” to “recovers.”

**PAGE 133**
In the Crippling Blow entry, change “Activation: Active” to “Activation: Active (Incidental).”

**PAGE 136**
In the Hard Headed (Improved) entry, add Mechanic to the Trees list.

**PAGE 144**
In the Targeted Blow entry, remove Mercenary Soldier from the Trees list.

**CHAPTER V: GEAR AND EQUIPMENT**

**PAGE 154**
In the Item Qualities entry, at the end of the fourth paragraph add: “Weapon qualities can only trigger on a successful attack, unless specified otherwise.”

**PAGE 157**
In the Stun Damage entry, second paragraph, change “a free action” to “an incidental.”

**CHAPTER VI: CONFLICT AND COMBAT**

**PAGE 204**
In the first sentence of the first paragraph, replace “Melee or Brawn” with “Melee or Brawl.”

**PAGE 206**
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 defense rating to all combat checks directed against them.

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

**PAGE 206**
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 and Melee checks). A
ranged defense rating only applies against ranged combat checks directed against the character (Gun-
nery, 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.”

PAGE 213
In the Cover entry, replace “increases the character’s ranged defense by 1” with “allows the character to gain ranged defense 1”

CHAPTER VII: STARSHIPS AND VEHICLES

PAGE 227
In the Sensors entry, replace “Surveillance” with “Computers.”

PAGE 232
In the Fly/Drive entry, add the following sentence to the end of the paragraph: “Moving between one range band and the next always takes two maneuvers regardless of speed, with the following exceptions detailed below:”

PAGE 233-234
In the Damage Control entry, the second sentence of the first paragraph should read “Using this action, any Player Character who makes a successful Mechanics check recovers one point of system strain per success.” The second sentence in the second paragraph should read “In general, PCs can only attempt one Damage Control check to reduce hull trauma (one per success) per encounter.”

PAGE 257
In the Lambda-class T-4a Long Range Shuttle profile, replace the “Forward Light Blaster Cannons (2)” and “Forward Twin Light Laser Cannons (2)” weapons entries with “Two Forward Light Blaster Cannons” and “Two Forward Twin Light Laser Cannons.”

PAGE 258
In the BTL-A4 and BTL-S3 Y-wing Attack Starfighter profile, remove the “(2)” following the Forward Mounted Proton Torpedo Launchers weapons entry.

PAGE 264
Add “Sensor Range: Short.” to Wayfarer profile.

CHAPTER VIII: THE FORCE

PAGE 277
In the Overwhelm Emotions talent, replace “Coerce, or Deceit” with “Coercion, or Deception.”

In the Balance talent, replace “regains” with “recovers.”

PAGE 282
In the 15 cost Control upgrade on the talent tree, replace “Coerce” with “Coercion.”

BEYOND THE RIM

CHAPTER III: TOXIC MOTHERLOAD

PAGE 77
Last sentence of last paragraph, change from “upgrades the pilot’s base dice pool on the next check” to “upgrades the pilot’s base dice pool on the next check once.”
SUNS OF FORTUNE

CHAPTER I: THE CORELLIAN SYSTEM

PAGE 19
The Murra should be listed as a “Minion” not a “Rival.”

PAGE 51
Remove the Surveillance skill from Liddy Ravora’s entry.

CHAPTER III: PLAYER OPTIONS

PAGE 101
Remove the “Gravity Belt” entry from Table 3–4: Gear and Equipment.

CHAPTER IV: MODULAR ENCOUNTERS

PAGE 133
Remove the Surveillance skill from the ISA Security Agent’s entry.

DANGEROUS COVENANTS

CHAPTER I: ARMED AND DANGEROUS

PAGE 37
In the Signature Ability tree for Unmatched Protection, the Protect Ally tree reads “Once per session while Unmatched Mobility is active...” This should read “Once per session while Unmatched Protection is active...”

CHAPTER 2: LOCKED AND LOADED

PAGE 54
In the entry for the TaggeCo MB-7 “Ranger” Range Finder, the hard points required is listed as “none.” It should be listed as “1.”

PAGE 63
In the entry for the Invader AA-9 Assault Airspeeder’s weapons, the forward mounted light blaster cannon’s Critical rating should be “4,” and the mini-rocket launcher’s range should be “Close.”

PAGE 63
In the entry for the YZ-775 Medium Transport’s weapons, the dorsal turret-mounted twin light turbolaser should have the weapon quality “Linked 1,” and both of turret-mounted twin medium laser cannons should have the weapon quality “Linked 1.”

JEWEL OF YAVIN

CHAPTER I: ODDS AND OPPORTUNITY

PAGE 29
The description of 3. Hallway Expedition reads “With the exception of the gift shop, doorways lead...” It should read “With the exception of the storeroom, doorways lead...”

PAGE 50
The read aloud text in the section Buoy Three to Four: The First Feeding Ground reads “The first buoy disappears behind you...” It should read “The third buoy disappears behind you...”

CHAPTER III: ESCAPE TO THE CLOUDS

PAGE 93
Under the Christophsis section, a section reads: “≤ The shadow of one of the crystal spires crosses over the opponent the character just attacked, and the starport’s lighting diminishes accordingly. The opponent is cast into relative darkness, granting defense 1 due to cover for the next round.” It should read “≤ The shadow of one of the crystal spires crosses over the character, and the starport’s lighting diminishes accordingly. The character is cast into relative darkness, granting defense 1 due to cover for the next round.”

FAR HORIZONS

CHAPTER I: BUILDING BETTER WORLDS

PAGE 29
In the talent tree for the Marshal specialization, both instances of the Point Blank talent read “at close range or engaged.” They should read “at short range or engaged.”

PAGE 37
In the signature ability tree for Unmatched Expertise, the third upgrade from the left in the first row currently reads: “Activate Unmatched Expertise as a maneuver instead of as an action.” It should read “Activate Unmatched Expertise as an incidental that may be triggered out of turn instead of as an action.”
Chapter IV: Modular Encounters
Page 123
In the entry for the Fereallis Pirate Crewmate, the Gunnery skill should have a rating of "1."

Fly Casual

Chapter II: Tricks of the Trade
Page 51
In the BaseModifiers entry for the Underslung Scattergun, insert "Crit 5" after "Damage 6."

Mask of the Pirate Queen

Episode I: Search on Saleucami
Page 27
In the entry for Krash, the Leadership skill should have a rating of "1."

Episode III: Prepare for Boarders
Page 84
In the Fleet Officer entry in the Bridge Crews sidebar, the Ranged (Light) skill should have a rating of "2."

No Disintegrations

Chapter I: Hunters for Hire
Page 29
Change the text of the "Martial Grace" talent to "Once per round, suffer 2 strain to add damage equal to ranks in Coordination to one hit of a successful Brawl check."

Lords of Nal Hutta

Credits Page
Page 2
The cover artist credits read “David Kegg and Mark Molnar.” It should read “Joel Hustak and Mark Molnar.”

Chapter III: Player Options
Page 105
In the entry for the Poison Reservoir, the price is listed as "(R) 500 credits.” It should be listed as “(R) 400 credits.”