STAR WARS
ROLEPLAYING GAME

Official Errata

EDITING
RAY AND VALERIE VALLESE

WEB PRODUCTION
SUE WEINLEIN COOK

WEB DEVELOPMENT
THOM BECKMAN

ART DIRECTION
SEAN GLENN

LUCAS LICENSING EDITORS
BEN HARPER AND LELAND CHEE

STAR WARS RPG CREATIVE DIRECTOR
THOMAS M. REID

VICE PRESIDENT AND DIRECTOR OF RPG R&D
BILL SLAVICSEK

001

113

For the *Star Wars Roleplaying Game* by Andy Collins, Bill Slavicsek, and JD Wiker, utilizing mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This document represents the full and complete errata for the *Star Wars Roleplaying Game* as of July 1, 2001. These corrections and clarifications will appear in the second printing of the game. Text that appears in blue are the newest revisions. Print this document and keep it with your core rulebook, so you can be sure to have the official rulings right at your fingertips.

Templates
Page 12, under Human Racer template, under Skills Repair should be +3, not +5.

Chapter One: Abilities
Page 22, Table 1–3: Notable Dexterity Scores
The modifier for Obi-Wan's score (16) should be +3, not +4; the modifier for Darth Maul's score (19) should be +4, not +5.

Page 23, Table 1–5: Notable Intelligence Scores
Change "Princess Leia" to "Leia Organa."

Page 24, Table 1–6: Notable Wisdom Scores
Change "Princess Leia" to "Leia Organa."

Page 24, Table 1–7: Notable Charisma Scores
Change "Princess Leia" to "Leia Organa."

Chapter Two: Species
Page 33, under Sullustan Species Traits, under Automatic Language
Add Basic.

Page 34, under Trandoshan Species Traits, under Automatic Language
Add Basic.

Chapter Three: Classes
Page 39, right column, replace paragraph 8 with ...
Defense Bonus: The character's bonus to his Defense. Note that this bonus does not stack with any bonuses for armor worn, and that wearing armor penalizes a character's speed and certain skill checks.

Page 48, under Scout entry, under Uncanny Dodge
The second sentence should read: "At 4th level and above, the scout retains his Dexterity bonus to Defense (if any) regardless of being caught flat-footed or struck by a hidden attacker."

Page 56, under How Multiclassing Works
Replace the sentence "Her Defense gets a +2 bonus" with the sentence "Her Defense remains the same, since the +2 bonus from her level of Soldier is negated by the –2 multi-class penalty to Defense."

Change the word "Fortitude" to "Will" in the multiclass-ing example at the bottom of the right column that begins, "Her Reflex save, Fortitude save, and Reputation score do not . . ."

Page 58, under Defense Bonus
Add the following sentence to the end of the paragraph:
This –2 penalty only applies to levels in a heroic class. When multiclassing into a professional or prestige class, simply add the full Defense bonus from the new level.

Chapter Four: Skills
Page 72, Computer Use skill description, Ship Systems
The first sentence of the Ship Systems entry should end with "sensors and shields," not "sensors, weapons, and shields."

Page 78, under Jump, under Special
A character who has the Run feat and makes a running jump check increases the distance or height by one-fourth, not one-third.

Page 82, Survival DC Table
The DC for the third entry (avoid getting lost ...) should be 18, not 15.

Page 83, left column, replace paragraph 1 with ...
Long-term Care: Providing long-term care means treating an injured character for a day or more. If successful, the patient recovers wound points or ability points lost to temporary damage at twice the normal rate. (That is, 2 wound points or 2 ability points per day instead of 1.) You can tend up to six patients at a time. You need common medical supplies as can be found easily in civilized regions of space.

Page 83, left column, replace paragraph 5, 6 & 7 with ...
Use Medpac: A medpac is a simple medical device that is applied to a wounded or dying character and activated. A medpac restores 1 wound point to any wounded character. If the character is dying, the application of a medpac also stabilizes the character.

The number of wound points restored by a medpac can be increased using the Treat Injury skill.

Result	Additional Wounds Restored
5–9	1
10–14	2
15–19	3
20–24	4
25+	5

This application of the Treat Injury skill can't be used untrained. You must have at least 1 rank in the skill to increase the restorative effects of a medpac. A character can only be healed (have wounds restored) once in a 24-hour period by a medpac, though the character can be stabilized any number of times. Using a medpac depletes its contents (even if it is only used to stabilize a dying character).

Use Bacta Tank: A specialized medical tank filled with the miraculous liquid, bacta, promotes rapid healing and acts as a powerful disinfectant. When a character has been severely wounded, bacta tank treatment is the best method for restoring lost wound points. With a successful Treat

Injury check and a bacta tank, a character recovers wound points at a rate of 1 per hour (instead of 1 per day).

Pages 87–88, replaces current Move Object entry
Move Object (Int)
Requires the Force Sensitive and Alter feats
You can move objects using the Force.

Check: A Move Object skill check allows you to pick up and move an object from a distance. You must be able to see the object to be moved, and it must be within 10 meters of your position.

Lifting and moving an object of up to 5 kilograms is a simple task, requiring a check against a DC 10 and costing 1 vitality point (and a standard action). For each additional order of magnitude (50 kg, 500 kg, etc.) of the object, the DC increases by 5 and the vitality point cost doubles.

Weight	Vitality Cost
up to 5 kg	1
5–50 kg	2
50–500 kg	4
500–5,000 kg	8
5,000–50,000 kg	16
etc.	etc.

The target can either be an object, creature, or character, and receives a Reflex saving throw based on the Move Object skill check. Note that unattended objects never receive a saving throw. Attended items—objects held by a character (grasped, touched, or worn, for example)—receive a saving throw just as if the character were making the saving throw. Grasped items also gain the character's Strength modifier as a bonus to the Reflex save.

Result	DC
up to 20	10
21–30	15
31+	20

You can move the object within 10 meters of your position in a round. If two characters are contesting control of an object, use opposed Move Object skill checks, with the higher result gaining control for that round.

To use the Force to strike a target with an object, the Move Object skill check result (plus the Force-User's Dexterity bonus) must equal or exceed the target's Defense. (If the Move Object skill check is not high enough to move the object, the attack fails regardless of the target's Defense.) A character struck by a moving object suffers damage based on the object's weight. A 5-kg object inflicts 1d6 damage, and each additional order of magnitude (50 kg, 500 kg, etc.) doubles the damage dice (to 2d6, 4d6, and so on).

Example: Moving a rock weighing 25 kg requires a check against DC 15. If the character wished to strike a specific target (with a Defense 16) with the object, he would need to roll a 16 or better on his Move Object skill check to successfully hit the target.

Moving multiple objects simultaneously is possible but more difficult (and requires a full-round action rather than a standard action). The heaviest object in the group sets the base DC and vitality cost, and each additional object (regardless of its size) adds 2 to the DC and 2 to the vitality point cost. Multiple objects can't strike a target as part of the same action.

You can also telekinetically lift and move yourself with this skill, though the DC increases by 10. Thus, for characters between 51 and 500 kg, the check is made against DC 30.

Vitality Point Cost: 1 or more (see above)

Chapter Five: Feats

Page 94, under Frightful Presence
The DC is "10 plus one-half your level and Charisma modifier," not "10 plus your level and Charisma modifier."

Page 95, under Heroic Surge
Replace the last sentence with the following: "You may use Heroic Surge a number of times per day, based on your character level, but never more than once per round. 1st–4th level, once per day; 5th–8th level, twice per day; 9th–12th level, three times per day; 13th–16th level, four times per day; 17th–20th level, five times per day."

Page 98, Weapon Finesse feat description
On the list of weapons to which this feat may be applied, insert "double-bladed lightsaber" between combat glove and knife.

Pages 99-100, replaces Deflect Blasters Benefit text
Benefit: You must be carrying an activated lightsaber to use this feat. Whenever you are the target of a blaster shot (or other ranged attack), you can make a Reflex saving throw against a DC 15 plus the attacker's base attack bonus. A critical hit increases the DC by 10. If you succeed, you deflect the blaster shot and take no damage. You must be aware of the attack and not flat-footed to use this feat. Attempting to deflect a blaster shot counts as a reaction.

If the Reflex save result is 5 or more points above the DC, you can deflect the blaster shot at a target within one range increment of your position. Immediately make an attack roll using your lightsaber bonus with a –4 penalty. If the attack succeeds, the deflected shot hits the target and takes damage from it.

Deflect blasters only defends against personal-scale weapons; you can't deflect ship-scale weapons with a lightsaber.

Chapter Seven: Equipment

Page 116, Table 7-2: Weapons, Blaster Carbine entry
Add stun damage for the blaster carbine: 1d6/DC18.

Page 117, Set Your Weapon On Stun! Sidebar, replaces first sentence
Any weapon that has a stun setting can be set to deal nonlethal damage as a free action.

Page 123, under Bacta Tank, replaces paragraphs 3 & 4
Any character who has suffered wound damage can benefit from a bacta tank treatment, but its miraculous properties are most evident when used on a severely wounded patient. Bacta treatment is the best method for healing characters

003

113
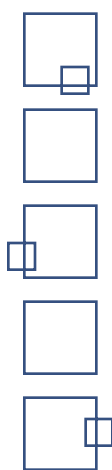
that have suffered massive amounts of wound damage.

Patients undergoing bacta tank treatment recover wound points at a rate of 1 per hour (instead of 1 per day).

Page 124, under Glow Rod

The glow rod projects a beam of light up to 10 meters, not 50 meters.

Page 124 & 125, under Medpac, replaces paragraph 2 & 3

A medpac restores 1 wound point to any wounded character. If the character is dying, the application of a medpac also stabilizes the character. The application of a medpac requires a full-round action. If the user has the Treat Injury skill, he or she can heal additional wounds, depending on the result of the skill check (see page 82). A medpac can't restore more wound points than an injured character started with.

A character can only be healed (have wounds restored) once in a 24-hour period by a medpac, though the character can be stabilized any number of times. Using a medpac depletes its contents (even if it is only used to stabilize a dying character).

Page 125, Table 7-4: Equipment

The fusion lantern was left off the list. It is a hand-held device, larger than a glow rod, that produces light and heat. It costs 25 credits and weighs 2 kg.

Chapter Eight: Combat

Page 131, left column, replaces the Vitality and Wound Points section

Vitality and Wound Points

Vitality points represent your character's ability to turn a direct hit into a glancing blow or a near miss. Damage is usually deducted from your vitality points.
Wound points represent how much damage a character can take before falling unconscious or dying. Damage is deducted from your wound points only after you've exhausted your vitality points or when you are struck by a critical hit.

Page 131, right column, replaces the 0 Vitality Points section

0 Vitality Points

If you run out of vitality points, you can no longer avoid real damage. Any additional damage you receive is deducted from your wound points.

If you take any wound damage, you are fatigued. You cannot run or charge, and you suffer an effective penalty of –2 to Strength and Dexterity. In addition, each time you take wound damage you must make a Fortitude saving throw (DC 10) or be stunned for 2d6 rounds.

Page 131, right column, replaces the Healing Naturally section

You regain 1 wound point for each day of light activity or rest. For each hour of light activity or rest, you regain a

number of vitality points equal to your level. A full night's sleep (8 hours) restores all vitality.

Page 132, replaces Vitality and Wound Points

Your vitality and wound points tell you how much punishment you can take before dropping. Your vitality points are based on your class, your level, and your Constitution modifier, while your wound points are equal to your Constitution score. Wound points for most creatures are determined by their Constitution and size.

When your vitality points reach 0, you can no longer avoid real damage. Any additional damage dealt to you is deducted from your wound points.

When you take any wound damage, you are fatigued. In addition, each time you take wound damage you must make a Fortitude saving throw (DC 10) or be stunned for 2d6 rounds.

When your wound points reach 0 you fall unconscious and are dying. You immediately make a Fortitude save (DC 10) to see if you die from your injuries. Even if you succeed, you must make a Fortitude save every hour until you stabilize or die. (See Injury and Death, page 139.)

Page 134, Table 8-2: Fundamental Actions in Combat

Insert the following line after "Activate an Item":
Switch weapon firing mode   Free   Yes

Page 135, under Improvised Thrown Weapons

Improvised thrown weapons have a range increment of 2 meters, not 10 feet.

Page 139, replaces the Injury and Death section up to Damaging Helpless Defenders

Injury and Death

Your vitality and wound points measure how hard you are to kill. While your opponents know a number of ways to hurt, harm, or kill you, you usually just take damage and lose vitality (or wound) points. The damage from each successful attack and each fight accumulates, reducing your vitality or wound point totals until one or the other reaches 0. Then you're in real trouble. Luckily, you have a number of ways to regain vitality and wound points. If you have a few hours (or days) to rest, you can recover lost vitality (or wound) points on your own. Technology provides faster ways to restore lost wound points.

What Vitality Points Represent

Vitality points represent your character's ability to avoid the nastiest effects of being hit in combat, turning a lethal hit into a near miss. Losing vitality from a blaster shot doesn't mean the blaster bolt hit you, but rather indicates that you barely dodged and avoided taking physical damage. As you lose vitality points, you become tired and less able to avoid deadly hits. A high-level character has a greater pool of vitality points, and is better able to avoid physical damage.
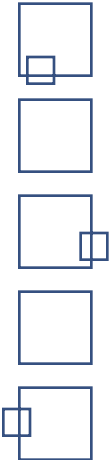
What Wound Points Represent

Wound points represent your character's capacity to withstand physical trauma. Losing wound points from a blaster attack indicates that the blaster bolt hit you, dealing potentially deadly damage.

Effects of Damage

Once you run out of vitality points, additional damage is deducted from your wound points. Damage doesn't slow you down until you take wound damage. If you take any wound damage, you are fatigued. You cannot run or charge, and you suffer an effective penalty of –2 to Strength and Dexterity. A character remains fatigued until all of his wound points are restored.

In addition, each time you take wound damage you must make a Fortitude saving throw (DC 10) or be stunned for 2d6 rounds. (A stunned character loses his Dexterity bonus and can take no actions.)

At 0 wound points, you're unconscious and may die (see below).

Page 140, the following replaces the existing sections

Stabilization and Recovery

An unconscious and dying character (one with 0 wound points) stabilizes naturally if his or her Fortitude saving throw succeeds by 10 or more, or the roll is a natural 20. Other methods for stabilizing an unconscious and dying character are described below:
➲ Using the Treat Injury skill, DC 15
➲ Using a medpac (which stabilizes the character and heals 1 wound point)
➲ Using the Heal Another Force skill, DC 10

A stabilized character doesn't need to make Fortitude saving throws every hour to avoid death.

A stabilized character regains wound points at the normal rate (1 wound point per day of rest).

Healing that restores a character to more than 0 wound points makes the character regain consciousness, though the character remains fatigued until he or she is fully healed (all lost wound points are restored).

Natural Healing

You recover 1 vitality point per character level for every hour of rest, and 1 wound point for every day of rest. You may engage in light, nonstrenuous travel or activity, but engaging in combat prevents any natural healing for that period of time. For example, a 3rd-level soldier/2nd-level noble recovers 5 vitality points per hour of rest and 1 wound point per day of rest.

A full night's sleep (8 hours) restores all vitality.

Assisted Healing

A trained healer can double the rate at which an injured person recovers lost wound points. Using the long-term care option of the Treat Injury skill, a healer can increase the rate of recovery to 2 wound points per day.

Equipment Healing

Certain items can restore lost wound points. Medpacs are good for stabilizing dying characters or restoring a limited number of lost wound points. A bacta tank treatment restores wound points at an advanced rate. See Chapter 7: Equipment for more information.

Page 143, replaces Helpless Defenders entry

Helpless Defenders

A helpless foe—one that is bound, sleeping, unconscious, or otherwise at your mercy—is an easy target. You can sometimes approach an unaware target, get adjacent to it, and treat the opponent as helpless. If the target is in combat or another tense situation (therefore in a state of acute awareness and readiness), or is able to use his or her Dexterity bonus to Defense, then that target cannot be considered unaware. Further, any reasonable precautions taken by a target (bodyguards, back to a wall, able to make Spot checks, etc.) also precludes catching that target unaware and helpless.

Page 146, under Multifire

Add the following sentence after "(A full attack is a full-round action)":
Switching modes between normal fire and multifire is a free action.

Page 148, in the grappling rules under Damage Your Opponent

Delete the following sentence: "If you want to deal normal damage, you suffer a –4 penalty on your grapple check."

Chapter Ten: Vehicles

Page 166, Flash Speeder entry, under Attack Bonus
Add +2 crew

Page 166, Ikas-Adno Nightfalcon entry, under Attack Bonus
Add +2 crew

Page 167, under Rebel Alliance Combat Snowspeeder, under Defense
It should read: "Defense: 17 (–1 size, +8 armor)."

Chapter Eleven: Starships

Page 182, under Engine Wash
The first sentence should read: "The energy radiating from a size Large or larger starship's engine deals damage to ships that are of smaller size categories within the engine's fire arc (usually aft) and within point-blank range."

Page 185, Millennium Falcon stat block
Change Maximum Speed to Ramming.

Page 186, Imperial Customs Guardian Light Cruiser, under Class
The Class should be "Transport," not "Space Transport."

Chapter Twelve: Gamemastering Star Wars

Page 210, under each Prestige Class entry
The Vitality die listing is a feature of the prestige class, not a requirement needed in order to take a level in the prestige class.

Page 210, under Crimelord entry

The following special class features were left off of the Crimelord prestige class:

Table 12–5: The Crime lord

Level	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Gain
1st	+0	+0	+1	+2	Contact	+1	+1
2nd	+1	+0	+2	+3	Resource access	+2	+1
3rd	+1	+1	+2	+3	Inspire fear –2	+2	+0
4th	+2	+1	+2	+4	Contact	+2	+1
5th	+2	+1	+3	+4	Minions	+3	+1
6th	+3	+2	+3	+5	Inspire fear –4	+3	+0
7th	+3	+2	+4	+5	Contact	+4	+1
8th	+4	+2	+4	+6	Exceptional minions	+4	+1
9th	+4	+3	+4	+6	Inspire fear –6	+4	+0
10th	+5	+3	+5	+7	Contact	+5	+1

Contact: The crime lord has operatives and associates throughout his or her sphere of influence. Each time a crime lord gains a contact, the GM should develop a supporting character to represent the contact. A player can suggest the type of contact his or her character wants to gain. A contact won't accompany the crime lord on missions or risk his or her life, but a contact will provide information or expert skills. The more powerful the contact is, the less time he or she has to offer the crime lord. Whatever the case, a crime lord shouldn't be allowed to call on the same contact more than once per adventure. Contacts fall into two groups: information contacts and expert contacts.

Information contacts include bartenders, thugs, spacers, law enforcers, outlaws, entertainers, computer slicers, merchants, politicians, smugglers, officers, starship captains, reporters, and various types of street people of any species.

Expert contacts include bureaucrats, doctors, engineers, diplomats, historians, mechanics, various types of scholars and scientists, politicians, and bounty hunters.

Inspire Fear: Beginning at 3rd level, the crime lord's infamy and reputation reach a level that anyone of the same character level or lower has trouble taking direct actions against the crime lord. This results in a penalty to any actions made to directly effect the crime lord, including attacks, skill checks in opposition to the crime lord, and Force-based skill uses. The penalty is –2 at 3rd level, –4 at 6th level, and –6 at 9th level.

Page 212, left column, under Class Features, under Weapon Proficiency

Repeating blasters should be replaced with heavy weapons.

Page 213, under Starfighter Ace Requirements entry, Feats line should read:

Feats: Starship Dodge, Starship Operation (starfighter)

Page 213, under Starfighter Ace Class Skills entry

Skill Points at Each Additional Level should be 4+ Int Modifier, not 2.

Page 216, Thug Class Features

Replace the current Weapon Proficiency line with the following:

"**Weapon Proficiency:** The thug is proficient in the use of blaster pistols and simple weapons."

Page 218, Character Condition Summary sidebar

Remove the entry for Fallen.

Page 218, Character Condition Summary sidebar, insert between "Paralyzed" and "Stable" entries

Prone: Lying on the ground. An attacker who is prone has a –4 penalty to melee attack rolls and cannot use primitive, heavy, or thrown ranged weapons. Melee attacks against a prone defender have a +4 bonus, and ranged attacks against a prone character have a –4 penalty.

Prone Legless Creatures: Ranged attacks against prone creatures that do not have legs (such as Hutts) suffer only a –2 penalty, as going prone does not reduce their profile as much. Note that such creatures get the +4 stability bonus when opposing trip checks, knockdown attacks, and similar actions that involuntarily impose the prone condition.

Page 219, Disease entry, under Healing

Replace both instances of the word "Strength" with the word "Constitution."

Chapter Thirteen: Eras of Play

Page 226, under Qui-Gon Jinn statistics, under Force Feats

Knight Mind should be Knight Defense.

Page 229, Darth Maul stat block

Replace "attack type" in the first melee attack damage listing with "punch." Change saves to Fort +11, Ref +12, Will +6.

Page 229, under Darth Maul statistics

Knight Defense should be listed as a Force Feat, not a regular Feat.

Page 230, under Darth Sidious statistics

Darth Sidious should have 32 Dark Side Points and 9 Force Points, not 2.

Page 231, under Sebulba entry, under SQ

Add the following: "Great Shout—Sebulba can inflate his throat and issue a bellow that can be heard over a distance of 3600 meters."

Change "+4 to Climb/Hide/Jump checks" to "+2 to Climb and Jump checks."

Page 239, Lando Calrissian stat block, under Feats

Change Skill Emphasis (Hide) to Skill Emphasis (Profession [gambler]).
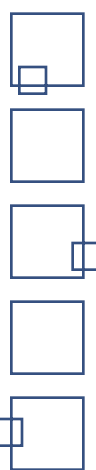
Page 239, Boba Fett stat block
Change all melee attacks to +14/+9/+4 and all ranged attacks to +15/+10/+5.

Page 240, Luke Skywalker stat block
Will save should be +9, not +5.

Page 241, Luke Skywalker stat block, under Force Feats
Master Mind should be Master Defense.

Page 242, Han Solo, War Hero stat block, under Skills
Insert Move Silently +5; change Knowledge (merchants) to +9.

Page 243, Jaina Solo stat block, under Feats
Add Gearhead.

Page 243, Jacen Solo stat block, under Feats
Add Animal Affinity.

Page 245, Mara Jade Skywalker stat block, under Feats
Add Skill Emphasis (Disguise) and replace Knight Speed with Knight Defense.

Chapter Fourteen: Allies and Opponents

Page 247, under Bothans entry, under stat block, under Skills
Add "Read/Write Basic, Speak Basic."

Page 247, under Bothans entry, after Species Features
Add "**Automatic Language:** Basic."

Page 248, under Cerean Commoner stat block, under Skills
Add "Read/Write Cerean, Speak Basic, Speak Cerean."

Page 248, under Cerean Commoner stat block, under Species Features
Add +2 Int.

Page 248, under Cerean Commoner stat block, after Species Features
Add "**Automatic Languages:** Cerean and Basic."

Page 248, under Dugs entry, under stat block, under Skills
Add "Read/Write Dug, Speak Basic, Speak Dug."

Page 248, under Dugs entry, after Species Features
Add "**Automatic Languages:** Dug and Basic."

Page 249, under Ewok Commoner stat block, under Skills
Change Survival skill to +1 (this is a cross-class skill for commoners). Add "Speak Ewok."

Page 249, under Ewok Commoner stat block, under Species Features
Change "+2 bonus on Survival checks" to "+2 bonus on smell-based Search checks."

Page 249, under Ewok Commoner stat block, after Species Features
Add "**Automatic Language:** Ewok."

Page 249, under Gamorreans entry, under stat block
Remove "Commoner." Change ability scores to "Str 12, Dex 8, Con 10, Int 10, Wis 10, Cha 10." Change WP to 10. Change melee attack to +3. Change saves to Fort +4, Ref −1, Will +0.

Page 249, under Gamorreans entry, under stat block, under Skills
Skill points are underspent. Change skills to "Intimidate +6, Knowledge (varies) +2, Profession +2, Read/Write Gamorrean, Speak Gamorrean."

Page 249, under Gamorreans entry, after Species Features
Add "**Automatic Language:** Gamorrean."

Page 250, under Gungan Commoner stat block
Under SQ, add Hold breath.
   Under Species Features, add the following: "A Gungan can hold his breath for a number of rounds equal to 25 times his Constitution score before he needs to make checks against drowning."

Page 250, under Gungan Commoner stat block, under Skills
Add "Read/Write Gungan, Speak Basic (variation), Speak Gungan."

Page 250, under Gungan Commoner stat block, after Species Features
Add "**Automatic Languages:** Gungan and Basic (variation)."

Page 250, under Human and Near-Human Commoner stat block, under Skills
Add "Read/Write Basic, Speak Basic."

Page 250, under Human and Near-Human Commoner stat block, after Species Features
Add "Automatic Language: Basic."

Page 250, under Hutt Commoner stat block, under SQ
Remove "Hutts are always considered fallen."

Page 250, under Hutt Commoner stat block, under Skills
Add "Read/Write Huttese, Speak Basic, Speak Huttese."

Page 250, under Hutt Commoner stat block, after Species Features
Add "**Automatic Languages:** Huttese and Basic."

Page 251, under Ithorian Commoner stat block, under Skills
Add "Read/Write Ithorese, Speak Basic, Speak Ithorese."

Page 251, under Ithorian Commoner stat block, after Species Features
Add "**Automatic Languages:** Ithorese and Basic."

Page 251, under Mon Calamari Commoner stat block, under Skills
Skill points do not reflect Int modifier. Change Craft skill to +5 and Knowledge to +3. Add "Read/Write Mon Calamarian, Speak Basic, Speak Mon Calamarian."

Page 251, under Mon Calamari Commoner stat block, after Species Features
Add "**Automatic Languages:** Mon Calamarian and Basic."

Page 252, under Noghri Commoner stat block
Remove "Commoner." Change Defense to 15 (+1 size, +3 class, +1 Dex). Change VP to 8. Change Attacks to +0 melee, +1 ranged. Change saves to Fort +1, Ref +2, Will +2.

Page 252, under Noghri stat block, under Feats
Change Sneaky to Stealthy.

Page 252, under Noghri stat block, under Skills
Add "Read/Write Noghrese, Speak Noghrese."

Page 252, under Noghri stat block, after Species Features
Add "**Automatic Language:** Noghrese."

Page 252, under Rodian stat block
Remove "Commoner." Change Charisma score to 8. Change Defense to 14 (+3 class, +1 Dex). Change Ref save to +2.

Page 252, under Rodian stat block, under Skills
Add "Read/Write Rodese, Speak Basic, Speak Rodese."

Page 252, under Rodian stat block, under Species Features
Add –2 Cha.

Page 252, under Rodian stat block, after Species Features
Add "**Automatic Languages:** Rodese and Basic."

Page 253, under Sullustan Commoner stat block
Change commoner ability scores to "Str 10, Dex 12, Con 8, Int 10, Wis 10, Cha 10." Change Defense to 11 (+1 Dex). Change ranged attack to +1. Change saves to Fort +1, Ref +2, Will +2.

Page 253, under Sullustan Commoner stat block, under Skills
Skill points are overspent. Change skills to "Climb +2, Craft (varies) +2 or Profession (varies) +2, Hide +3, Listen +2, Read/Write Sullustese, Speak Basic, Speak Sullustese."

Page 253, under Sullustan Commoner stat block, under Species Features
Remove bonus feat (Track). Change last sentence to "+2 species bonus to Climb and Listen checks."

Page 253, under Sullustan Commoner stat block, after Species Features
Add "**Automatic Languages:** Sullustese and Basic."

Page 253, under Twi'lek Commoner stat block, under Skills
Add "Read/Write Ryl, Speak Basic, Speak Ryl."

Page 253, under Twi'lek Commoner stat block, after Species Features
Add "**Automatic Languages:** Ryl and Basic."

Page 253, under Wookiee Commoner stat block, under Skills
Skill points are underspent. Change skills to "Climb +4, Craft (varies) +2 or Profession (varies) +2, Intimidate +3, Read/Write Shyriiwook, Speak Basic (understand only), Speak Shyriiwook, Survival +1."

Page 253, under Wookiee Commoner stat block, after Species Features
Add "**Automatic Languages:** Shyriiwook and Basic (understand only)."

Page 254, under Yuuzhan Vong Commoner stat block
Remove "Commoner."

Page 254, under Yuuzhan Vong stat block, under Skills
Add "Read/Write Yuuzhan Vong, Speak Yuuzhan Vong."

Page 254, under Yuuzhan Vong stat block, after Species Features
Add "**Automatic Language:** Yuuzhan Vong."

Page 263, under Generic Con Artist Table, under Special Qualities
The third column (Scoundrel 8/Noble 4) should say "plus Command," not just "Command."

Page 263, under Generic Con Artist Table, under Skills
The Sense Motive bonus for the second column (Scoundrel 6/Noble 2) should be +12 (not +13) and for the third column (Scoundrel 8/Noble 4) should be +13 (not +12). They were accidentally switched.

Page 268, under Generic Jedi Table, under Feats
The second column (Jedi Guardian 8) should have Lightsaber Defense, not Knight Defense, and the third column (Jedi Guardian 12) should have Knight Defense, not Lightsaber Defense. They were accidentally switched.

Page 277, under Stormtrooper stat block
Defense should be 16 (+6 armor), not 14 (+4 armor). Wound points should be 10, not 12.

Page 278, under Imperial Royal Guard stat block
The force pike does 2d8+2 damage, not 1d10+2, and it crits on 20, not on 19–20.

Page 278, under Imperial Royal Guard stat block, under Feats
Change Weapon Finesse (force pike) to Weapon Focus (force pike).

Chapter Fifteen: Droids

Page 284, Table 15–3: Skills Usable Untrained by Droids Balance should be removed from the table; it is not a skill.

Page 289, under Sample droids header
After the sentence beginning "Below are some sample droids...", add the following:

"Please note that only skill ranks are listed—not skill totals. Ability modifiers, feat modifiers, and equipment modifiers are not figured into the number in order to facilitate calculating actual skill points spent, for the purposes of reprogramming droids or switching out their accessories."

Page 290, under R2 Series entry, under Feats
Should be Skill Emphasis (Astrogate), not Skill Focus (Astrogate).

Page 291, under 3PO Series
Intelligence score should be 18, not 16.

Page 291, under M-TD Series
Intelligence score should be 16, not 18.

Page 291, WED Series stat block, under Skills
Change "Balance +2" to "Computer Use +1."

Page 292, Battle Droid stat block
The first line should read "battle droid" instead of "military droid."

Page 292, Destroyer Droid stat block
The first line should read "destroyer droid" instead of "military droid." Damage for heavy repeating blaster should be 4d8, not 3d8. Replace skills with "Listen +2, Speak Basic, Spot +5."

Page 293, Under Destroyer Droids & Autofire Sidebar, under Attack bonuses table
The Second Blaster column should have only one bonus listed, the number before the slash (+7 for Multishot, +5 for w/Rapid Shot); eliminate the second attack with the Second Blaster in both cases.

Page 293, Imperial Mark IV Series stat block
The first line should read "patrol droid" instead of "security droid."

Page 293, Viper Series stat block
The first line should read "probe droid" instead of "military droid."

Page 295, DUM Series stat block
The first line should read "pit droid" instead of "labor droid."