

STAR WARS®

ROLEPLAYING GAME

Star Wars Roleplaying Game Revised Core Rulebook

Second Printing Errata



EDITING**RAY AND VALERIE VALLESE****TYPESETTING****NANCY WALKER****WEB PRODUCTION****JULIA MARTIN****WEB DEVELOPMENT****THOM BECKMAN****ART DIRECTION****ROB RAPER****LUCAS LICENSING EDITOR****MICHELLE VUCKOVICH****STAR WARS RPG DESIGN MANAGER****CHRIS PERKINS****VICE PRESIDENT AND DIRECTOR OF RPG R&D****BILL SLAVICSEK**

U.S., CANADA
 ASIA, PACIFIC, & LATIN AMERICA
 Wizards of the Coast, Inc.
 P.O. Box 707
 Renton WA 98057-0707
 Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS
 Wizards of the Coast, Belgium
 P.B. 2031
 2600 Berchem
 Belgium
 +32-70-23-32-77

www.wizards.com/starwars www.starwars.com

©2003 Lucasfilm Ltd. and ® & ™ where indicated. All rights reserved.
 Used under authorization. Made in the U.S.A.

DUNGEONS & DRAGONS and the Wizards of the Coast logo
 are registered trademarks owned by Wizards of the Coast, Inc.

The d20 System logo and d20 are trademarks
 owned by Wizards of the Coast, Inc.

This d20 System™ game utilizes mechanics developed for
 the new Dungeons & Dragons® game by Jonathan Tweet, Monte Cook,
 Skip Williams, Richard Baker, and Peter Adkison.

This Wizards of the Coast™ game product contains no Open Game Content.
 This material is protected under the copyright laws of the
 United States of America. Any reproduction or unauthorized use of the
 material or artwork contained herein is prohibited without the express
 written permission of Wizards of the Coast, Inc. This product is a work of fiction.

Any similarity to actual people, organizations, places, or events is
 purely coincidental. To learn more about the Open Gaming License and
 the d20 System License, please visit www.wizards.com/d20.



www.wizards.com



www.starwars.com



Wizards of the Coast has sold through the original printing of the *Star Wars Roleplaying Game* revised core rulebook. When we went back to press for the second printing, we took the opportunity to fix a few errors and typos. These corrections represent official changes to the game rules, and this supplement contains the complete list of improvements.

Unfortunately, the small print of the second printing doesn't identify it as such. So how can you tell if you have the first printing or the second printing? Simple—if your book contains any of the revised information below, it's the more current second printing, and thus the official rulebook. If your book is the first printing, be sure to keep these improvements handy so you'll know what information has changed.

The Revisions

Page 33

Under the "Wookiee Rage" ability, Expertise should be Combat Expertise.

Page 46

Under the scoundrel's Class Skills list, the key ability for Gather Information should be Cha, not Int.

Page 51

Under the soldier's Bonus Feats list, Expertise should be Combat Expertise.

Page 58

Under the Jedi consular's Bonus Feats list, Expertise should be Combat Expertise.

Page 64

The entire section titled "Starting Feats" should be deleted.

Page 65

In "Adding a Second Class," the bulleted line "Starting feats (select only one of the starting feats)" should be deleted.

Page 65

In the section titled "How Multiclassing Works," third paragraph, the line "She selects one of the soldier's starting feats; receiving all of a class's starting feats is a benefit reserved for beginning characters only" should be replaced with "She gets all of the soldier's starting feats."

Page 85

Enhance Ability skill description: Taking 20 on an Enhance Ability check costs 60 vitality points (not 40 vitality points, as indicated).

Page 85

Enhance Senses skill description: Taking 20 on an Enhance Senses check costs 60 vitality points (not 40 vitality points, as indicated).

Page 91

Heal Another skill description: A result of 20–24 on the Heal Another check restores 1d4+1 wound points (not 1d4+12, as indicated).

Page 92

The Hide skill header should be black, not pink (it's not a Force skill).

Page 92

Illusion skill description: The line that says "A successful saving throw against a Force illusion reveals it to be false, but does not dispel the illusion" should be changed to "A successful saving throw against a Force illusion reveals it to be false and dispels the illusion."

Page 93

Jump skill description: The last line should read as follows: "Time: Jump is a move action."

Page 107

Dissipate Energy feat description: The DC for the Fortitude save should be 10 + the amount of damage inflicted. If the save is successful, you don't take any damage and you gain 1 vitality point for every 2 points of wound damage (note the specification of wound damage).

Page 108

Exotic Weapon Proficiency feat: Delete the prerequisite of "base attack bonus +1."

Page 115

Shot on the Run feat: Under Benefit, delete the last sentence that reads "Moving in this way does not provoke an attack of opportunity from the defender you are attacking."

Page 133

In the Lightsabers and Damage Reduction sidebar, insert the word "personal" in front of the word "armor" in the first line, so that it says: "Lightsabers ignore the damage reduction of an object and the damage reduction of personal armor when dealing damage."

Pages 227–234

The following changes apply to all starships in this section: Double all of the starship DRs for shields and hull points (for example, a starship with DR 5 gets DR 10 instead). For all weapon range modifiers, use Table 11–8 instead of the range modifiers listed for each weapon.

Page 268

Dark Side Devotee prestige class: Add Intimidate (Cha) to the dark side devotee's list of Class Skills.

Page 274

Jedi Investigator prestige class: Add Search (Int) to the Jedi investigator's list of Class Skills.

Page 280

Starship Ace: Under Requirements, a starship ace needs 9 ranks of Pilot, not 10 as indicated.

Page 291

Table 12–26: Acid Damage should be changed as follows:

Mild acid deals 1d6 damage (attack) or 2d6 damage (total immersion).

Potent acid deals 2d6 damage (attack) or 4d6 damage (total immersion).

Mild acid deals 3d6 damage (attack) or 6d6 damage (total immersion).

Page 340

Battle Droid description: The second sentence currently reads: "However, more expensive versions with improved targeting capabilities can be procured for double and triple the normal price (1,600 credits for the mid-level model and 2,400 credits for the high-level model)." These prices should be changed to 3,600 (mid-level) and 5,400 (high-level), respectively.

Page 354

Stormtrooper stat blocks: A low-level stormtrooper should have Defense 12 (+2 class). A mid-level stormtrooper should have Defense 14 (+3 class, +1 Dex).

Page 357

Yuuzhan Vong Equipment sidebar: Under the razorbug description, references to the "Deflect Blasters feat" should be replaced with "deflect special ability."

Page 366

Under Droid Repair: The last sentence of the Shutdown description currently reads as follows: "Shutting down an unwilling droid—an opponent in combat, for example—is not possible." It has been changed to "Shutting down an unwilling droid—an opponent in combat, for example—first requires a successful attack roll, then a successful Repair check (DC 10)."

Page 373

Destroyer Droids & Autofire sidebar: Replace the second column in the table as follows:

Second Blaster

+7

+5

