EDGE OF THE EMPIRE BETA UPDATE

This document serves to keep the **EDGE OF THE EMPIRE** Beta testers up-to-date on all of the latest changes to the design of the **EDGE OF THE EMPIRE** Core Rulebook. The most recent update to this document was on September 18, 2012. The newest changes to this document are always marked in red.

The changes are listed by chapter and by page. Some changes may encompass more than a single page, in which case that is described in the change entry. Each change is listed separately.

Thanks to everyone for your hard work and diligence on this project.

CHAPTER I: PLAYING THE GAME

New Sidebar (page 18): Add the following sidebar to this page, "*Upgrading and downgrading ability and difficulty* Certain rules may call for a player to upgrade or downgrade the ability or difficulty of a dice pool. For example, the Dodge talent allows characters to upgrade the difficulty of a combat check targeting them by a certain value. Upgrading or downgrading the ability of a pool refers to upgrading Ability dice into Proficiency dice or downgrading Proficiency dice into Ability dice. Likewise, upgrading or downgrading the difficulty of a pool refers to upgrading Difficulty dice into Challenge dice or downgrading Challenge dice into Difficulty dice.*"

CHAPTER II: CREATING A CHARACTER

Table 2–2: Player Starting Obligation (page 30): Change the recommended starting Obligation for two players to 20 Obligation each, for three players to 15 each, and for four players to 10 each. The remaining values remain unchanged.

Assembling the Group's Obligation (page 31): Add the following sentence to the end of paragraph one: "*When listing Obligation, the GM should always start with the largest Obligation, and list them in order from largest to smallest. If multiple characters have the same Obligation value, the GM can list these characters in whichever order seems most appropriate.*"

Bothans, Species Abilities (page 34): Add the following: "*Special Ability: Bothans start with one rank in the Convincing Demeanor talent.*"

Droids, Species Abilities (page 35): Add the following: "*Special Ability: After selecting their career, a Droid player character may train one rank in six of the eight career skills (instead of the usual four). After selecting their first specialization, a Droid player character may train one rank in three of the four specialization skills (instead of the usual two).*"

Droids (page 35): Add the following sidebar: "**Droids and Equipment** *Droids do not typically wear clothing, and many items of equipment that organics would have to carry separately may actually be part of a droid's body. For this reason, droids are allowed to treat certain pieces of equipment differently than other characters. For example, if a droid purchases and wears armor, the player can simply say his character has upgraded armor plates on his body, or a reinforced outer covering. Likewise, he could have an upgraded verbobrain instead of a datapad, or an internal communications device instead of a comlink (although many droids do carry equipment such as datapads and comlinks).*"

Gand, Species Abilities (page 36): Add the following: "*Special Ability: There are many sub-species of Gands. One notable difference between the two main sub-species being that one sub-species has lungs, and one does not. Those that have lungs breathe the ammonia gas-mixture native to their homeworld's atmosphere. Those that do not do not respire and gain all necessary metabolic substances through consumption of food.*

When playing a Gand, each player chooses whether he wishes his character to have lungs or not. If he selects to be playing a lungless Gand, his character is immune to suffocation (but not the wounds suffered from being exposed to vacuum). If he chooses to play a Gand with lungs, he starts the game with an ammonia respirator, and treats oxygen environments as dangerous atmospheres with Rating 8. However, he gains +10 starting XP."

Gands, Characteristic Ratings (page 36): Change the Gand's starting Intellect to 2. Change their starting Presence to 1.

Humans, Species Abilities (page 36): Remove the special ability that gives humans access to an additional specialization during character creation and replace it with the following: "*Special Ability: Humans and near-humans start the game with access to one additional rank in each of two different non-career skills of their choice. They may not train this skill above Rank 2 during character creation.*"

Rodians, Species Abilities (page 37): Add the following: "*Special Ability: Rodians start with one rank in the Expert Tracker talent.*"

Twi'leks, Species Abilities (page 38): Increase the starting wound threshold to 11 + Brawn.

Twi'leks, Species Abilities (page 38): Add the following: "*Special Ability: When making skill checks, Twi'leks may remove ■ imposed due to arid or hot environmental conditions.*"

Permanent Abilities and Talents (pages 40-63): Remove all references to permanent talents or permanent abilities.

Improved Defensive Stance (page 40-63): Improved Defensive Stance is removed as a Talent; all instances of it in Specialization Trees are replaced by Defensive Stance.

Improved Side Step (page 40-63): Improved Side Step is removed as a Talent; all instances of it in Specialization Trees are replaced by Side Step.

Resilience Talent (pages 40-63): Change the name of the Resilience talent in all instances to Enduring.

Bounty Hunter (page 40): The Bounty Hunter loses Surveillance as a career skill and gains Brawl.

Gadgeteer (page 41): The Gadgeteer loses Surveillance as a career skill and gains Coerce.

Survivalist (page 43): The Survivalist loses Surveillance as a career skill and gains Medicine.

Technician (page 60): The Technician loses Surveillance as a career skill and gains Knowledge (Outer Rim).

Slicer (page 63): The Slicer loses Surveillance as a career skill and gains Stealth.

Skill Training (page 64): Delete the paragraph "*A character can also purchase ranks in non-career skills...*" and replace it with. "*A character can also purchase ranks in non-career skills. Each rank of a non-career skill costs ten times the value of the rank being trained. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving this to rank 2 costs 20 experience points. Each rank must be purchased separately. This means raising a non-career skill to rank 2 during character creation costs 30 experience points (10 for rank 1, plus 20 for rank 2).*"

New Sidebar (page 64): Add the following sidebar to this page: "*Need more experience? Remember, a player can always increase his character's starting experience by taking on additional Obligation as described under Starting Obligation on page 30.*"

Acquiring Talents (page 65): Add the following paragraphs to the end of the section: "*When selecting talents on a specialization tree, remember that each selection on the tree may only be purchased once. In the case of ranked talents (talents that may be purchased multiple times, and have effects that stack the more times they are purchased), the only way to purchase them multiple times is if there are multiple selections of the same talent on the available specialization trees.*

"*In some cases a character may have already acquired a talents in one specialization, but encounters it again in another specialization. If it is a ranked talent, he must purchase it again (gaining another rank in the talent). If it is not a ranked talent, he counts as already having purchased it, and may proceed through the second specialization tree.*"

Acquiring New Specializations (page 65): Delete the paragraph "*Purchasing an additional specialization within a career...*" and the paragraph below it "*Each character may only have three specializations at any one time...*" Replace with the following: "*Purchasing an additional specialization within a character's career costs five times the total number of specializations he would possess with this new specialization. So a character with one specialization could purchase a second career specialization for 10 experience. If he wished to purchase a third career specialization, it would cost 15 experience.*
"*Characters may also purchase additional specializations outside of their career. Purchasing non-career specializations costs ten times the total number of specializations he would possess with this new specialization. So a character with one specialization could purchase a second—non-career—specialization for 20 experience. If he had two specializations already, a third specialization that was also a non-career specialization would cost 30 experience.*"

Wound Threshold (page 65): Add the following to this sentence "*A character's starting wound threshold is determined based on his species and his Brawn rating after he has had the opportunity to increase it with his starting experience points.*"

Strain Threshold (page 65): Add the following to this sentence "*A character's starting strain threshold is determined based on his species and his Willpower rating after he has had the opportunity to increase it with his starting experience points.*"

Step 9: Finishing Touches (page 67): The name of this section should be "*Step 9: Starting Gear and Finishing Touches.*" Add the following paragraphs to this section: "*Starting Gear Player Characters in* **Edge of the Empire** *receive a budget of credits to spend on starting gear before gameplay begins. This budget is 500 credits, although it can be increased by undertaking additional Obligation (see page 30). Before their characters begin the game, players may spend these credits to purchase items from* **Chapter V: Gear** *for their character. They may not purchase Restricted (R) items unless specifically given dispensation by their GM.*

"*Characters keep any unspent credits when they start the game. In addition, once the player has finished spending his starting credits, he rolls 1d100. His character gains this many additional credits as "pocket money" at the beginning of the game. This additional money may not be spent during character creation.*

"*Characters do not start the game with any items save what they purchase with their starting credits or any*

miscellaneous sundries they feel are appropriate for their character (see page 119)."

New Sidebar (page 67): Add the following sidebar to this page: "*Short on Cash? Remember, a player can always increase his character's starting credits by taking on additional Obligation as described under Starting Obligation on page 30.*"

CHAPTER III: SKILLS

Mechanics (page 77): Replace the sentence: "⟲ *generated during a Mechanics check may restore hull integrity to a damaged vehicle. Each ⟲ spent in this way adds an additional two Hull Integrity.*" with "⟲ *generated during a Mechanics check can mean especially high-quality repairs, possibly even making the item even higher quality than it originally was. This may grant ▢ when using the item, or even make it count as having the Superior quality for a session.*" Then add the sentence: "*Mechanics checks may have specific rules when applied to repairing starships and vehicles, see page 155.*"

Surveillance (page 81): Remove Surveillance and its entry. In the final book, Computers and Perception will compensate for this skill.

Brawl (page 83): Change the sentence "*Unless the opponent is incapable of resisting, Brawl is an opposed check*" to "*The difficulty of Brawl checks is Average ◆◆ (the difficulty of all melee attacks) unless the opponent is incapable of resisting (in which case it might be easier at the GM's discretion).*"

Brawl (page 83): Remove the sentence "*Attacks made with Brawl inflict strain upon their target, unless the acting character has a natural weapon that induces wound damage.*" Replace with "*Brawl is used in unarmed combat, see page 137.*"

Gunnery (page 84): Change the sentence "*Gunnery is an opposed check, unless the target is completely immobile*" to "*Gunnery check difficulties are determined by the distance to the target or relative silhouettes, depending on the weapon fired.*"

Melee (page 84): Change the sentence "*Unless the opponent is incapable of resisting, Melee is an opposed check*" to "*The difficulty of Melee checks is Average ◆◆ (the difficulty of all melee attacks) unless the opponent is incapable of resisting (in which case it might be easier at the GM's discretion).*"

Melee (page 84): Remove the sentence "*Attacks made with Melee inflict wounds on their target, unless the acting character has a weapon that specifically induces strain.*"

Ranged–Heavy (page 84): Change the sentence "*Ranged (Heavy) is resolved as an opposed check, unless the target is completely immobile*" to "*Ranged - Heavy check difficulties are determined by the distance to the target.*"

Ranged–Heavy (page 84): Remove the sentence "*Characters armed with a Ranged (Heavy) weapon are unable to parry a melee attack, unless the weapon has a melee attachment.*"

Ranged–Light (page 84): Change the sentence "*Ranged (Light) is resolved as an opposed check, unless the target is completely immobile*" to "*Ranged - Light check difficulties are determined by the distance to the target.*"

Ranged–Light (page 84): Change the sentence: "*Characters may wield a pistol with Ranged (Light) while reserving a melee weapon for defensive purposes*" to "*Characters may wield a Ranged (Light) weapon in each hand, or wield a melee weapon that can reasonably be used one-handed and a Ranged (Light) weapon in the other hand.*"

Table 3-2: Medical Check Difficulty (page 77): Column one, row two of the table should read "*Current wounds equal more than half of wound threshold.*"

CHAPTER IV: TALENTS

Talent Trees (page 88): Delete the entire paragraph that begins with "*Characters normally only have access to three specialization trees at a time...*"

Adversary (page 88): Add the following talent to the chapter:

ADVERSARY
Activation: Passive
Ranked: Yes
Trees: NPC only
Upgrade the difficulty of any combat check targeting this character once per rank of Adversary.

Anatomy Lessons (page 88): Modify the first sentence in the description to read: "*After a successful combat check, the character may spend a Destiny Point to add damage equal to his Intellect* **rating to one hit of the successful attack.**"

Dead to Rights (page 91): Modify the first sentence in the description to read: "*The character may spend a Destiny Point to add additional damage equal to half his Agility rating (rounded up)* **to one hit** *of a successful attack made by ship or vehicle mounted weaponry.*"

Improved Dead to Rights (page 91): Modify the first sentence in the description to read: "*The character may spend a Destiny Point to add additional damage equal to his Agility rating* **to one hit** *of a successful attack made by ship or vehicle mounted weaponry.*"

Deadly Accuracy (page 91): Modify the following sentence: "*The character may add his basic training ranks in that combat skill* **as additional damage to one hit of a successful attack made with that skill with non-starship scale weapons.**"

Defensive Stance (page 92): Change Defensive Stance to: "*One per round on the character's turn, the character may perform a Defensive Stance maneuver to assume a defensive stance against incoming melee attacks. He then suffers a number of strain no greater than his ranks in Defensive Stance. Until the start of the character's next turn, upgrade the difficulty of all melee combat checks targeting the*

character a number of times equal to the strain suffered by the character." Defensive Stance becomes ranked.

Improved Defensive Stance (page 92): Improved Defensive Stance is removed as a Talent; all instances of it in Specialization Trees are replaced by Defensive Stance.

Hard Headed (page 93): Modify the last sentence in the description to read: "*The difficulty of this check decreases* **by one** *per additional rank of Hard Headed, to a minimum of one difficulty.*"

Improved Hard Headed (page 93): Modify the last sentence in the description to read: "*The difficulty of this check decreases* **by one** *per additional rank of Hard Headed, to a minimum of one difficulty.*"

Jury Rigged (page 95): Modify the following sentence to read: "*He may increase the damage of the weapon by one, decrease the* ◈ *cost on its Critical Hit or any single other effect by one* **to a minimum of one**..."

Natural Pilot (page 96): Modify the first sentence in the description to read: "*Once per game session, the character may reroll any one* **Pilot (Space)** *or Gunnery check.*"

Pressure Point (page 97): Modify the first sentence of the description to read: "*When making a Brawl check against* **a living** *opponent*..."

Resilience (page 97): Change the name of the talent to Enduring.

Resolve (page 98): Modify the first sentence in the description to say "*When* **the** *character involuntarily suffers strain*..."

Side Step (page 98): Change Side Step to: "*Once per round on the character's turn, the character may perform a Side Step maneuver to side step and try to avoid incoming ranged attacks. He then suffers a number of strain no greater than his ranks in Side Step. Until the start of the character's next turn, upgrade the difficulty of all ranged combat checks targeting the character a number of times equal to the strain suffered by the character.*" Side Step becomes ranked.

Improved Side Step (page 98): Improved Side Step is removed as a Talent; all instances of it in Specialization Trees are replaced by Side Step.

Soft Spot (page 99): Modify the first sentence of the description to read "*After making a successful attack with a non-vehicle/starship weapon, the character may spend a Destiny Point to add damage equal to his Cunning rating* **to one hit of the successful attack**."

Stalker (page 99): Change Stalker to: "*The character adds* □ *per rank of Stalker to all Coordination and Stealth checks.*"

Targeted Blow (page 100): Modify the first sentence of the description to say "*On a successful ranged attack during combat with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to his Agility* **rating to one hit of the successful attack**."

CHAPTER V: EQUIPMENT

Weapon Qualities (page 105): In the second paragraph, add the bolded words to the following sentence "*Active qualities must be triggered by the user, often by spending* **one or more** ◈ *to activate the effect.*"

In the third paragraph, add the bolded words to the following sentence: "**Active** *qualities require* ◈ ◈ *to activate unless the quality lists a different cost.* **Passive qualities do not require anything to activate (they always apply) unless the quality specifically lists otherwise.**"

Auto-fire (page 105): Add the following sentence to the end of the description: "*The user may choose to not use the Auto-fire quality on a weapon; in this case he cannot trigger the quality but also does not suffer the aforementioned penalty.*"

Blast (page 105): Add this sentence to the end of the description: "*The user may also trigger Blast if the attack misses, by spending* ◈ ◈ ◈. *In this case, the original target and every target engaged with the original target suffers damage equal to the Blast rating of the weapon.*"

Defensive (page 106): Change the entry for defensive to the following: "**Defensive (passive)** *Defensive weapons are particularly good at fending off incoming melee attacks. A character wielding a weapon with the Defensive quality increases his melee defence by the weapon's Defensive rating.*"

Snapshot (page 107): Delete this quality.

Stun Damage (page 107): Add this sentence to the end of the entry "*When weapons with a stun setting are used to deal stun damage, their range changes to short and cannot be increased.*"

Critical Rating (Crit) (page 108): In the first paragraph, add the following to this sentence: "*A critical injury can only be triggered on a successful hit that deals damage.*"

Table 5-5: Ranged and Gunnery Weapons (page 110): Replace the current table with this table (the red text denotes the changes in the table).

Disrupter Rifle/Pistol (page 110) Delete the sentence: "*In addition, the wielder can spend* ◈ ◈ ◈ ◈ ◈ *to disintegrate the target completely. He cannot be healed and is irrevocably dead.*" In addition, change the sentence "*Whenever a victim is hit by a disrupter, any Critical Hit results in a* "*limb lost*" *effect*..." to "*Whenever a victim is hit by a disrupter, any Critical Hit results in a* "*Crippled*" *effect*..."

Table 5-6: Brawl and Melee Weapons (page 112): Replace the current table with this table (the red text denotes the changes in the table).

Brawling Weapons (page 112): Add the following sentence to the first paragraph "*When using a brawling weapon, users add their Brawn characteristic to the damage dealt, unless the weapon description indicates otherwise.*"

Melee Weapons (page 112): Add the following sentence to the first paragraph "*When using a melee weapon, users add their Brawn characteristic to the damage dealt, unless the weapon description indicates otherwise.*"

TABLE 5–5: RANGED AND GUNNERY WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENC	HP	PRICE	RARITY	SPECIAL
Blasters and Energy Weapons									
Holdout Blaster	Ranged (Light)	5	4	Short	1	0	200	4	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	1	2	300	4	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	1	3	400	4	Stun setting
Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	2	3	700	6	Stun setting
Blaster Carbine	Ranged (Heavy)	9	3	Medium	3	4	850	5	Stun setting
Blaster Rifle	Ranged (Heavy)	9	3	Long	4	4	900	5	Stun setting
Heavy Blaster Rifle	Ranged (Heavy)	10	3	Long	6	4	1500	6	Auto-fire, Cumbersome 3
Light Repeating Blaster	Ranged (Heavy)	11	3	Long	7	4	2,250 (R)	7	Auto-fire, Cumbersome 4, Pierce 1
Heavy Repeating Blaster	Gunnery	15	2	Long	9	4	6,000 (R)	8	Auto-fire, Cumbersome 5, Pierce 2, Vicious 1
Bowcaster	Ranged (Heavy)	10	3	Medium	5	2	1,250	7	Cumbersome 3, Knockdown
Ionization Blaster	Ranged (Light)	10	5	Short	3	3	250	3	Disorient 5, Stun Damage (Droid only)
Disruptor Pistol	Ranged (Light)	10	2	Short	2	2	3,000(R)	6	Vicious 4
Disruptor Rifle	Ranged (Heavy)	10	2	Long	5	4	5,000 (R)	6	Cumbersome 2, Vicious 5
Slugthrowers									
Slugthrower Pistol	Ranged (Light)	4	5	Short	1	0	100	3	
Slugthrower Rifle	Ranged (Heavy)	7	5	Medium	5	1	250	3	Cumbersome 2
Thrown Weapons									
Bola / Net	Ranged (Light)	2	–	Short	1/3	2	20	2	Ensnare 3, Knockdown, Limited Ammo 1
Explosives and Flame Projectors									
Flame Projector	Ranged (Heavy)	8	2	Short	6	2	1,000	6	Burn 3, Blast 8
Missile Tube	Gunnery	20	2	Extreme	7	4	7,500 (R)	8	Blast 10, Breach 1, Cumbersome 3, Guided 3, Limited Ammo 6
Frag Grenade	Ranged (Light)	8	4	Short	1	0	50	5	Blast 6, Limited Ammo 1
Stun Grenade	Ranged (Light)	8	NA	Short	1	0	75	4	Blast 8, Disorient 3, Limited Ammo 1, Stun Damage
Thermal Detonator	Ranged (Light)	20	2	Short	1	0	2,000 (R)	8	Blast 15, Breach 1, Limited Ammo 1, Vicious 4

Armor Characteristics (page 113): Add the following category: "*Encumbrance Each armor set has a listed encumbrance. This is the encumbrance value of the item when carried. However, armor is designed to be worn, and when worn its encumbrance value decreases. Reduce the encumbrance value of all armor by 3 when worn.*"

Customization and Modifications (122): Remove the following section "*Attachments have a set of base modifiers that they automatically grant when installed, and a number of mods (further intangible benefits) that are only accessible if the player is using the item tree mechanic to customize the item to which the attachment is fitted*" and replace it with "*Attachments have a set of base modifiers that they automatically grant when installed. Installing an attachment is a fairly simple process (as they are designed for easy installation) and simply requires a few minutes of uninterrupted work.*"

Bipod Mount (page 125): Change "*This attachment can only be applied to blaster rifles, heavy blaster rifles, and light*

TABLE 5–6: BRAWL AND MELEE WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENC	HP	PRICE	RARITY	SPECIAL
Brawling Weapons									
Brass Knuckles	Brawl	+1	4	Engaged	1	0	25	0	Disorient 3
Shock Gloves	Brawl	+0	5	Engaged	0	1	300	2	Stun 3
Melee Weapons									
Combat Knife	Melee	+1	3	Engaged	1	0	25	1	
Gaffi Stick	Melee	+2	3	Engaged	3	0	100	2	Defensive 1, Disorient 3
Force Pike	Melee	+3	3	Engaged	3	3	450	4	Pierce 2
Lightsaber	Lightsaber	10	1	Engaged	1	0	50,000 (R)	10	Breach, Sunder, Vicious 2
Truncheon	Melee	+2	5	Engaged	2	0	15	1	Disorient 2
Vibro-knife	Melee	+1	3	Engaged	1	2	150	3	Pierce 1, Vicious 1
Vibro-axe	Melee	+3	3	Engaged	4	3	700	5	Pierce 2, Sunder, Vicious 3
Vibrosword	Melee	+2	2	Engaged	3	3	700	5	Pierce 2, Vicious 1, Defensive 1

repeating blasters" to "*This attachment can only be used on rifles, carbines, and light repeating blasters.*"

Forearm Grip (page 125): Change the "*Innate Talent (Snap Shot)* to "*Innate Talent (Point Blank Rank + 1) Mod.*"

CHAPTER VI: CONFLICT AND COMBAT

Aim (page 130): If the character spends two maneuvers aiming, he gains ☐ ☐, not ■ ■.

Taking cover (page 130): Modify the following sentence to read: "*Ducking behind a door jam, crouching behind a crate, or peeking around a tree trunk can all allow the character to* increase his ranged defence by one *(and some cover* can increase his ranged defence by more than one *if its particularly sturdy).*"

Engage or Disengage from an opponent (page 131): Replace this entry with the following: "*If the character is engaged with an opponent or adversary, he must perform a maneuver to disengage with that opponent before moving to any other location. This only changes his range relative to his opponent from "engaged" to "short" and represents the effort of backing away and avoiding his opponent's attacks.*"

Performing a Combat Check, Step 4: Resolve Advantage and Triumphs (page 132): Modify the following sentence in the second paragraph to read: "*Remember, a critical hit can only be triggered on a successful hit* that deals damage exceeding the target's soak value."

Engaged (page 135): Add this sentence to the end of the section: "*The best way to consider engaged is as a subcategory of close range. Obviously, someone can be slightly further away if they're at short range, rather than if they're engaged with someone. However, the distance is relatively minor. Thus, spending a maneuver to move to engage someone or something is as much a matter of moving into combat (or out of combat) cautiously enough to avoid a return blow or flipping open and focusing one's attention on a device as much as it is moving a physical distance.*"

Close Range (page 135): In this section, and in all instances referring to the range band, change "*close*" to "*short*." Note, this is to avoid confusion with the starship scale range band of the same name, which is not changing.

Exceeding Wound Threshold (page 140): Add this sentence to the end of the section: "*When wounds exceed a character's wound threshold, the character should track how many wounds he has exceeded the threshold by, to a maximum of twice the wound threshold. He must heal wounds until his wounds are below his wound threshold before he is no longer incapacitated.*"

New Sidebar (page 141): Add this sidebar: "**Strain damage and Critical Hits** *Although not always likely, some attacks that deal strain damage (notably stun weapons) can also trigger critical hits. When a Player Character inflicts a critical hit on an adversary that can be incapacitated by a single critical hit (such as a minion), then they are simply incapacitated by being rendered unconscious. If PCs or high level adversaries suffer a critical hit from a stun weapon, this may be anything from adverse long term effects from the stun weapon to tangential injuries from being stunned (the stun shot could knock them off balance, and they take a nasty crack on the skull when they hit the ground, for example). Of course, since these critical hits would have to be triggered by the players or GM; both parties can always decide that a critical hit would not make sense in that narrative, and chose not to trigger them.*"

Table 6-12: Medical Check Difficulty (page 143): Change the entry in column one, row three to read: "*Current wounds equal more than half of wound threshold.*"

Stimpacks (page 144): Add this sentence to the end of the section: "*Characters must spend a full night's rest or wait at least 24 hours before stimpacks can be used at their full effectiveness again.*"

CHAPTER VII: STARSHIPS AND VEHICLES

Starships and Scale sidebar (page 146): Add the following section to this sidebar: "**Starships, vehicles, and Blast Weapons.** *Starship scale weapons that have the Blast quality are particularly effective at decimating ground targets, even if their explosive radius does not allow them to hit multiple*

TABLE 7–3: DAMAGE CONTROL DIFFICULTY

TOTAL SYSTEM STRAIN	TOTAL HULL TRAUMA	TEST DIFFICULTY
Half or less ship's threshold	Half or less ship's threshold	Easy (◆)
More than half ship's threshold.	More than half ship's threshold.	Average (◆◆)
Greater than ship's threshold.	Greater than ship's threshold.	Hard (◆◆◆)

targets in space. Starship blast weapons hit their primary target and every additional target within short range, instead of just every target engaged with the original target.

Starships, vehicles, and personal scale *Just because starships and vehicles generally operate in starship scale, this does not mean the GM cannot have them operate in personal scale. Two vehicles that are at close range to each other can also be at medium range in personal scale, or even engaged with each other (two speeders pulled up next to each other is a perfect example). The important thing to remember is that all of the personal range bands exist within the close range band for starship scale. This can also be one of the rare cases where it makes narrative sense that a starship weapon with Blast such as proton torpedo would hit multiple vehicles at once."*

Defense (page 147): Change the following sentence "*The amount of ⚙ generated by the ■ added to the attacker's dice pool...*" to "*The amount of ▼ generated by the ■ added to the attacker's dice pool...*" Also add the sentence "*The ⚙ generated also lessens the chance of critical hits.*"

Table 7–2: Starship and Vehicle Weapons (page 150): Column five, rows five and 19: The concussion missile launcher and proton torpedo launcher both gain the **Slow Firing 1** quality. This applies to all other proton torpedo launchers and concussion missile launchers in this chapter.

Evasive Maneuvers (Pilot Only, Silhouette 1-4, Speed 3+) (page 154): Replace the entirety of the entry for evasive maneuvers with the following: "*Evasive Maneuvers reflects a pilot's efforts to avoid incoming fire, collision, or other calamity. Executing Evasive Maneuvers upgrades the difficulty of the dice pool once for all attacks made against the ship until the end of the pilot's next turn. While this makes the ship executing the starship maneuver harder to hit, it also makes it harder for the ship executing the starship maneuver to hit anything else. Executing Evasive Maneuvers likewise upgrades the difficulty of the dice pool once for all attacks made by the ship until the end of the pilot's next turn. Evasive Maneuvers may only be undertaken by ships or vehicles of silhouette 4 or smaller. Anything larger is typically too slow or awkward to perform Evasive Maneuvers.*"

Damage Control (page 155): Replace the text of damage control with the following: "*This action is an attempt to mitigate some of the stress caused to a vehicle's systems through combat or accident. Using this action, any Player Character who makes a successful Mechanics check recovers one point of system strain. The difficulty of the Mechanics check is determined by the strain the ship is currently suffering. Damage Control can be attempted as many times as needed to reduce a ship's system strain to zero (with the caveat that a single character can still only perform one action per turn, of course).*

Likewise, a skilled mechanic can even repair some of the damage dealt to a vehicle during an ongoing fight, although this is much trickier. In general, PCs can only attempt one Damage Control check to reduce hull trauma per encounter (there are only so many repairs that can be accomplished without the ministrations of a proper shipyard). In addition, the GM is the final arbitrator as to whether a Player Character can attempt repairs of hull trauma at all (a snubfighter pilot could not climb out of his cockpit during a dogfight to patch his wing, nor could a speeder biker reattach one of his control surfaces while driving through a forest). Characters can also use this action to repair Critical Hits the ship is suffering from. The difficulty of repairing a Critical Hit is listed on Table 7–9. Checks to repair Critical Hits can be attempted multiple times, until the Critical Hit is repaired.*"

Also, replace table 7–3 with the table presented in this document."

Starship Actions (page 155): Add the following section, and add table 7–@ (this table will not have a number until the final book) to this page: " **Additional Ship and Vehicle Actions** When aboard a vehicle in combat, those who are not piloting or firing weapons may still want to contribute to the encounter. Although the number of options open to them is limited only by a player's creativity, **Table 7–@: Additional Ship and Vehicle Actions** has a list of actions passengers can attempt during encounters. The first table lists the actions by name, the skill required and the check's attendant difficulty, and the results of a success (GMs should modify the difficulty of the check if they see fit, and can also keep players from using certain skills that may not make sense in a certain situation). These actions are all covered by the "Perform a Skill Check" action, and are by no means an exhaustive list. However, they do serve to provide a range of ideas for groups."

New sidebar (page 155): Add the following sidebar: "**Starships, vehicles, and minions** *When using starships and vehicles in combat, a GM can still use the rules for minions to streamline and speed up encounters. With single-pilot vehicles such as speeder bikes, airspeeders, or starfighters, this process if very similar. Simply combine two to four of the same vehicles (and piloted by the same minion NPC) into a single minion group. This group of vehicles operates as a single entity, which can narratively be described as flying in formation, or at least a loosely clustered mob. Just as with minion groups of NPCs, starship or vehicle minion groups attack once as a group (upgrading the skill check if their "group only" skills allow this), and take damage as a group. They all select the same maneuvers and move to roughly the same locations as well.*

Larger capital ships or heavy vehicles are generally never treated as minions (nobody wants to have to fight a minion group of two to four Star Destroyers, after all!). However, they can have minion groups operating within them. A capital ship with multiple weapons should have their weapons operated by minion gunners (see page @@), and generally has multiple weapons of the same type firing in the same arc. A

TABLE 7–@: ADDITIONAL STARSHIP AND VEHICLE ACTIONS

ACTION	SKILLS REQUIRED AND DIFFICULTY	RESULTS
Plot Course	Medium (◆◆) Astrogation check, Hard (◆◆◆) Piloting check, Hard (◆◆◆) Perception check	The crewmember studies the terrain ahead and plots a course that should take the vehicle safely through it. On a successful check, each success reduces the ■ suffered for difficult terrain by 1.
Copilot	Medium (◆◆) Piloting check.	The crewmember serves as the vehicle's copilot, managing systems and auxilary equipment to allow the pilot to focus on flying or driving. On a a successful check, each success downgrades the difficulty of the pilot's next piloting check by 1.
Jamming	Medium (◆◆) Computers check.	The crewmember uses the vehicle's systems to jam the communications of enemy vehicles. On a successful check, the enemy must make a Medium (◆◆) Computers check to use their communication systems. The difficulty increases by one for each additional ✵ ✵, and the jamming affects an additional target for each ♋ spent.
Boost Shields	Hard (◆◆◆) Mechanics check.	The crewmember re-routes power from other systems to boost the defensive systems of a vehicle. This only works if a vehicle already has a defense rating. On a successful check, the vehicle suffers 1 system strain, and increases the defense of one defense zone by one. Additional ✵ can increase the defense of additional zones by one as well.
Manual Repairs	Hard (◆◆◆) Athletics check.	In some cases, repairs can be as simple as a sturdy metal plate welded over a damaged system. If the GM allows and the crewmember has the proper tools for the job, they can attempt to use the Damage Control action with Athletics rather than Mechanics. If successful, they may remove one point of hull trauma from the ship, plus one additional point for for each additional ✵ ✵. Remember, this follows the limitations to Damage Control, and thus may only be attempted once per encounter.
Fire Discipline	Hard (◆◆◆) Leadership or Discipline check.	The crewmember forgoes fighting to analyze the opponents' tactics and direct his fellows to greater accuracy with their weapons fire. If successful, the next crewmember firing a weapon aboard the ship can add ☐ to his check. Each additional ✵ ✵ allows one additional crewmember to add ☐ to next combat check with the ship or vehicle's weaponry as well. In addition. the crewmember may spend ♋ ♋ ♋ to allow every hit from shipboard weapons to inflict 1 system strain on their target as well as regular damage until the beginning of his next turn as the carefully timed shots pummel shields and overload systems.
Scan the enemy	Hard (◆◆◆) Perception check.	The crewmember uses the ship's scanners to study the enemy. If successful, he learns what weapons the ship has, any modifications, and their system strain and hull trauma thresholds. If he spends ♋ ♋, he can also learn their current system strain and hull trauma levels.
Slice enemy's systems	Hard (◆◆◆) Computers check.	The crewmember uses powerful shipboard computers to attempt to disrupt the systems of an enemy vehicle. If successful, he inflicts one point of system strain on one ship or vehicle within Short range per ✵.
"Spoofing" missiles	Medium (◆◆) Computers or Hard (◆◆◆) Vigilance check.	The crewmember tracks incoming attacks and uses vehicle systems to disrupt their tracking systems, or even times incoming missiles and drops flares and chaff at the opportune moment. If successful, any attacks against the crewmember's ship or vehicle using weapons with the Guided quality upgrade their difficulty by one (plus an additional upgrade for every additional ✵ ✵) until the start of the crewmember's next turn.

GM can group multiple weapons of the same type and with the same firing arc on the same vehicle or ship and have them fire as a single minion group. This means all the weapons fire as one at the same target, upgrading their check if the minion gunners have Gunnery as a group skill. This speeds up the turn of capital ships (since they generally have a great deal of guns to fire), and represents the ability of capital ships to hit other vessels through sheer volume of fire. Remember, however, when using minion groups on a single capital ship or vehicle, the vehicle is still what takes damage, not the minion group.

Table 7–7: Spending Threat and Despair in Starship and Vehicle Combat (page 157): Column two, row three. Replace the sentence "*The active character loses Initiative*" with "*The initiative slot being used by the active player drops to last in the initiative order.*"

New Sidebar (page 159): Add the following sidebar: "**The Chase** *There are some cases in starship or vehicular combat when two or more characters want to enact a chase. In this case, the standard rules for combat can be modified slightly to represent this.*

The most important thing to remember in a chase is that a great deal of the action is going to be narrative in nature. Skill checks can and will resolve the outcome of the chase, but the action during the chase is mostly narrative, and therefore up to the GM and players to describe.

To resolve a chase, the GM first should determine how far away the two vehicles start from each other. If the chase consists of two ground vehicles such as speeder bikes or landspeeders, the GM may want to use personal scale range bands. If, on the other hand, the chase consists of two airspeeders, starfighters, or even capital ships, he should probably use starship scale range bands.

Once he's determined starting distance, the chased and the pursuer should make a competitive Pilot check, with the type of Pilot check being dependent on the vehicles being used. The difficulty of the check depends on the circumstances of the chase. A pursuit through clear space with no terrain could be a Simple (-) check. Conversely, if the terrain is actually a factor, then the difficulty should be set using the rules found on page 159, which means pilots will likely need to balance their need for speed with the dangers of running headlong through possibly fatal obstacles.

Once both parties have made their check, compare total successes (as with every competitive check). If the pursuer wins, he closes the distance between him and his prey by one range band. If the chased wins, he opens the distance between him and his pursuer by one range band. In addition, if the winner is travelling faster than the loser, he opens or closes the distance by an additional number of range bands equal to the difference in relative speeds.

It is up to the GM at what point the chase resolves, but in general it should end if the pursuer is able to close the gap so that he is engaged (or at close range) with his prey, or if the chased is able to open the distance to beyond extreme range. If the chase is taking place as part of a larger encounter (such as two characters on speeder bikes chasing each other while the rest of the group fights a larger battle), then the GM should have the parties involved at the chase make their competitive check at the beginning of the round, before anyone takes their turn. Then all characters take their turns as normal,

with those involved in the chase having a turn to boost their speed, attack the person they're pursuing, or even try to make emergency repairs while they continue their pursuit (however, they cannot use their turn to take maneuvers that would move their position relative to the other members of the chase until the chase is over). It's important to note that the position of those involved with a chase is likely changing relative to the rest of the party, and it's up to the GM and players as to where they go. Remember, the chase rules represent how far away the members of a chase are from each other, not where they actually go in a location. This part is the narrative aspect of a chase spoken of previously.

Finally, it's important to note that these rules can also be used to play out a foot chase, with the only difference being that the difficulty of the chase would be a set difficulty, the speed of all participants would be equal, and the competitive check would probably be Athletics."

System Strain (page 160): Change the entirety of the second paragraph (beginning in "*In game terms, when a ship or vehicle exceeds its system strain threshold...*") to the following: "*In game terms, when a ship or vehicle exceeds its system strain threshold, the ship's speed drops to 0 during the following round. The majority of its systems (such as engines, weapons, and shields) cease operating as well. This means it cannot move, its weapons cannot shoot, and its defense drops to 0. This may be a relatively minor situation if this is a ship flying through deep space or a vehicle safely sitting on the ground – or a more dangerous situation if the ship was flying near something with a gravitational pull.*"

Starship Defense (page 165-171): The listing for defense in the final book will be presented clearly. For the time being, know that when a ship or vehicle has two defense numbers listed, the first is **fore** defense, and the second is **aft**. When a ship or vehicle has three defense numbers listed, the first is **fore** defense, the second is **port** and **starboard** defense, and the last is **aft**.

Firespray System Patrol Craft (page 168): The cost for the Firespray should be 80,000 credits, not 40,000.

Table 7-15: Starship and Vehicle Attachments: Column three, row 10 (the upgraded weapons entry) should read "*Varies, see the attachment entry.*"

Range (page 149): Replace the sentence "*Unlike in personal combat, the differences in distance between range bands at starship scale are so great that starships cannot attack targets beyond their range band*" with "*As with all weapons, starship scale weapons cannot attack targets beyond their range band.*"

Hull Integrity (page 160, entire chapter): All instances of the game term "hull integrity" are replaced with "hull trauma." Hull trauma accumulates in the same manner as wounds, strain, or system strain (instead of being removed by hits, ships suffer additional hull trauma until they exceed their hull trauma threshold).

CHAPTER VIII: THE FORCE

Force Power Breakdown (page 179): Delete the word "Specialization" in this sentence, replacing it with "Force power":

"*This is the first row of the Force power* **specialization**, *when consulting the* **specialization's** *visual breakdown.*" Delete "As with any specializations" in the following sentence: "**As with any specializations**, *upgrades are purchased with experience points...*"

Specialization: Force Sensitive Exile (page 176): Add the following sentence to the end up the third paragraph in this section. "*Note, this is permanent, even if the character later discards this specialization. Also note that if the character already has Force Rating 1 when taking this specialization, his Force rating does not increase.*"

Force-Sensitive Exile Talent Tree: Uncanny Reactions (page 177): The Uncanny Reactions talent in row 1, column 4 of the tree should be a permanent ability.

Force-Sensitive Exile Talent Tree: Sixth Sense and Superior Reflexes (page 177): The Sixth Sense and Superior Reflexes talents in row 5 should be Passive Abilities, not Passive Force Abilities.

Force Power: Sense, Magnitude and Range Upgrades (page 180-181): In the description and the Force power tree, change the Magnitude upgrades to read the following. "*Spend ◯ to increase the number of targets being affected equal to the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets multiple times. However, remember the Force user must still spend Force points to activate the power's actual effects.*"

Then, change the Range upgrades to read the following: "*Spend ◯ to increase the range at which the character sense living things by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects.*"

Force Power: Sense, Strength and Duration Upgrades (page 181): Replace the Strength and Duration upgrade boxes in columns 1-2 and rows 3-4 with one Duration upgrade that spans columns 1 and 2 and occupies row 3, and one Strength upgrade that spans columns 1 and 2 and occupies row 4. The rules of the upgrades themselves do not change.

Force Power: Influence, Magnitude, Duration, and Range Upgrades (pages 182-183): In the description and the Force power tree, change the Magnitude upgrades to read the following. "*Spend ◯ to increase the number of minds being affected equal to the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets multiple times. However, remember the Force user must still spend Force points to activate the power's actual effects.*"

Then change the Duration upgrades to read the following: "*Spend ◯ to increase the time this effect lasts by a number of minutes or rounds in combat equal to the number of rounds in combat equal to the number of Duration upgrades purchased. The Force user may activate this multiple times, increasing the duration multiple times. However, remember the Force user must still spend Force points to activate the power's actual effects.*"

Then, change the Range upgrades to read the following: "*Spend ◯ to increase the range at which the character can touch minds by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects.*"

Force Power, Influence, Control Upgrade (pages 182-183): Replace all the text for Influence's Control Upgrade "The character gains the ability to alter the thoughts and emotions of the target" with the following: **Control Upgrade:** *The Force user gains the ability to alter the thoughts and emotions of the target. The Force user makes an opposed Discipline versus. Discipline check with a living target he is engaged with, making an Influence Power check as part of the pool. To succeed, he must gain and spend at least one Force point and he must succeed on the check. If he succeeds, he may force the target to adopt an emotional state (such as fear, friendliness, or hatred), or to believe something untrue (these are not the droids you are looking for). The effect lasts for roughly five minutes, or one round in combat. If the Force user has the ability to affect multiple minds with this power (such as with the Magnitude upgrade) he may do so, but the Discipline check must be either opposed by the most difficult mind to influence (determined by the GM), or the difficulty is set statically based on the number of minds (the GM chooses).*"

Force Power: Move, Basic Power (pages 184-185): Replace the descriptive text of the basic power with the following: "*The user may spend ◯ to move one object of silhouette 0 that he is engaged with up to his power's maximum range. The object must be unsecured and unrestrained.*"

Force Power: Move, Magnitude, Strength, and Range Upgrade (pages 184-185): In the description and the Force power tree, change the Magnitude upgrades to read the following. "*Spend ◯ to increase the number of targets affected equal to the number of Magnitude upgrades purchased.*"

Then change the Strength upgrades to read the following: "*Spend ◯ to increase the maximum Silhouette (size) of objects the Force user can move by a number equal to the number of Strength upgrades purchased.*"

Then, change the Range upgrades to read the following: "*Spend ◯ to increase the maximum range at which the character can move objects by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects.*"

Force Power, Move, Control Upgrade (pages 184-185): Replace all the text for Move's Control Upgrade "The character can move objects fast enough to deal damage to them and others" with the following: "**Control Upgrade:** *The Force user gains the ability to move objects fast enough that they become difficult to dodge and can be used as weapons. The impacts deal damage both to the targets and the object being moved. The Force user makes a Discipline check with a difficulty equal to the silhouette of the object being thrown, making a Move Power check as part of the pool. To successfully hit the target he must gain enough Force points to move*

the object from its starting location to the target and he must succeed on the check. The damage is resolved following all the rules for ranged attacks. Silhouette 0 objects deal 5 damage, while other objects deal damage equal to 10 times their silhouette. The number of targets affected by a single object is up to the GM, but in general a single object should only affect a single target (unless it's particularly large). (Also note, if the player wants to use Move to throw multiple objects at multiple targets, he should increase the difficulty based on the rules for attacking multiple targets with ranged attacks.)"

CHAPTER X: ADVERSARIES

Adversary List (page 197): All adversaries with weapons from **Table 5-5: Ranged and Gunnery Weapons** or **Table 5-6: Brawl and Melee Weapons**, should have their weapon stats adjusted to match.

Defel Assassin (page 197): The Defel Assassin gains the Adversary 3 talent.

Pirate Captain (page 197): The loses the Improved Defensive Stance talent and gains the Adversary 2 talent.

Shipjacker (page 198): The Shipjacker gains the Adversary 1 talent.

Smuggler Baron (page 199): The Smuggler Baron gains the Adversary 1 talent.

Journeyman Hunter (page 201): The Journeyman Hunter gains the Adversary 1 talent.

Master Hunter (page 201): The Master Hunter gains the Adversary 2 talent.

Corporate Sector Authority Security Captain (page 201): The Corporate Sector Authority Security Captain gains the Adversary 1 talent.

Emperor's Hand (page 202): The Emperor's Hand gains the Adversary 3 talent.

Imperial Naval Officer (page 202): The Imperial Naval Officer gains the Adversary 1 talent.

Imperial Stormtrooper Sergeant (page 203): The Imperial Stormtrooper Sergeant gains the Adversary 1 talent.

Imperial Starfighter Pilot (page 203): Decrease the Imperial Starfighter Pilot's Agility from 4 to 3.

Sector Ranger (page 203): The Sector Ranger gains the Adversary 1 talent.

Black Sun Vigo (page 204): The Black Sun Vigo loses the Dodge 3 talent, and gains the Adversary 3 talent.

Rebel Alliance Liaison (page 204): The Rebel Alliance Liaison gains the Adversary 1 talent.

Assassin Droid (page 205): The Assassin Droid gains the Adversary 2 talent.

Forsaken Jedi (page 206): The Forsaken Jedi loses the Dodge 2 talent and Frenzied Attack 2 talent, and gains the Adversary 3 talent.

Wookiee Gladiator (page 206): The Wookiee Gladiator gains the Adversary 1 talent.

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