

# FORCE AND DESTINY BETA UPDATE

This document serves to keep the **FORCE AND DESTINY** Beta testers up-to-date on all of the latest changes to the design of the **FORCE AND DESTINY** Core Rulebook. The most recent update to this document was on September 9th, 2014.

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.



And finally, thanks to everyone for all the hard work and dedication you're putting into this project!


## CHAPTER II: CHARACTER CREATION



**Cerean Strain Threshold (Page 37):** Change the strain threshold to "13 + Willpower."

**Mirialan Special Abilities (page 39):** Change the Mirialan Special Abilities to the following: "Mirialans begin the game with one rank in Discipline and one rank in Cool. They still may not train Discipline or Cool above rank 2 during character creation."

**Pack Hunters (Page 40):** Change the name of the Togruta species ability from "Pack Hunters" to "Pack Instincts."

**Zabrak Boosted Awareness (page 41):** Change the Zabrak Boosted Awareness ability with the following special ability: "Fearsome Countenance: A Zabrak adds automatic  to all Coercion checks he makes, but adds automatic  to all Charm checks he makes."

**One With the Universe (page 45):** In the Sage specialization, One With the Universe talent entry, change "If successful with 

**Uncanny Senses (page 56):** In the Hunter specialization, Uncanny Senses talent entry, change "Add  per rank of Uncanny Reactions" to "Add  per rank of Uncanny Senses." Then change the cost of the talent to 10 XP.

**Toughened (page 61):** In the Shien Expert specialization, Toughened talent entry, change the cost of the talent to 10 XP.

**Jedi Holocron (page 71):** Add the following sentences to the end of the second paragraph of this section: "The holocron the group starts with is a more basic example of its kind, and the only mechanical benefit it provides is giving the group access to two skills as career skills. The GM can either roll randomly on **Table 2-7: Holocron Skills** or choose from the table to determine what pair of career skills the holocron makes accessible to the players. Alternatively, the GM can choose any two skills from **Table 3-1** on page 74."





**Mentor (page 71):** Add the following paragraph to the end of this section: "The mentor makes it easier for members of the group to obtain Force powers. When a player character purchases the basic version of a Force power, he may decrease the cost of the basic power by 5 XP. This discount does not apply when purchasing upgrades to Force powers."






**TABLE 2-7: HOLOCRON SKILLS**

d10	Skills
1	Knowledge (Outer Rim) and Piloting (Space)
2	Computers and Perception
3	Brawl and Streetwise
4	Mechanics and Ranged (Light)
5	Astrogation and Gunnery
6	Discipline and Medicine
7	Knowledge (Lore) and Lightsaber
8	Cool and Coordination
9	Skulduggery and Vigilance
10	Knowledge (Xenology) and Survival

## CHAPTER IV: TALENTS

**Parry (Improved) (page 106):** Change the activation of this talent to “Active (Incidental, Out of Turn)” Change the wording to: “When the character suffers a hit from a Brawl, Melee, or Lightsaber combat check and the character uses the Parry incidental to reduce the damage from that hit, after the attack is resolved, the character may spend  or    to automatically hit the attacker once with a wielded Brawl, Melee, or Lightsaber weapon. This hit deals the weapon’s base damage plus any damage from applicable talents or abilities. This talent may not be used if the original attack incapacitates the character.”

**Reflect (page 106):** Change the activation of this talent to “Active (Incidental, Out of Turn).”

**Reflect (Improved) (page 107):** Change the activation of this talent to “Active (Incidental, Out of Turn)” Change the wording to: “When the character suffers a hit from a Ranged (Light), Ranged (Heavy), or Gunnery combat check and the character uses the Reflect incidental to reduce the damage from that hit, after the attack is resolved, the character may spend  or   to automatically hit one target within medium range, dealing the same damage as the hit from the initial ranged attack.





The ranged attack’s hit must be one that is able to be reflected and redirected (generally only blaster weapons fall into this category, anything else is subject to GM oversight) This talent may not be used if the original attack incapacitates the character.”

## CHAPTER V: GEAR AND EQUIPMENT

**Lightsabers (page 124):** Add the following sentence as a separate paragraph to the Lightsabers section, before the individual weapon entries. “Lightsabers cannot be sundered.”


**Table 5-10: Gear and Equipment (page 130):** Change the costs of these items: Binders should cost 25 credits, disguise kits should cost 100 credits, electronic lock breakers should cost 1,000 credits and be Restricted.

## CHAPTER VI: CONFLICT AND COMBAT

**Table 6-2: Spending  and  in Combat (page 149):** In the entry for spending  , add the following option: “Destroy an engaged opponent’s lightsaber weapon. At the GM’s discretion, the crystal may be salvaged from the destroyed lightsaber and installed in a new hilt, with any modifications intact.”

**Cover (page 155):** Change the sentence “allows the character to gain +1 ranged defense” to “grants the character a ranged defense of 1.”

## CHAPTER VIII: THE FORCE

**Force Power: Heal/Harm (page 203):** Under the basic power for Heal, add the bolded text to the following sentence. “The user may spend  to remove a number of wounds equal to his Intellect from an engaged living creature (including himself).”

## CHAPTER X: ADVERSARIES

**Guided Bounty Hunter (page 228):** Add the following Skills section to this profile: “Skills: Cool 2, Melee 1, Ranged (Light) 2, Perception 2, Stealth 1, Streetwise 2, Survival 2.”

**Fallen Apprentice (page 232):** Add the following adversary profile to this page:

### FALLEN APPRENTICE [RIVAL]

Though Force users in the galaxy are rare, and those who can consciously use their abilities are rarer still, some unlock the potential within. However, for every person who sees the myths of the ancient Jedi as an ideal to live up to, someone else decides to follow a darker path. These individuals parody the tales of the Jedi, and when one such deviant decides to become a master of evil, he often seeks out apprentices who will aid and emulate him. These apprentices are often weak willed or eager for the easy power that their new master promises.



**Skills:** Coercion 2, Discipline 3, Lightsaber 3, Resilience 2, Stealth 2.

**Talents:** Adversary 1 (upgrade difficulty of all combat checks against this target once), Force Rating 1, Soft Spot (after a successful attack with a non-starship/vehicle weapon, the Fallen Apprentice may spend a Destiny Point to add 3 damage to one hit).

**Abilities:** Dark side Force user (uses Dark Side results instead of Light Side results, see page 197).

**Equipment:** Basic lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Sunder), black robes (+1 soak).

**Fallen Master (page 232):** Add the following adversary profile to this page:

### FALLEN MASTER (NEMESIS)

While not true Jedi or Sith, there are those who stylize themselves as “masters” of the Force. If these individuals turn to the dark side, they can be incredibly dangerous and terrifyingly savage. Some may even track down old relics from a bygone era, including lightsabers or records on how to construct such a weapon. In the hands of a fallen master, these blades often taste the blood of innocents.



**Skills:** Athletics 2, Coercion 3, Discipline 4, Knowledge (Lore)2, Leadership 2, Lightsaber 4, Resilience 3.

**Talents:** Adversary 2 (upgrade difficulty of all combat checks against this target twice), Force Rating 3, Hawk Bat Swoop (The Fallen Master may perform a Lightsaber (Agility) melee combat check against one target within short range and add  $\diamond \diamond \diamond$  to the pool. He may spend  $\ominus$  before resolving the success or failure of the check to engage the target immediately as an incidental, and may spend  $\ominus$  to add  $\heartsuit$  to the check. If the Fallen Master cannot move to engage the target, the attack automatically misses), Parry 5 (when struck by a melee attack but before applying soak, suffer 3 strain to reduce damage by 7), Reflect 5 (when struck by a ranged attack but before applying soak, suffer 3 strain to reduce damage by 7).

**Abilities:** Dark side Force user (uses Dark Side results instead of Light Side results, see page 197).

**Equipment:** Double-bladed krayt dragon lightsaber (Lightsaber; Damage 9; Critical 1; Range [Engaged]; Breach 1, Linked 1, Sunder, Unwieldy 3, Vicious 1), black robes (+1 soak).