

Star Wars Roleplaying Game: The Force Unleashed - Errata and Official Clarifications

Updated - January 2009

Errata

p. 86 – Corruption

Under the DC 15 entry, change the second sentence to say “If your Use the Force check exceeds the target’s Fortitude Defense by 5 or more...”

p. 118 – HWK-290 Transport

Change Cargo to 75 tons.

p. 120 – Maka-Eekai L4000 Transport

Change Cargo to 140 tons.

p. 270 – Sentinel-class Landing Shuttle

Replace Sentinel-class landing shuttle with the following statistics:

Sentinel-class Landing Shuttle CL 10

Colossal space transport

Init +5; Senses Perception +6

[rule]

Defense Ref 17 (flat-footed 12), Fort 26; +12 armor

hp 120; DR 15; SR 50; Threshold 76

[rule]

Speed fly 16 squares (max. velocity 1,000 km/h), fly 5 squares (starship scale)

Ranged 4 laser cannons +4 (see below) and

ion cannons +4 (see below) or

Ranged 2 medium concussion missiles +6 (see below) and

ion cannons +4 (see below) or

Ranged 2 repeating blaster cannons +6 (see below) and

ion cannons +4 (see below)

Fighting Space 12[ts]12 or 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +38

Atk Options autofire (laser cannons, repeating blaster cannons)

[rule]

Abilities Str 42, Dex 20, Con —, Int 14

Skills Initiative +1, Mechanics +6, Perception +6, Pilot +1, Use Computer +6

[rule]

Crew 6; Passengers 54 (troops)

Cargo 80 tons; Consumables 1 month; Carried Craft 12 speeder bikes

Payload 8 concussion missiles

Hyperdrive [ts]1 (backup [ts]10)

Availability Military; Cost 240,000

Ion cannon (copilot)

Atk +4, Dmg 4d10[ts]2 ion

[rule]

Laser cannon (gunner)

Atk +4 (–1 autofire), Dmg 6d10[ts]2

[rule]

Medium concussion missile (2 gunners)

Atk +6, Dmg 8d10[ts]2, 2-square splash

[rule]

Repeating blaster cannon (2 gunners)

Atk +6 (+1 autofire), Dmg 3d8[ts]2

Official Clarifications

p. 17 – Togorian Species Traits

Change the section under Large Size to say: “Togorians take a –1 size penalty to Reflex Defense, a –5 penalty to their Stealth checks, and a +5 size bonus to their damage threshold. Their lifting and carrying limits are double those of Medium characters.”

p. 18 – Whiphid Species Traits

Change the section under Large Size to say: “Whiphids take a –1 size penalty to Reflex Defense, a –5 penalty to their Stealth checks, and a +5 size bonus to their damage threshold. Their lifting and carrying limits are double those of Medium characters.”

p. 27 – Hidden Weapons

Change the first sentence of the talent’s description to, “If you draw a concealed weapon and, before the end of the

same round, make an attack against a target that failed to notice the item, the target is considered flat-footed against you.”

p. 33 – Informer Feat

Remove the phrase “for the purpose of using this feat” from the Benefit of the feat.

p. 34 – Natural Leader

Add the phrase, “and continues to grow in scale as you gain levels” to the end of the second sentence of the feat’s Benefit section.

p. 48 – Independent Spirit

Add the phrase “against a single skill check or attack roll” after the phrase “(your choice)”

p. 48 – Device Jammer Talent

Change the second sentence of the talent’s description to say, “...you select a particular piece of personal, portable electronic equipment (any item listed as equipment, excluding droids, vehicles, and weapons, that has an electronic component)...”

p. 86 – Telekinetic Prodigy

Add the following sentence to the end of the talent’s description: “If you increase your Wisdom score at a later time and select the move object power, you only gain an additional power if you did not take the move object power when you first chose that feat. Otherwise, you gain an additional Force power as normal.”

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