

# STAR WARS

ROLEPLAYING GAME

## Dark Side Sourcebook Official Errata

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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.

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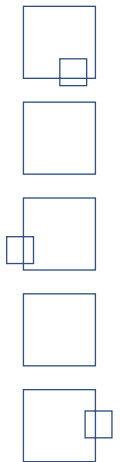
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**This document represents** the full and complete errata for the *Dark Side Sourcebook* as of Sept. 1, 2001. These corrections and clarifications will appear in future printings of the book. Print this document and keep it with your core rulebook, so you can be sure to have the official rulings right at your fingertips.

**Page 21, Dark Side Devotee, under Requirements**  
Move Object is not a requirement to become a Dark Side Devotee.

**Page 23, Dark Side Marauder, under Requirements**  
The Base Attack Bonus requirement is only +1, not +3.

**Page 31, Corrupted Jedi sidebar**  
Clarification: Trading in levels means that you lose all the feats or special abilities of the levels you trade in, as well as base attack bonuses, save bonuses, Defense bonuses, lightsaber damage, and reputation scores. You retain your skill ranks, Force Points, and Dark Side Points. You cannot trade in so many levels that you no longer qualify for the Sith prestige class (by losing levels at which you gained the feats Control, Sense, or Alter, for example).

**Page 61, Table 4-2: Dark Armor Special Qualities, under "Cortosis weave" effects**  
Clarification: When a lightsaber strikes armor with cortosis weave, the lightsaber inflicts its damage before deactivating.

**Page 88, Aurra Sing entry, Force Skills**  
Aurra Sing should have purchased her ranks in Force Push, Move Object, and See Force as cross-class skills, making their true totals Force Push +4, Move Object +4, and See Force +5.

**Page 88, Aurra Sing entry, under Feats**  
Aurra Sing should have the Dodge feat.

**Page 93, Darth Vader entry, under Feats**  
Darth Vader should have the Alertness feat.



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