

Star Wars Roleplaying Game: Knights of the Old Republic - Errata and Official Clarifications

Updated - January 2009

Errata

p. 26 – Demoralizing Defense

Add the following sentence to the end of this talent's description: "A single target may only be affected by this talent once per round."

p. 32 – Table 2-1: Feats Implant Training

Change the table description for Implant Training's benefit to "Do not move extra steps down the condition track."

p. 39 – Taint of the Dark Side

Add the following sentence to the end of the talent's description: "If you spend a Force Point or Destiny Point to modify this power in any way, you increase your Dark Side Score as normal."

p. 47 – Melee Duelist Requirements

Change the Feats section to say, "Melee Defense, Rapid Strike, Weapon Focus with any melee weapon."

p. 47 – Dual Weapon Flourish II

Add the phrase "once per turn on your turn" before the phrase "you can make a full attack..."

p. 47 – Single Weapon Flourish II

Add the phrase "once per turn on your turn" before the phrase "you can make a full attack..."

p. 67 – Adhesive Grenade

Add the following sentence to the end of the weapon's description: "Adhesive grenades have a 2-square burst radius."

p. 69 – CryoBan Grenade

Add the following sentence to the end of the weapon's description: "CryoBan grenades have a 2-square burst radius."

p. 69 – Lanvarok

Change the last sentence of the second paragraph to say, "Massassi and Kissai treat the Massassi lanvarok as a simple weapon instead of as an exotic weapon."

p. 75 – Table 5-6: Weapon and Armor Accessories

Change the Upgrade Slot Cost of the Improved Energy Cell to 1.

Knights of the Old Republic Clarifications

p. 31 – Weapon Focus + Weapon Finesse Combined Feats

Remove the phrase “for the purpose of Weapon Finesse” from the end of the paragraph.

p. 35 – Sniper Shot

The bonus to attacks applies to all attack rolls made until the beginning of your next turn.

p. 39 – Improved Riposte

Remove the phrase “once per turn” from the beginning of the talent’s first sentence.

p. 44 – Brutal Attack

You determine damage (including doubling damage from a critical hit) and compare it to your target’s damage threshold first, then add the extra die of damage when applicable.

p. 47 – Exotic Weapon Master

Add the phrase “or talents” after the word “feats” in the second sentence of this talent’s description.

p. 52 – Wound Force Power

Change the first sentence of the Special section to say, “If the target moves 1 or more steps down the condition track as a result of being damaged by this power, the condition becomes...”

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