

# CORE MANUAL ERRATA

## Errata listed as of August 2019

This document provides corrections and clarifications to rules listed in the *Core Manual*. This does not include minor typos or spacing corrections. Updated versions may include some or all of the revised text provided here.

### BELARE

**Belare Containment Suits (pg. 26).** A belare outside of their suit that fails its Constitution saving throw becomes poisoned **and** impaired.

### ELDORI

**Draw from the Wheel (pg. 34).** When you use your bonus action to activate this feature, you must choose the type of bonus in advance. It cannot be used as a reaction. The effect of this feature lasts until the end of your next turn.

### ADEPT

**Psionic Combat (pg. 20).** You start with two combat modes and learn one additional combat mode when you reach 13th level.

### CYBERMANCER

**Data Shift (pg. 66).** This feature can be only used on devices within 60 feet of you that you can see.

**Pattern Detection (pg. 68).** *Esper sight* should be listed as *esper sense*.

### HUNTER

**Preparing and Using Techniques (pg. 79).** Disregard this entire section and replace with the following text:

#### TECH SLOTS

The Hunter table shows how many tech slots you have to use for techniques. To activate a technique, you must expend a tech slot of the technique's rank or higher. You regain all expended tech slots when you finish a long rest.

For example, if you know the rank 1 technique *sensory jammer* and have a rank 1 and a rank 2 tech slot available, you can use *sensory jammer* using either slot.

#### Gaining Additional Powers (pg. 79).

At 1st level, you know two rank 1 techniques of your choice from the hunter powers list.

### SENTINEL

**Infused Strike (pg. 94).** Whenever you use your Infused Strike feature, you can choose either Melee Strike or Ranged Strike.

### SPECIALIST

**Intuitive Action (pg. 101).** When you use your bonus action to activate this feature, you must select a target that you can see. That target makes their next attack roll against you with disadvantage. If the attack misses, your next attack roll made against that target has advantage. If the target does not attack you by the end of their next turn, the effect ends.

### WARRIOR

**Martial Archetype (pg. 105).** Justicar should be listed as one of the available archetypes for this class.

### BACKGROUNDS

**Techie (pg. 127).** The "encrypted PDA" that is provided with this background is equivalent to a Portable Media Device.

### EQUIPMENT

**Starting Equipment (pg. 131).** Each entry in the "Starting Money" column of the **Starting Wealth by Class** table should have a multiplier of (x100 cu) instead of (x10 cu).

**Pistol, arm (pg. 135).** This arm-attached weapon does not need to be drawn nor held in order to be used in combat.

**Armor (pg. 132).** On the **Armor table**, Reinforced shields should have a weight of 3 lb. A Portable Shield Device weighs 0.2 lb.

**First Aid Kit (pg. 140).** This item's statistics is missing from the **Miscellaneous Gear** table. It costs 400 cu and weighs 8 lb.

**Tools (pg. 142).** Demolition Tools is missing from this list. It can be purchased for 750 cu. and weighs 10 lb. Mechanic's Tools has been renamed to Cybersmith's Tools. Shipwright's Tools is missing from the list. It can be purchased for 850 cu and weighs 15 lb.

### MULTICLASSING

**Multiclassing Proficiencies (pg. 147).** The Proficiencies Gained for the Engineer should be listed as "Light armor, medium armor, one artisan tool or vehicle proficiency (your choice).

### FEATS

**Moderately Outfitted (pg. 152).** When you select this feat, you also gain proficiency in shields.

### USING ABILITY SCORES

**Charisma (pg. 163).** The Esper Ability paragraph should begin with: "Adepts and Sentinels use Charisma as their channeling and forging abilities."

### STARSHIPS

**Travel Speeds.** FTL speeds should be 50 light years (15 parsecs) per hour for smaller ships and 100 light years (30 parsecs) per hour for starcruisers and larger ships.

**Attack Run (pg. 192).** When performing this maneuver, you must move a minimum of 2 units (instead of a minimum of 10 units as listed).

**Light Freighter (pg. 199).** The Hull Dice for this starship should be 4d10 (instead of 5d8).

### ESPER POWERS

**Adept Powers (pg. 210).** *Compulsion* (Rank 4) has been renamed to *Bishop's Deviation*. *Detect Thoughts* (Rank 2) has been added to the melder's power list.

**Hunter Powers (pg. 212).** *Jolting Drive* (Rank 3) should be listed as *Jolting Strike*.

**Melder Powers (pg. 213).** *Power Word Stun* (Rank 8) has been renamed to *Psychic Overload*.

**Field Repair (pg. 233).** At Higher Ranks should read: "When you use this power at rank 4 or higher, the healing increases by 1d4 for each rank above 3."

**Forge Vehicle (pg. 235).** At Higher Ranks should begin with: "When you use this power at rank 4 or higher..."

**Lightning Whip (pg. 242).** The duration for this power should be "Concentration, up to 1 minute."

**Major Field Repair (pg. 243).** At Higher Ranks should read: "When you use this power at rank 6 or higher, the healing increases by 1d8 for each rank above 5."

**Pulse Beam (pg. 252).** At Higher Ranks should read: "When you use this power at rank 4 or higher, the damage increases by 1d8 for each rank above 3."

**Psychic Wave (pg. 252).** The duration for this power should be "Instant."

**Quick Repair (pg. 253).** At Higher Ranks should read: “When you use this power at rank 3 or higher, the healing increases by 1d8 for each rank above 2.”

**Scorching Strike (pg. 256).** At Higher Ranks should read: “When you use this power at rank 2 or higher the initial extra damage dealt by the attack increases by 1d6 for each rank above 1.”

**Shrapnel Cloud (pg. 259).** At Higher Ranks: “When you use this power at rank 2 or higher the damage increases by 1d10 for each rank above 1 (to a maximum of 6d10)”

**Singularity (pg. 259).** At Higher Ranks: “When you use this power at rank 4 or higher, the damage increases by 1d6 for each rank above 3.”

**Spoof Command (pg. 261).** At Higher Ranks should begin with “When you use this power at rank 3 or higher...”

**Toxic Burst (pg. 267).** At Higher Ranks: “When you use this power at rank 6 or higher, the damage increases by 1d10 for each rank above 5.”

## THREAT STATISTICS

**Power Sprite (pg. 288).** Any references to “drone” should be replaced with “power sprite.”

**Spyder (pg. 290).** Any references to “drone”, “power sprite”, or “companion” should be replaced with “spyder.”

**Other Threat Statistics.** All other stat blocks should be substituted with the updated versions provided in the *GM Basic Rules* and the *Threats Database*.