

CORE MANUAL ERRATA

Errata listed as of May 2020

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

Immunities and Vulnerabilities. While wearing their suit, belare are immune to disease. When outside of their suit, they are immune to radiant damage and vulnerable to necrotic damage.

Artificial Body (pg. 26). This information is replaced with the following:

“You can be targeted by and subject to the effects of attacks and powers that specifically target automatons and constructs.

You do not need to eat, sleep, or breathe. Esper powers and effects can't cause you to age or put you to sleep.

You regain hit points from healing powers and other healing effects the same as any other organic species. You also gain the same benefit from 4 hours of uninterrupted rest that a human normally would from 8 hours of sleep.”

Belare Containment Suits (pg. 26-sidebar). This sidebar should be replaced with the following:

Containment suits are linked and bound to a belare's bio-signature. These suits are treated as their physical bodies, subject to damage in the same manner as any other character. They are extremely durable and cannot be forced open without consent from the belare attuned to it.

As a belare, once bound to your containment suit, leaving your suit causes you to expel energy and suffer severe stress. Your physical form can be exposed for a number of rounds equal to your Constitution modifier (minimum of 1). At the start of each round thereafter, you suffer one level of exhaustion, which can't be removed by any powers or effects. At six exhaustion levels, your body is reduced to a pile of fine dust. Closing a containment suit requires an action. Taking a long rest removes all levels of exhaustion you gained as a result of being outside of your suit.

In addition, a creature that begins its turn within 5 feet of a belare's exposed form takes 3 (1d6) radiant damage. This has no effect on other belare.

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.

A.I. Feedback (pg. 67). The *influence* talent should be listed as *suggestion*.

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 2nd 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 AND SPACE TRAVEL

Galactic Space Travel - The Crucibles (pg. 187). Each major galactic system has one Crucible (see “The Galaxy” map).

Travel Speeds (pg. 188). 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.

Engineer Powers (pg. 211). *Trigger Device* has been added to the engineer’s prime powers 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*.

Blinding Strike (pg. 219). The activation time for this power is 1 bonus action.

Debilitating Strike (pg. 226). The activation time for this power is 1 bonus action.

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...”. Also its stats can’t be modified with vehicle mods (see *Master Technician’s Guide*).

Frost Fold (pg. 236). This power’s damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

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.”

Remote Connection. This power can be used on any electronic device within range that you can see, is not being worn or carried and that has a user function such as controls or a keypad.

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...”

Towering Guardian (pg. 267). The guardian defined in this power is a **reisa guardian** (CR 5)

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.”

Virtual Display (pg. 270). The effect of this power ends whenever the target display is out of the power’s range.

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*.