

# FORCE AND DESTINY BETA UPDATE

This document serves to keep the **FORCE AND DESTINY** Beta testers up-to-date on all of the latest changes to the design of the **FORCE AND DESTINY** Core Rulebook. The most recent update to this document was on September 9th, 2014.

The changes are listed by chapter and by page. Some changes may encompass more than a single page, in which case that is described in the change entry. Each change is listed separately.

And finally, thanks to everyone for all the hard work and dedication you're putting into this project!

## CHAPTER II: CHARACTER CREATION

**Pack Hunters (Page 40):** Change the name of the Togruta species ability from "Pack Hunters" to "Pack Instincts."

**One With the Universe (page 45):** In the Sage specialization, One With the Universe talent entry, change "If successful with ☺" to "If successful."

**Uncanny Senses (page 56):** In the Hunter specialization, Uncanny Senses talent entry, change "Add  per rank of Uncanny Reactions" to "Add  per rank of Uncanny Senses." Then change the cost of the talent to 10 xp.

**Toughened (page 61):** In the Shien Expert specialization, Toughened talent entry, change the cost of the talent to 10 xp.

## CHAPTER IV: TALENTS

**Parry (Improved) (page 106):** Change the activation of this talent to "Active (Incidental, Out of Turn)" Change the wording to: "When the character suffers a hit from a Brawl, Melee, or Lightsaber combat check and the character uses the Parry incidental to reduce the damage from that hit, after the attack is resolved, the character may spend ☹ or ☹☹☹ to automatically hit the attacker once with a wielded Brawl, Melee, or Lightsaber weapon. This hit deals the weapon's base damage plus any damage from applicable talents or abilities. This talent may not be used if the original attack incapacitates the character."

**Reflect (page 106):** Change the activation of this talent to "Active (Incidental, Out of Turn)."

**Reflect (Improved) (page 107):** Change the activation of this talent to "Active (Incidental, Out of Turn)" Change the wording to: "When the character suffers a hit from a Ranged (Light), Ranged (Heavy), or Gunner combat check and the character uses the Reflect incidental to reduce the damage from that hit, after the attack is resolved, the character may spend ☹ or ☹☹☹ to automatically hit one target within medium range, dealing the same damage as the hit from the initial ranged attack.

The ranged attack's hit must be one that is able to be reflected and redirected (generally only blaster weapons fall into this category, anything else is subject to GM oversight) This talent may not be used if the original attack incapacitates the character."



## CHAPTER V: GEAR AND EQUIPMENT

**Lightsabers (page 124):** Add the following sentence as a separate paragraph to the Lightsabers section, before the individual weapon entries. “Lightsabers cannot be sundered.”

**Table 5-10: Gear and Equipment (page 130):** Change the costs of these items: Binders should cost 25 credits, disguise kits should cost 100 credits, electronic lock breakers should cost 1,000 credits and be Restricted.

## CHAPTER VI: CONFLICT AND COMBAT

**Table 6-2: Spending ☉ and ☽ in Combat (page 149):** In the entry for spending ☽ ☽, add the following option: “Destroy an engaged opponent’s lightsaber weapon. At the GM’s discretion, the crystal may be salvaged from the destroyed lightsaber and installed in a new hilt, with any modifications intact.”

**Cover (page 155):** Change the sentence “allows the character to gain +1 ranged defense” to “grants the character a ranged defense of 1.”

## CHAPTER VIII: THE FORCE

**Force Power: Heal/Harm (page 203):** Under the basic power for Heal, add the bolded text to the following sentence. “The user may spend ☉ to remove a number of wounds equal to his Intellect from an engaged living creature **(including himself)**.”

## CHAPTER X: ADVERSARIES

**Guided Bounty Hunter (page 424):** Add the following Skills section to this profile: “Skills: Cool 2, Melee 1, Ranged (Light) 2, Perception 2, Stealth 1, Streetwise 2, Survival 2.”