

Star Wars Roleplaying Game: Scum & Villainy Errata and Official Clarifications
Updated - January 2009

Scum & Villainy Errata

p. 17 – Swift Strider

Remove the phrase “as a standard action” from the end of the first paragraph.

p. 21 – Misplaced Loyalty

Add the following sentence before the last sentence of the talent’s description: “You may not gain the benefit this talent if another character within 6 squares of you has used this talent since the end of your last turn.”

p. 21 – Collateral Damage

Add the phrase “once per turn on your turn” before the phrase “you can make a second attack...”

p. 23 – Knife Trick

Add the following sentence to the beginning of the Benefit paragraph: “If you have a concealed weapon, you threaten squares as though armed with a melee weapon.”

Add the following sentence to the end of the Benefit paragraph: “If you choose not to draw your concealed weapon and attack with it, you cannot make the attack of opportunity unless you would otherwise normally be able to do so.”

p. 24 – Superior Tech

Change the Superior Protective Armor trait benefit to say, “Increases the armor’s armor bonus to Reflex defense by 2.”

p. 25 – Wicked Strike

Add the phrase “once per turn on your turn” before the phrase “you can immediately make a second attack...”

p. 27 – Shelter

Change the text of the talent to say, “Whenever you are adjacent to a minion, you increase any cover bonus to your Reflex Defense by +2.”

p. 31 – Damaging Deception

Change the last sentence of the talent to say, “If successful, the next attack made before the start of your next ally’s turn that hits your target deals an additional +2 dice of damage.”

p. 35 – Uncanny Instincts

Change “once per encounter” to “once per round.”

p. 37 – Upgrade Slots

In the second paragraph, replace the second sentence with “Unlike most armor, powered armor has two free upgrade slots. Armor is defined as powered armor if it is specifically described as such, of the word power (or some variant thereof) appears in the armor’s name.”

p. 56 – Table 2-11: Cost Modifiers

Change the cost modifier for Colossal (station) to x5,000; change Colossal (cruiser) to x500; change Colossal (frigate) to x50.

Scum & Villainy Clarifications

p. 21 – Bonus Feats

Some of the feats in this chapter may be selected as bonus feats by certain classes. Each class may add the following feats to their relevant bonus feat list.

<u>Class</u>	<u>Bonus Feats</u>
Jedi	Burst of Speed, Close Combat Escape, Impetuous Move, Impulsive Flight, Lightning Draw, Opportunistic Retreat, Resurgence, Slippery Maneuver, Stay Up, Tactical Advantage, Wicked Strike
Noble	Cornered, Friends in Low Places, Hasty Modification, Impulsive Flight, Opportunistic Retreat, Signature Device, Superior Tech, Tactical Advantage, Wicked Strike
Scoundrel	Burst of Speed, Close Combat Escape, Collateral Damage, Cornered, Deceptive Drop, Desperate Gambit, Duck and Cover, Fleet Footed, Friends in Low Places, Hasty Modification, Impulsive Flight, Knife Trick, Lightning Draw, Signature Device, Superior Tech
Scout	Burst of Speed, Cornered, Deadly Sniper, Duck and Cover, Fleet Footed, Resurgence, Slippery Maneuver, Stay Up
Soldier	Burst of Speed, Collateral Damage, Deadly Sniper, Impetuous Move, Lightning Draw, Resurgence, Slippery Maneuver, Stay Up

p. 41 – Dual Gear

Add the following sentence to the end of the description of Dual Gear: “If either piece of equipment requires a power pack or other energy source, it must have its own (items combined with this modification cannot share power packs or other energy sources).”

p. 42 – Silverplate and Spring Loaded

Move the last sentence from the Silverplate description to the end of the Spring Loaded description.

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