

PHANTASY STAR TABLETOP ERRATA

Core Book Errata as of October 2025

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

1: PLAYING THE GAME

Initiative (pg. 16). When combat starts, every participant rolls initiative, which is a d20 plus their agility.

Ranged Attacks (pg. 19). The following paragraph is added:

You have disadvantage on ranged attack rolls if you are within 5 feet of an enemy who can see you and isn't incapacitated.

2: CREATING CHARACTERS

Gaining a Level (pg. 29). The following paragraph replaces step 6 (Assign Skill Ranks):

6. Assign Skill Ranks. At each new level beyond level 1, you gain 1 skill rank to assign to your skills. At levels 5, 11, and 17 you gain 3 skill points instead of 1. Your total ranks in a skill can't be higher than the number listed in the Max Skill Rank column.

3: CHARACTER ORIGINS

Newmans (pg. 33). "Newmans appear similar to humans, though they tend to have slimmer builds."

Musk Cat (pg. 35). The Limited Grasp and Natural Weapons traits are redefined as follows:

Limited Grasp. You can only wield claws and fangs (see chapter 5). You gain proficiency in both.

Natural Weapons. You can use your natural claws to make an unarmed strike, dealing 1d4 + Dex modifier on a hit. You can't grapple or shove Medium size or larger creatures.

Outlander (pg. 37). Skills for this background are Survival and Xenobiology.

4: PROFESSIONS

GUARDIAN

Powered Weapon (pg. 43). This level 3 feature is renamed to **Spirit of Valor** and has the following description:

When attacking with your mastery weapon, you can channel spirit energy into it as part of the attack. For 10 minutes, you add your Charisma modifier to attack rolls made with that weapon (minimum bonus of +1). You can use this feature twice. You regain one use when you finish a short rest, and regain all expended uses when you finish a long rest. You gain an additional use at level 11.

SAVANT

Limit Breach. The savant gains the Limit Breach feature at level 7. The description for this feature is as follows:

You can perform a limit breach, allowing you to cast techniques when you are low on TP. See chapter 6 for the rules on using this feature."

THAUMATURGE

TP Recovery (pg. 63). This feature's description is replaced with the following:

When you finish a short rest, you can regain TP equal to 4 + your level. Once you use this feature, you can't do so again until you finish a long rest."

Limit Breach (pg. 63). The phrase "As a special action" is removed. Refer to chapter 6 for rules on using this feature.

6. TECHNIQUES

Faeli (pg. 100). The damage for this technique increases by 1d10 for each rank above 2.

Gi-Grants (pg. 102). The damage for this technique increases by 2d6 for each rank above 4.

Grants (pg. 104). The damage for this technique increases by 1d8 for each rank above 2.

Ra-Terr (pg. 111). This technique's duration is "Concentration, up to 1 minute".

7. MONSTERS

Traits (pg. 124). A monster's traits, if any, are listed after its base statistics. These are features that are either always active or become active in certain situations.

Mini-Worm (pg. 142–143). In the stat blocks for the Sandworm and Snow Worm, the Claw attack is renamed to **Slam**.

Sensor Bit (pg. 148). The two variations are the **Gunner Bit** and **Protect Bit**.

8. VEHICLES AND STARSHIPS

Buying a Starship (pg. 176). The cost for each ship is denoted in meseta (abbreviated "mst").

CHARACTER SHEET

Patch Repair (Starship Sheet). The "Int Mod" field's name is replaced with "Wis Mod".