

## Errata: S&S Core Sourcebook

This document updates parts of the Spaceships and Starwyrms Core Sourcebook. All of the updates here will be present in the Version 1.5. When updates are added to this document they are accompanied by their version number and a bracketed **[New]** marking.

### **SCIENTIST, ENGINEER**

**[V1.4] Expanded Invention List (pg 140).** Should be “charging pulse” as an invention at 3rd level instead of “spiritual weapon”

### **BARD, COLLEGE OF THE DIVA**

#### **[V1.4] Heartstring**

#### **Connections (pg 156).**

Should be “recall knowledge using your” instead of recall knowledge of lore using your”

### **CYBERWARE**

#### **[V1.4] Cyber Arm (pg 220).**

Should be “Up to four additional add-ons can be added. Only one installed add-on can be active at a time.” Instead of “Additional add-ons are available as detailed.”

### **CYBERWARE**

#### **[V1.4] Cyber Leg (pg 220).**

Should be “Up to four additional add-ons can be added. Only one installed add-on can be active at a time.” Instead of “Additional add-ons are available as detailed.”

### **CYBERWARE**

#### **[V1.4] Cyber Lower**

**Arm/Leg (pg 220).** Should be “Up to two additional add-ons can be added. Only one installed add-on can be active at a time.” Instead of “Additional add-ons are available as detailed.”

### **CYBERWARE**

#### **[V1.4] Cyber Torso (pg 220).**

Should be “Up to six additional add-ons can be added. Only one installed add-on can be active at a time.” Instead of “Additional add-ons are available as detailed.”

### **CYBERWARE**

#### **[V1.4] Cyber Skull (pg 220).**

Should be “Up to two additional add-ons can be added. Only one installed add-on can be active at a time.” Instead of “Additional add-ons are available as detailed.”

### **ACTIONS IN SPACE COMBAT**

#### **[V1.4] Scan (pg 247).**

Should be “you can make a DC 15 Intelligence (Computers) check to scan” not “DC 10”

### **BUILDING A SPACESHIP**

#### **[V1.4] Spaceship Chassis Chart (pg 250).**

The Base HP of the Battleship is 70, not 75

### **SPELL DESCRIPTION**

#### **[V1.4] Terrorize (pg 339).**

Should be “must succeed on

a Wisdom saving throw” instead of “Constitution saving throw”.

### **CON ARTIST**

#### **[V1.4] Skills (pg 380).**

Should have Stealth +6 instead of Sleight of Hand.

### **SMUGGLER**

#### **[V1.4] Skills (pg 388).**

Should have Stealth +6 instead of Sleight of Hand and Stealth +4

### **HACKER ROGUE**

#### **[V1.4] Viral Sabotage (pg 169).**

Should say “deal force damage” instead of “deal damage”.

### **BASE CLASSES**

**[V1.5]** Added base class info and charts for bard, fighter, paladin, and sorcerer.

### **NEW SECTION**

#### **[V1.5] Accessibility in Nacora (pg 180)**

Added section:

Just as people of all ages, genders, and species live in the Nacora, so too do individuals of all manner of abilities. As such, characters who are physically disabled, chronically ill, autistic, or mentally ill are equally likely to be present in your adventures as abled, neurotypical characters. Cultures across the Nacora have worked to create accessible opportunities for all people, regardless of capability. GMs are encouraged to give disabled

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and neurodivergent characters the tools they need to succeed within the setting in order to give them an equally enjoyable adventure experience.

### ***VOICE MODULATOR***

**[V1.5] *Voice Modulator* (pg 221).** Added, “or provide a robotic tonal voice if you are unable to speak normally.”

### ***MUNDANE ITEMS***

**[V1.5] *Additional Items* (pg 225-226).** Added Cane/Walker, Crutches, Hearing Aid, Prosthetic Limb, Spectacles, Stim Toy, Visual Translator, and Wheelchair.

### ***SPELLCASTING***

**[V1.5] *Disabled Spellcasters* (pg 339).** Added popout box on disabled spellcasters with optional rules.

### ***ORACLE***

**[V1.5]** Changed ‘curse’ to ‘manifestation’. Modified several of the manifestations to use more inclusive language, including Absent-Minded, Clouded Vision, Deafened, Hindered (formerly Lamed), Mute, and Wasting.

### ***ADEPT***

**[V1.5]** Changed ‘ki’ to ‘psy’. This change is also reflected in Chapter One.

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