

ERRATA CORRIGE

In questo documento troverete le domande frequenti, gli errata e alcuni chiarimenti riguardanti Starfinder e le sue espansioni. Aggiornato al 15 maggio 2020. Il contenuto in nero era già presente nella precedente versione di questo documento (anche se sotto una forma leggermente differente) o nella sezione "Domande Frequenti" delle relative espansioni. Il contenuto in rosso è stato aggiunto specificamente in questo aggiornamento.

ERRATA - MANUALE DI GIOCO

- **Pagina 22 e 23**, Forza, Destrezza, Intelligenza, Saggezza e Carisma. Sostituisci tutte le istanze di "incosciente" con "privo di sensi".
- **Pagina 44**, modificatori alle caratteristiche degli Androidi. Cambia il modificatore al Carisma in -2.
- **Pagina 111**, Tabella 4-8: Solarian, riga del 20° livello. Cambia in "20" il valore di resistenza nella colonna dell'Armatura solare e in "12d6" il valore nella colonna dell'Arma solare.
- **Pagina 125**, prima frase della tecnica del-

lo stile dell'assaltatore arcano segreto dei magi. Sostituisci la fusione "eterea" con "sterminaspetri".

• **Pagina 148**, Tabella 5-1. Vedi la Tabella 5-1 riportata qui sotto.

• **Pagina 151**, Saltare. Cambia la seconda frase in: "Se si prende una rincorsa di 3 metri subito prima del tentativo di salto, la CD è pari a 1 per ogni 30 centimetri della distanza che si vuole saltare in orizzontale, o a 4 per ogni 30 centimetri dell'altezza da saltare in verticale."

• **Pagina 199**, Tabella 7-8: armi speciali. Aggiungi la capacità "Analogica" nella co-

lonna Speciale della rete in fibra di nylon.

• **Pagina 267**, Punti Stamina e Punti Ferita. Cambia la terza frase in "Quando il totale di PF è 0, si diventa privi di sensi e morenti: [...]".

• **Pagina 454**, Inconscio. Cambia la frase in "La vittima è priva di sensi e non può essere svegliata in alcun modo".

• **Pagina 460**, Goblin spaziale monarka, Velocità. Cambia la capacità speciale "scorrere sulla terra" in "scorrere nella terra".

• **Pagina 528**, Nyarlathotep. Cambia l'allineamento in "CM".

TABELLA 5-1: RIEPILOGO DELLE ABILITÀ

ABILITÀ	EMI	MEC	MIS	OPR	SLN	SLD	TEC	SENZA ADDESTRAMENTO?	CARATTERISTICA
Acrobazia	✓	–	–	✓	✓	✓	–	Si	Des*
Atletica	✓	✓	–	✓	✓	✓	–	Si	For*
Camuffare	✓	–	✓	✓	–	–	–	Si	Car
Computer	✓	✓	–	✓	–	–	✓	No	Int
Cultura	✓	–	✓	✓	–	–	–	No	Int
Diplomazia	✓	–	✓	–	✓	–	–	Si	Car
Furtività	✓	–	–	✓	✓	–	–	Si	Des*
Ingegneria	✓	✓	–	✓	–	✓	✓	No	Int
Intimidire	✓	–	✓	✓	✓	✓	–	Si	Car
Intuizione	✓	–	✓	✓	✓	–	–	Si	Sag
Medicina	✓	✓	✓	✓	–	✓	–	No	Int
Misticismo	–	–	✓	–	✓	–	✓	No	Sag
Percezione	✓	✓	✓	✓	✓	–	–	Si	Sag
Pilotare	✓	✓	–	✓	–	✓	✓	Si	Des
Professione	✓	✓	✓	✓	✓	✓	✓	No	Car, Int o Sag
Raggirare	✓	–	✓	✓	–	–	–	Si	Car
Rapidità di Mano	✓	–	–	✓	–	–	✓	No	Des*
Scienza Biologica	–	–	✓	–	–	–	✓	No	Int
Scienza Fisica	–	✓	–	–	✓	–	✓	No	Int
Sopravvivenza	–	–	✓	✓	–	✓	–	Si	Sag

✓ = Abilità di Classe; * Si applica la penalità di armatura alla prova

ERRATA - ARCHIVIO DEGLI ALIENI

• **Pagina 77**, riquadro dei tratti razziali del kalo. Aggiungi "Respirare sott'acqua": i kalo hanno la regola universale delle creature respirare sott'acqua."

• **Pagina 119**, riquadro dei tratti razziali dei verthani. Cambia la voce Visione crepuscolare in "Visione crepuscolare: i verthani hanno visione crepuscolare."

ERRATA - ARMERIA

• **Pagina 105**, descrizione del kit di attrezzi. La tendina da cecchino a fotodispersione concede bonus +4 alle prove di furtività "per prendere di mira", anziché alle prove di Furtività "durante gli appostamenti".

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