

## **Dragonstar: Starfarer's Handbook Errata**

**Page 60:** The Gundancer gains the Gun-Fu ability at first level.

**Page 33:** A soulmech's XP cost for upgrades is  $\frac{1}{2}$  the market price of the upgrade, as listed in the table on page 120.

**Page 56:** The mechanist starting package receives 2d6x10 cr, rather than 2d6x100 cr.

**Page 61:** The first entry in the gundancer class table should list Gun mastery +1.

**Page 91:** Pilots and mechanists both receive 5d4x100 starting credits.

**Page 94:** A blaster rifle gets 20 shots with a standard minicell and a blaster pistol gets 30 shots. The ammo entries in the text are switched, but the table on page 98-99 is correct.

**Page 120:** The credit and XP cost of enhanced Dexterity should be doubled (800/3,200/7,200 cr and 400/1,600/3,600 XP).

**Page 158:** Acquiring a target and targeting run are both move-equivalent actions, rather than standard actions as listed. The Combat Ace feat (page 87) allows you to do both as a single move-equivalent action.