

PATHFINDER PLAYTEST RULEBOOK

Update 1.6 — Release Date: 11/5/2018

This document contains updates to the *Pathfinder Playtest Rulebook*. Updates that are new to this document appear with a darker background and have their page references marked with **bold** text. This document is broken into five categories.

New Rules: These are entirely new rules for use in your Pathfinder Playtest game, possibly replacing existing rules in the game system. The new rules that first appear in this document are Hands and Casting, New Alchemical Items, and another round of class modifications in Class Changes. Since the final chapter of *Doomsday Dawn* is upon us, we expect the pace of update documents to slow, so this includes a large number of significant changes! The *Multiclass Archetypes Update 1.0* file on pathfinderplaytest.com contains multiclass archetypes for all classes and updates to the multiclass archetypes from the *Playtest Rulebook*.

Critical Updates: These are updates to the rules that will affect a number of characters and play experiences. You should make sure to incorporate these immediately. Note that 1.6 also removes duplicate entries that had been included in Critical Updates and Other Updates to make the document leaner and less repetitive.

Other Updates: These are rules changes that affect only a small percentage of characters, but do so in an important way. You should be familiar with these changes and watch to see if any apply.

FAQ: This section covers some questions we've seen pop up in conversations about the game. They don't necessitate changes to the rules text, but you might find the clarification helpful.

Multiclass Archetypes Changes: These changes affect the new rules for multiclass archetypes found in the Multiclass Archetypes Updates PDF.

Doomsday Dawn Updates: These changes affect the playtest adventure, *Doomsday Dawn*. Please incorporate these changes if you are GMing the adventure. This section contains spoilers!

Please incorporate these changes as you playtest the game, and thank you for participating in the Pathfinder Playtest!

—Pathfinder Playtest Design Team

NEW RULE—HANDS AND CASTING

Update 1.6 makes it easier to cast spells when your hands are holding something. This is primarily to help clerics and paladins who thematically should be using a weapon and shield or a two-handed weapon, but were unable to easily cast a good number of their spells due to the way Somatic Casting and touch spells work. These changes might cause some thematic disconnects, so let us know whether they make sense to you in the story or seem incongruous.

- **Page 196**—In Somatic Casting, remove the Requirements entry and the Special entries for cleric and druid. In the description, after the second sentence, add, “You can make these gestures while holding something in your hand, but not if you're restrained or otherwise unable to gesture at all. If you need to touch someone or something, you can do so while holding something as long as part of your hand is able to touch the target.”

NEW RULE—NEW ALCHEMICAL ITEMS

Update 1.6 adds the following alchemical items. These are added primarily for the alchemist as a consequence of removing empower bombs, but other characters can use them too. The minor version of each bomb is identical to the item printed in the *Playtest Rulebook*.

ACID FLASK

ITEM **[+]**

Acid
Alchemical
Bomb
Consumable
Splash

Method of Use held, 1 hand; **Bulk** L

Flasks filled with corrosive acid deal the listed persistent acid damage and 1 acid splash damage.

Type minor; **Level** 1; **Price** 3 gp
1d6 persistent acid damage.

Type lesser; **Level** 4; **Price** 12 gp
2d6 persistent acid damage.

Type moderate; **Level** 8; **Price** 60 gp
3d6 persistent acid damage.

Type greater; **Level** 12; **Price** 250 gp
4d6 persistent acid damage.

Type major; **Level** 16; **Price** 1,200 gp
5d6 persistent acid damage.

Type true; **Level** 20; **Price** 9,000 gp
6d6 persistent acid damage.

ALCHEMIST'S FIRE

ITEM **[+]**

Alchemical
Bomb
Consumable
Fire
Splash

Method of Use held, 1 hand; **Bulk** L

Alchemist's fire is combination of several volatile liquids that ignite when exposed to air, typically stored in a sealed flask. Alchemist's fire deals the listed fire damage and persistent fire damage, as

well as 1 fire splash damage. The flames are easier to put out than normal. If anyone helps the target recover from this persistent damage, the subject recovers automatically with no flat check.

Type minor; **Level** 1; **Price** 3 gp
1d8 fire damage, 1 persistent fire damage.

Type lesser; **Level** 4; **Price** 12 gp
2d8 fire damage, 2 persistent fire damage.

Type moderate; **Level** 8; **Price** 60 gp
3d8 fire damage, 3 persistent fire damage.

Type greater; **Level** 12; **Price** 250 gp
4d8 fire damage, 4 persistent fire damage.

Type major; **Level** 16; **Price** 1,200 gp
5d8 fire damage, 5 persistent fire damage.

Type true; **Level** 20; **Price** 9,000 gp
6d8 fire damage, 6 persistent fire damage.

BESTIAL MUTAGEN, MINOR

ITEM 1

Alchemical
Consumable
Elixir
Mutagen
Polymorph

Price 3 gp

Method of Use held, 1 hand; **Bulk** L

Activation ♦ Operate Activation; **Onset** end of your next turn

For 1 minute after the onset of this mutagen, your features transform into something bestial and you take on muscle mass, but your lumbering form is clumsy.

Benefit You gain a +1 item bonus to Athletics checks and unarmed attack rolls. Your damage dealt by unarmed attacks increases to two damage dice, unless it would otherwise have more damage dice.

Drawback You take a -1 item penalty to Acrobatics checks, Stealth checks, Thievery checks, Reflex saves, and AC.

BOTTLED LIGHTNING

ITEM 1+

Alchemical
Bomb
Consumable
Electricity
Splash

Price 3 gp

Method of Use held, 1 hand; **Bulk** L

Bottled lightning is packed with volatile reagents that create a blast of electricity when they are exposed to air. Bottled lightning deals the listed electricity damage and 1 electricity splash damage, and causes the target to be flat-footed to all creatures until the start of your next turn.

Type minor; **Level** 1; **Price** 3 gp
1d6 electricity damage.

Type lesser; **Level** 4; **Price** 12 gp
2d6 electricity damage.

Type moderate; **Level** 8; **Price** 60 gp
3d6 electricity damage.

Type greater; **Level** 12; **Price** 250 gp
4d6 electricity damage.

Type major; **Level** 16; **Price** 1,200 gp
5d6 electricity damage.

Type true; **Level** 20; **Price** 9,000 gp
6d6 electricity damage.

BULLHEADED MUTAGEN, MINOR

ITEM 1

Alchemical
Consumable
Elixir
Mutagen
Polymorph

Price 3 gp

Method of Use held, 1 hand; **Bulk** L

Activation ♦ Operate Activation; **Onset** end of your next turn

For 1 minute after the onset of this mutagen, you gain more control of your mind and can steel your will against mental assaults, but your arrogance makes you seem standoffish and off-putting.

Benefit You gain a +1 item bonus to Will saves and to Perception, Medicine, Nature, Religion, and Survival checks. This bonus increases to +2 against mental effects.

Drawback You take a -1 item penalty to Deception, Diplomacy, Intimidation, and Performance checks, and you lose 1 RP.

COGNITIVE MUTAGEN, MINOR

ITEM 1

Alchemical
Consumable
Elixir
Mutagen
Polymorph

Price 3 gp

Method of Use held, 1 hand; **Bulk** L

Activation ♦ Operate Activation; **Onset** end of your next turn

For 1 minute after the onset of this mutagen, your mind becomes clear and cognition flows freely, but physical matters seem ephemeral.

Benefit You gain a +1 item bonus to Arcana, Crafting, Lore, Occultism, and Society checks and to all checks to Recall Knowledge. You treat a critical failure on a Recall Knowledge check as a failure instead.

Drawback You take a -1 item penalty to melee attack rolls and Athletics checks, you can carry 1 less Bulk than normal before becoming encumbered, and the maximum Bulk you can carry is 2 less.

JUGGERNAUT MUTAGEN, MINOR

ITEM 1

Alchemical
Consumable
Elixir
Mutagen
Polymorph

Price 3 gp

Method of Use held, 1 hand; **Bulk** L

Activation ♦ Operate Activation; **Onset** end of your next turn

For 1 minute after the onset of this mutagen, your body becomes thick and sturdy and you exhibit a healthy glow, though you tend to be ponderous and unobservant.

Benefit You gain a +1 item bonus to Fortitude saves and 5 temporary Hit Points.

Drawback You take a -1 item penalty to Will saves and to Perception, Medicine, Nature, Religion, and Survival checks.

LIQUID ICE

ITEM 1+

Alchemical
Bomb
Cold
Consumable
Splash

Price 3 gp

Method of Use held, 1 hand; **Bulk** L

The liquid reagents in this vial create a freezing effect when exposed to air. Liquid ice deals the listed cold damage, deals 1 cold splash damage, and causes the

target to be hampered 10 until the end of its next turn.

Type minor; **Level** 1; **Price** 3 gp
1d4 cold damage.

Type lesser; **Level** 4; **Price** 12 gp
2d4 cold damage.

Type moderate; **Level** 8; **Price** 60 gp
3d4 cold damage.

Type greater; **Level** 12; **Price** 250 gp
4d4 cold damage.

Type major; **Level** 16; **Price** 1,200 gp
5d4 cold damage.

Type true; **Level** 20; **Price** 9,000 gp
6d4 cold damage.

QUICKSILVER MUTAGEN, MINOR

ITEM 1

Alchemical
Consumable
Elixir
Mutagen
Polymorph

Price 3 gp

Method of Use held, 1 hand; **Bulk** L

Activation ♦ Operate Activation; **Onset** end of your next turn

For 1 minute after the onset of this mutagen, your features become thin and angular and you become swifter and

nimbler, but your body also becomes fragile.

Benefit You gain a +1 item bonus to Acrobatics checks, Stealth checks, Thievery checks, Reflex saves, and ranged attack rolls, and you become accelerated 5.

Drawback You take a -1 item penalty to Fortitude saves and take 3 damage. You can't recover Hit Points lost in this way by any means while the mutagen lasts.

SILVERTONGUE MUTAGEN, MINOR

ITEM 1

Alchemical
Consumable
Elixir
Mutagen
Polymorph

Price 3 gp

Method of Use held, 1 hand; **Bulk** L

Activation ◆ Operate Activation; **Onset** end of your next turn

For 1 minute after the onset of this mutagen, your

features become compelling and your voice musical and commanding, though facts and figures become hazy and your reason takes a backseat to your emotions.

Benefit You gain a +1 item bonus to Deception, Diplomacy, Intimidation, and Performance checks, and you treat critical failures with those skills as failures.

Drawback You take a -1 item penalty to Arcana, Crafting, Lore, Occultism, and Society checks, as well as one other skill of your choice in which you are trained or expert. You treat failures on checks to Recall Knowledge as critical failures.

THUNDERSTONE

ITEM +

Alchemical
Bomb
Consumable
Sonic
Splash

Method of Use held, 1 hand; **Bulk** L

When this stone hits a hard surface or creature, it explodes with a deafening bang. A thunderstone deals the listed sonic damage and 1 sonic splash damage, and each creature within 10 feet of the space in which the

stone exploded must succeed at the listed Fortitude saving throw or be deafened until the end of its next turn.

Type minor; **Level** 1; **Price** 3 gp

1d4 sonic damage, DC 15 Fortitude.

Type lesser; **Level** 4; **Price** 12 gp

2d4 sonic damage, DC 18 Fortitude.

Type moderate; **Level** 8; **Price** 60 gp

3d4 sonic damage, DC 22 Fortitude.

Type greater; **Level** 12; **Price** 250 gp

4d4 sonic damage, DC 28 Fortitude.

Type major; **Level** 16; **Price** 1,200 gp

5d4 sonic damage, DC 35 Fortitude.

Type true; **Level** 20; **Price** 9,000 gp

6d4 sonic damage, DC 41 Fortitude.

NEW RULES—SPELL DAMAGE

As of Update 1.5, we're increasing the amount of damage spells deal. For the final version of the game, we're planning to increase the power level of more spells than just the damaging spells. Presenting all that information during the playtest period is simply too tall an order, so for now we're strengthening just the damaging spells. Let us know how the revised versions fare in your games. You'll see that the damage increase comes right away with a big burst instead of gradually via slightly increased initial and heightened damage. The increased damage does mean rolling critical failures

against a damaging spell is more likely to be instantly lethal to PCs or monsters alike. Let us know if this extra damage is appropriate, too much, or too little.

- **Acid Arrow:** Increase initial damage to 2d8 plus your spellcasting ability modifier.
- **Black Tentacles:** Increase initial damage to 3d6.
- **Blade Barrier:** Increase initial damage to 8d8.
- **Burning Hands:** Increase initial damage to 3d6.
- **Chain Lightning:** Increase initial damage to 9d12 for the primary target and 8d12 for the secondary targets.
- **Chromatic Wall:** Increase red initial damage to 20, orange initial damage to 25, and yellow initial damage to 35.
- **Cloudkill:** Increase initial damage to 7d6.
- **Cone of Cold:** Increase initial damage to 14d6.
- **Crisis of Faith:** Increase initial damage to 8d4 (8d6 if the target can cast divine spells).
- **Disintegrate:** Increase initial damage to 16d10.
- **Divine Decree:** Increase initial damage to 9d6.
- **Divine Wrath:** Increase initial damage to 5d8.
- **Finger of Death:** Increase initial damage to 65.
- **Fire Seeds:** Increase the seed initial burst damage to 5d6.
- **Fireball:** Increase initial damage to 8d6.
- **Flame Strike:** Increase initial damage to 11d6.
- **Flaming Sphere:** Increase initial damage to 4d6.
- **Grim Tendrils:** Increase initial damage to 3d4.
- **Horrid Wilting:** Increase initial damage to 12d10.
- **Implosion:** Increase initial damage 100.
- **Leng's Sting:** Increase initial damage to 9d4.
- **Lightning Bolt:** Increase initial damage to 5d12.
- **Meteor Swarm:** Increase initial bludgeoning damage to 4d10 and initial fire damage to 19d6.
- **Phantasmal Calamity:** Increase initial damage to 15d6.
- **Phantasmal Killer:** Increase initial failure damage to 11d6 and initial critical failure damage to 16d6.
- **Phantom Pain:** Increase initial damage to 2d4.
- **Polar Ray:** Increase initial damage to 13d8.
- **Power Word Kill:** Increase both the kill threshold and the damage from 50 to 65.
- **Prismatic Spray:** Increase red damage to 40, orange damage to 50, yellow damage to 65, and green damage to 25.
- **Purple Worm Sting:** Increase initial damage to 8d4.
- **Searing Light:** Increase both the initial fire damage and the additional good damage to 5d6.
- **Shadow Blast:** Increase initial damage to 7d8.
- **Shocking Grasp:** Increase initial persistent electricity damage to 1d6.
- **Sound Burst:** Increase initial damage to 3d8.
- **Spider Sting:** Increase initial damage to 2d4.
- **Spirit Blast:** Increase initial damage to 16d6.
- **Storm of Vengeance:** Increase acid rain's damage to 4d8, hail's damage to 4d10, and lightning's damage to 4d12.
- **Sunburst:** Increase both the initial fire damage and the additional positive damage to 9d8.
- **Vampiric Exsanguination:** Increase initial damage to 13d6.
- **Vampiric Touch:** Increase initial damage to 4d6.
- **Visions of Danger:** Increase initial damage to 11d8.
- **Volcanic Eruption:** Increase initial damage to 17d6.

- Wail of the Banshee: Increase damage to 9d10.
- Wall of Fire: Increase initial damage to 4d6.
- Wall of Thorns: Increase initial damage to 4d4.
- Weapon Storm: Increase initial damage to five dice of damage.
- Weird: Increase initial failure damage to 21d6.

NEW RULES—HERITAGES

As of Update 1.4, we're adding more benefits to ancestries at 1st level via automatic heritage options. In addition to your 1st-level ancestry feat, you pick a heritage that reflects a sub-branch of your character's ancestry. These take the place of the heritage feats of the printed *Pathfinder Playtest Rulebook*.

We've added new feats to replace those lost to this change. Some of these new feats are more powerful options with additional prerequisites to give a more compelling array of choices for your higher-level ancestry feat selections.

HERITAGE RULES

- On page 23, remove the Heritage Feats section and add the following before Ancestry Feats.

HERITAGES

You select a heritage at 1st level, in addition to your 1st-level ancestry feat, to reflect abilities passed down to you from your ancestors or those common among members of your ancestry in the environment where you were born or raised. You have only one heritage, and you can't change it later. A heritage might give you an action, reaction, or similar ability, much like feats can.

DWARF

In the dwarf section on pages 24–25, make the following changes.

- Remove the Unburdened ability. It's now an effect of heritage, so characters who won't get much use of it can choose something else.
- Remove the following ancestry feats: Ancient's Blood, Hardy.
- Add the following Heritages section and new ancestry feats.

DWARF HERITAGES

With their long family lines and hardy physiologies, dwarves take great pride in the resilience their bloodlines provide. Choose one of the following dwarven heritages at 1st level.

ANCIENT-BLOODED

Dwarven heroes of old could shrug off their enemies' magic, and some of that resistance manifests in you.

You gain the Call on Ancient Blood reaction, but your resistance hampers your connection to magic items. Reduce your total Resonance Points by 2 (minimum 0). For more information about Resonance Points, see page 376.

CALL ON ANCIENT BLOOD

Dwarf

Trigger You attempt a saving throw against a magical effect.

Your ancestors' innate resistance to magic manifests, protecting you. You gain a +2 circumstance bonus to the triggering saving throw.

DESERT DWARF

As a proud denizen of the desert, you have incredible resilience against hot environments. This grants you resistance to fire equal to half your level (minimum 1) and the ability to ignore extreme and severe heat up to 140° F.

STRONGHEARTED DWARF

Your blood runs hearty and strong, and you can shake off toxins that would lay others low. You gain poison resistance equal to half your level (minimum 1), and each of your successful saving throws against an ongoing poison reduces its stage by 2, or 1 for a virulent poison. Each critical success against an ongoing poison reduces its stage by 3, or 2 for a virulent poison.

UNBURDENED DWARF

Your ancestors fought in ancient wars, generations after generations adapting to wearing massive suits of armor. If your Speed would be reduced by armor you wear or the encumbered condition, you ignore 5 feet of that reduction.

DWARF ANCESTRY FEATS

Mountain's Stoutness has changed due to the death and dying rules now using a flat check instead of a Fortitude save.

MOUNTAIN'S STOUTNESS

FEAT 9

Dwarf

You can withstand more punishment than most before going down. Increase your maximum Hit Points by your level. Every time you gain a level, adjust your maximum Hit Points gained from Hardy accordingly (for example, at level 17, this feat would increase your maximum Hit Points by 17). If you also have the Toughness feat, the Hit Points gained from each source are cumulative.

You also decrease the DC of your recovery rolls to 9 + your dying value (see page 295), or to 6 + your dying value if you also have the Toughness feat.

STONEWALKER

FEAT 9

Dwarf

You have a deep reverence and connection to stone. You gain meld into stone as a 3rd-level divine innate spell that you can cast once per day.

If you have Stonecunning, you can find unusual stonework and stonework traps as though you were legendary in Perception. If you have Stonecunning and are legendary in Perception, when you're not Seeking and the GM rolls a secret check for you to notice unusual, you keep the bonus from Stonecunning and don't take the -2 circumstance penalty.

WEAPON EXPERTISE (DWARF)

FEAT 13

Dwarf

Prerequisites Weapon Familiarity (Dwarf)

You become an expert in battleaxes, picks, warhammers, and all dwarven weapons in which you are trained.

ELF

In the elf section on pages 26–27, make the following changes.

- Remove the Keen Hearing ancestry feat.
- Add the following Heritages section and new ancestry feats.

ELF HERITAGES

Elves live long lives and adapt to the environments they inhabit after dwelling there for a long time. Choose one of the following elven heritages at 1st level.

ARCTIC ELF

You dwell deep in the frozen lands of the arctic north and have gained incredible resilience against cold environments. This adaptation grants you resistance to cold equal to half your level (minimum 1) and the ability to ignore extreme and severe cold down to -80° F.

CAVERN ELF

You come from underground tunnels or from caverns where light is scarce. You gain darkvision.

KEEN-EARED ELF

Your ears are finely tuned, able to detect even the slightest whispers of sound. As long as you can hear normally, you can use the Seek action to sense unseen creatures in a 60-foot cone instead of a 30-foot cone. When using the Seek action to sense unseen creatures that you could hear within 30 feet, you gain a +2 circumstance bonus.

JUNGLE ELF

You're adapted to life in the deep jungle, and you know how to climb through a jungle more easily and use the foliage to your advantage. When climbing trees, vines, and other foliage, you move at half your Speed on a success and at full Speed on a critical success (and you move at full Speed on a success if you have Quick Climb). This doesn't affect you if you're using a climb Speed.

You can always use the Take Cover action when within a forest or jungle area to gain cover, even if you're not next to an obstacle you can take cover behind.

ELF ANCESTRY FEATS

EXPERT LONGEVITY

FEAT 9

Elf

Prerequisites Ancestral Longevity

You've continued to refine your knowledge and skills gained over your life. When you choose a skill in which to become trained with Ancestral Longevity, you can also choose a skill in which to become expert. You can choose only a skill in which you're already trained. This lasts until your Ancestral Longevity expires.

When the effects of Ancestral Longevity and Expert Longevity expire, you can retrain one of your skill increases. The skill increase you gain from this retraining must either make you trained in the skill you chose with Ancestral Longevity or make you an expert in the skill you chose with Expert Longevity.

ELF STEP

FEAT 9

Elf

Requirements Speed 40 feet or more

You move in a graceful dance, and your steps are broad. You Step twice.

WEAPON EXPERTISE (ELF)

FEAT 13

Elf

Prerequisites Weapon Familiarity (Elf)

You become an expert in longbows, composite longbows, longswords, rapiers, shortbows, composite shortbows, and all elven weapons in which you are trained.

When the effects of Ancestral Longevity and Expert Longevity expire, you can retrain one of your skill increases. The skill increase you gain from this retraining must either make you trained in the skill you chose with Ancestral Longevity or make you an expert in the skill you chose with Expert Longevity.

GNOME

In the gnome section on pages 28–29, make the following changes.

- Change Speed from “20 feet” to “25 feet”.
- Remove the Discerning Smell ancestry feat.
- Add the following Heritages section and new ancestry feats.

GNOME HERITAGES

A diverse collection of oddballs, gnomes have all sorts of peculiar strains in their bloodline. Choose one of the following gnome heritages at 1st level.

BLEACHLING

Something in your background caused you to react strangely to the Bleaching compared to other gnomes. Instead of dying, you lost your color but remained stable. You are immune to the Bleaching and gain the Animal Speaker feat.

It's possible for your heritage to change from your starting heritage to bleachling during the course of play due to the effects of the Bleaching, though typically only in campaigns that span an incredibly long amount of time.

DEEP GNOME

Also called a *svirfneblin*, you come from underground and have found a way to stave off the gnome malaise known as the Bleaching. You gain darkvision and are immune to the Bleaching.

FELL GNOME

Unlike most gnomes, you have a connection to some of the darker fey, such as gremlins and redcaps. You can cast chill touch as an innate primal spell at will. The cantrip is heightened to a spell level equal to half your level rounded up. For more information about spells, see page 192.

SHARP-NOSED GNOME

You see all colors as brighter, hear all sounds as richer, and especially smell all scents with incredible detail. You gain a +2 circumstance bonus to sense an unseen creature that is close enough for you to smell (typically within 30 feet, though halve the distance if you are upwind and double the distance if you are downwind). For more information about senses, see page 301.

GNOME ANCESTRY FEATS

FIRST WORLD ADEPT

FEAT 9

Gnome

Prerequisites First World Magic

You have tapped into the fey magic innate to your people, and over time its power has grown stronger. You gain *faerie fire* and *invisibility*.

as innate 2nd-level primal spells. You can cast each of these innate spells once per day.

VIVACIOUS CONDUIT

FEAT 9

Gnome

Your connection to the First World has grown, and its positive energy flows into you at incredible rates. If you rest for 10 minutes, you gain Hit Points equal to your Constitution modifier × your level. This healing is additive with any healing from Treat Wounds.

WEAPON EXPERTISE (GNOME)

FEAT 13

Gnome

Prerequisites Weapon Familiarity (Gnome)

You become an expert in glaives, kukris, and all gnome weapons in which you are trained.

GOBLIN

In the goblin section on pages 30–31, make the following changes.

- Remove the following ancestry feats: Eat Anything, Flame Heart, Razor Teeth.
- Add the following Heritages section and new ancestry feats.

GOBLIN HERITAGES

Goblins, especially those of different tribes, have all sorts of physiological differences, which they often discover through hazardous “experiments.” Choose one of the following goblin heritages at 1st level.

BIGBELLY GOBLIN

You can subsist on food that most folks would consider spoiled. You are always considered fed with poor meals in a settlement as long as garbage is readily available, without using the Subsist on the Streets downtime activity. You gain a +2 circumstance bonus to saving throws against toxins, against gaining the sick condition, and on removing the sick condition, but only if the toxin or condition resulted from something you ate or drank. Treat a success on Fortitude saves to reduce the effect of an ingested toxin or the sick condition as a critical success.

You can eat and drink things when you have the sick condition.

INFLAMMABLE GOBLIN

Your ancestors have always had a connection to fire and a thicker skin, allowing you to resist burning. You gain resistance to fire equal to half your level (minimum 1). Your flat check to remove persistent fire damage (see page 323) is DC 15 instead of DC 20 without requiring an action to reduce the DC.

RAZORTOOTH GOBLIN

Your family can use their teeth as formidable weapons. You gain a jaws unarmed attack that deals 1d6 piercing damage. For more information about unarmed attacks, see page 178.

SNOW GOBLIN

As a snow goblin, you live in deeply cold lands and have skin ranging from sky blue to navy in color. You gain resistance to cold equal to half your level (minimum 1) and the ability to ignore extreme and severe cold down to –80° F.

GOBLIN ANCESTRY FEATS

CAVE CLIMBER

FEAT 9

Goblin

By practicing the techniques you’ve learned crawling and climbing through caverns, you are able to climb easily anywhere you go. You gain a climb Speed of 10 feet.

You can take the Legendary Climber feat even if you don’t have the Quick Climb feat, provided you meet its other prerequisites.

GOBLIN SCUTTLE

FEAT 9

Goblin

Trigger A goblin ally ends a move action adjacent to you. You take advantage of your ally’s movement to adjust your position. You Step.

GOBLIN SONG

FEAT 1

You sing annoying goblin songs, distracting your foes with silly and repetitive lyrics. Attempt a Performance check against the Will DC of a foe within 30 feet. If you are an expert in Performance, you can affect up to two foes within range; if you are a master, you can affect up to four foes; and if you are legendary, you can affect up to eight foes.

Success The target takes a –1 conditional penalty to Perception checks and Will saves for 1 round.

Critical Success As success, but the penalty lasts for 1 minute.

Critical Failure The target is bolstered.

SKITTERING SCUTTLE

FEAT 9

Goblin

Prerequisites Goblin Scuttle

When you Goblin Scuttle, you can Stride up to half your Speed instead of Stepping.

WEAPON EXPERTISE (GOBLIN)

FEAT 13

Goblin

Prerequisites Weapon Familiarity (Goblin)

You become an expert in dogslicers, horsechoppers, and all goblin weapons in which you are trained.

HALFLING

In the halfling section on pages 32–33, make the following changes.

- On page 32, in the sidebar with ability boosts and other ancestry features, add the following ability. “Keen Eyes: Your eyes are sharp, allowing you to make out small details about concealed or even invisible creatures that others might miss. When you attack or target an opponent that is concealed from you or sensed by you, reduce the flat check DC you need to hit that creature to 3 for concealed or 9 for sensed. You gain a +2 circumstance bonus when using the Seek action to sense unseen creatures within 30 feet.”
- Remove the following ancestry feats: Keen Eyes, Plucky.
- Add the following Heritages section and new ancestry feats.

HALFLING HERITAGES

Living across the land, halflings of different heritages might appear in lands far from where their ancestors lived. Choose one of the following halfling heritages at 1st level.

GUTSY HALFLING

Your family line is known for keeping a level head and staving

off fear when the chips go down, making them wise leaders. If you succeed at a saving throw against an emotion effect, treat your result as a critical success instead of a success.

JUNGLE HALFLING

You live deep in the jungle, and you've learned how to use your small size to wriggle through undergrowth, vines, and other obstacles. You can ignore difficult terrain from trees and foliage, whether in a jungle or elsewhere.

NOMADIC HALFLING

Your ancestors have traveled from place to place for generations. You gain a new language of your choice, and every time you take the Multilingual feat, you gain another new language.

TWILIGHT HALFLING

Your ancestors performed many acts under cover of dusk and developed eyesight beyond even the usual keen eyes of halflings. You gain low-light vision.

HALFLING ANCESTRY FEATS

GUIDING LUCK

FEAT 9

Halfling

Prerequisites Lucky Halfling

Your luck guides you to look the right way and place your blows in the right spot. You can trigger Lucky Halfling when you fail a Perception check or attack roll, in addition to its normal trigger.

IRREPRESSIBLE

FEAT 9

Halfling

You are easily able to ward off attempts to play on your fears and emotions. If you succeed at a saving throw against an emotion effect, treat your result as a critical success instead of a success. If your heritage is Gutsy Halfling, you treat any critical failures against emotion effects as failures.

WEAPON EXPERTISE (HALFLING)

FEAT 13

Halfling

Prerequisites Weapon Familiarity (Halfling)

You become an expert in slings, halfling sling staves, shortwords, and all halfling weapons in which you are trained.

HUMAN

In the human section on pages 34–37, make the following changes.

- Remove the following ancestry feats: Half-Elf, Half-Orc.
- Add the following Heritages section and new ancestry feats to both the human and half-orc feat sections.

HUMAN HERITAGES

Unlike other races, humans don't have pronounced physical differences defined by their lineage. Instead, their heritages show their potential as a people or reflect mixed ancestries. Choose one of the following human heritages at 1st level.

HALF-ELF

Either one of your parents was an elf, or one or both were half-elves. You have pointed ears and other telltale signs of elf heritage. You gain the elf trait and low-light vision. In addition,

you can select elf, half-elf, and human feats whenever you gain an ancestry feat.

HALF-ORC

Either one of your parents was an orc, or one or both were half-orcs. You have a green tinge to your skin and other indicators of orc heritage. You gain the orc trait and low-light vision. In addition, you can select orc, half-orc, and human feats whenever you gain an ancestry feat.

SKILLED HERITAGE

Your ingenuity allows you to train in a wide variety of skills. You become trained in one skill of your choice. At 5th level, you become an expert in the chosen skill. For more about skills, see page 142.

VERSATILE HERITAGE

Versatility and ambition have fueled humanity's ascendance to its position as the most common ancestry in most nations throughout the world. Select a general feat of your choice for which you meet the prerequisites.

HUMAN ANCESTRY FEATS

INCREDIBLE IMPROVISER

FEAT 9

Human

Prerequisites Clever Improviser

You can improvise almost anything with unbelievable skill. You gain a +3 circumstance bonus to skill checks in which you're untrained. You can attempt a skill check that would normally require you to be trained even if you're untrained, but in that case, you don't gain the +3 circumstance bonus.

MULTITALENTED

FEAT 9

Human

You gain a 2nd-level multiclass dedication feat (see multiclass archetypes starting on page 279), even if you don't meet the ability score prerequisites and even if you normally couldn't take another dedication feat until you take more feats from your current archetype.

UNCONVENTIONAL EXPERTISE

FEAT 13

Human

Prerequisites Unconventional Weaponry, trained in the weapon you chose for Unconventional Weaponry

You become an expert in the weapon you chose for the Unconventional Weaponry feat.

HALF-ORC ANCESTRY FEATS

REACTIVE SUPERSTITION

FEAT 9

Orc

Prerequisites Superstition

Trigger You attempt a save against a spell or magical effect and you aren't benefiting from Superstition

You instinctively react to magic by drawing on your superstitions. You gain the benefit of Superstition against the triggering spell or magical effect.

WEAPON EXPERTISE (ORC)

FEAT 13

Orc

Prerequisites Weapon Familiarity (Orc)

You become an expert in falchions, greataxes, and all orc weapons in which you are trained.

NEW RULES—PROFICIENCIES AND DCs

As of Update 1.3, the math for proficiencies and skill DCs has changed. We've received frequent feedback that trained and better characters weren't far enough ahead of untrained characters, so we're making the **untrained value equal to your level minus 4** instead of your level minus 2. This will definitely create a more noticeable difference at 1st level. We want to see whether it feels more natural than the previous value, and whether it causes a major difference in the way people allocate their skill increases.

We're also correcting some issues with the table of DCs, along with DCs in *Doomsday Dawn* (which you can find later in this document). Characters' rates of success were too flat across levels, even for characters who were putting lots of effort into getting better. Now, they'll get much better against DCs of their level over time. The DCs started out a bit too low, and scaled up to be too high at higher levels. The names of the categories of DC have also changed, since their challenge level is no longer analogous to the terms used to describe encounter challenge. Lastly, we've also introduced a simpler guideline for setting the DC of tasks when it really only matters if one person in the group succeeds (such as when everyone in the party searches the same area by rolling Perception): in such a situation, increase the DC by 4.

UNTRAINED TEXT

In any location where it appears, change the value of the untrained proficiency rank to your level minus 4.

SKILL DC TERMINOLOGY

In any location where they appear, change the skill difficulty categories from trivial to easy, low to medium, high to hard, severe to incredible, and extreme to ultimate. The "trivial" column on Table 10–3 (page 338) should keep that name.

SPELL AND ABILITY CHANGES

To go along with this change, we're updating some spells and abilities that required certain skills to overcome so that untrained characters aren't totally stuck in situations where they weren't intended to be.

- Page 102—In *Tangled Forest Stance*, in the second paragraph, change "Acrobatics check" to "Reflex save" and in the parentheses, add ", and you can choose to allow the enemy to move if you prefer".
- Page 171—In *Specialty Crafting*, in the second sentence, change "+2 circumstance bonus" to "+1 circumstance bonus". After that sentence, add "If you have master proficiency in Crafting, this bonus increases to +2."
- Page 173—In *Virtuosic Performer*, in the second sentence, change "+2 circumstance bonus" to "+1 circumstance bonus". After that sentence, add "If you have master proficiency in Performance, this bonus increases to +2."
- Page 228—In the *grease* spell, change the Target an Area entry to "Any solid ground in the area is covered with grease."

Each creature standing on the greasy surface must succeed at a Reflex save or an Acrobatics check to Maintain Balance against your spell DC or fall prone. Creatures moving onto the greasy surface during the spell's duration must also attempt an Acrobatics check to Balance. A creature that takes a Step doesn't have to attempt a check or save."

- Page 237—In the *maze* spell, in the second sentence, change "Survival check" to "Survival check or Perception check". In the second paragraph, change "Survival check" to "Survival check or Perception check".
- Page 272—In the *web* spell that continues from the previous page, in the second paragraph, change "Athletics check" to "Athletics check or Reflex save". Change the Success entry to "The creature is unaffected. If it used an Athletics check, it clears the web from every square it leaves after leaving the square." Change the Critical Success entry to "As success, and it doesn't need to attempt further saving throws against the web this turn." In the Failure entry, change "saving throws" to "Athletics checks or saving throws".

DIFFICULTY CLASSES

In the Difficulty Classes section on page 336–337, replace the Adjusting the Chance of Success section and Table 10–2: Skill DCs by Level and Difficulty.

ADJUSTING THE CHANCE OF SUCCESS

When creating challenges at the PCs' level, use the following guidelines to determine what degree of difficulty is a good fit. Then consult Table 10–2: Skill DCs by Level and Difficulty to determine the appropriate DC. The table's Level column indicates the task level, while the subsequent columns present DCs for each difficulty. You'll most often use the hard DC, but various environmental and situational circumstances can adjust the DC to a higher or lower category, as described later.

The DC numbers on this table are to determine whether a single character can succeed or fail at a task. Sometimes, you'll have a check that the entire party can roll against, with no real complications that would happen on a critical failure, and where only one person really needs to succeed (such as a Perception check when everyone is searching the same area). If you want the whole party to face the same degree of difficulty in a case like this, simply increase the DC by 4.

An **easy** DC represents a minor speed bump for a group of the indicated level. The DC is so low that even the least skilled character of that level with a low score for the associated ability has around a 50% chance to succeed. These are good DCs for when a task is going to be rote for the more skilled members of the party. You can usually skip rolling and assume the characters succeed against easy DCs unless it's necessary for everybody to try the check.

A **medium** DC provides little challenge for highly skilled characters and a decent chance to succeed for low-skilled characters who don't have a good proficiency or a high ability score. This DC is good to use when each PC will attempt the check and when it matters how many PCs succeed or fail. Except at low levels, a medium DC will be a challenge only for characters who aren't keeping up with the skill. Easy DCs become easier

and easier for characters who have invested in the skill to succeed over time.

A **hard** skill DC, the most common in the game, represents something that an average commoner might not try but that adventurers attempt frequently. This DC challenges even characters who have strongly focused on the skill and can often be overcome by a character who has increased their modifier or proficiency rank. A character who's really strong in the skill starts at around a 50% chance of succeeding but ends up almost certain to succeed at higher levels.

An **incredible** skill DC represents a task requiring exceptional effort and luck: one that even adventurers don't encounter that often. It's a significant challenge for a highly skilled character at all levels, though incredible DCs do become somewhat easier to succeed at when those characters have reached a high level.

An **ultimate** skill DC is reserved for only the greatest of impediments. It's so hard that even the best possible character succeeds only about half the time, though assistance from allies can improve this chance. Characters with less training have a far lower chance of success, and will critically fail much of the time. You should avoid using ultimate DCs if a failed check results in death, massive harm, or other dire consequences.

TABLE 10-2: SKILL DCs BY LEVEL AND DIFFICULTY

Level	Easy	Medium	Hard	Incredible	Ultimate
0	7	11	13	14	16
1	8	13	15	16	18
2	9	14	16	17	19
3	10	15	17	19	20
4	11	16	18	20	21
5	12	18	20	22	23
6	13	19	21	23	25
7	14	21	22	26	27
8	15	22	24	27	28
9	16	23	26	29	30
10	17	24	27	31	32
11	18	25	28	32	33
12	19	26	29	33	34
13	20	28	30	35	36
14	21	29	31	36	38
15	22	30	33	37	40
16	23	32	34	38	41
17	24	33	36	40	43
18	25	34	37	41	44
19	26	35	38	42	45
20	27	36	39	43	47
21	28	38	41	45	49
22	29	39	43	47	51
23	30	41	45	49	53

NEW RULES—TREAT WOUNDS

As of Update 1.5, the DC of Treat Wounds is based on the level of the patient. This is meant to avoid situations where a low-

level character could heal up someone of a much higher level.

Introduced in Update 1.4, this new use of the Medicine skill is meant to address demands for more ways to heal up between battles, reduce dependence on magical healing, and extend the adventuring day. In Pathfinder First Edition, the desire to recover as many Hit Points as possible was often filled by *wands of cure light wounds*, or by using lots of low-level healing spells. Because we know groups will want to heal up by whatever means they have available, we were looking for something more satisfying.

This new rule means that a character trained in Medicine can help their allies recover with a significant time expenditure. We hope this means groups have a satisfying way to heal up, but still keeps the pressure on in time-sensitive adventures. This creates a major change to the flow of the game, so let us know how it works for your group!

TREAT WOUNDS

Healing
Manipulate

Requirements You must use healer's tools (see page 186).

You spend 10 minutes treating up to 6 injured living creatures (targeting yourself as one of them, if you so choose), then attempt a Medicine check. The DC is usually the medium DC for the highest level of patient you're treating, though the GM might adjust this DC due to circumstances, such as trying to rest during volatile weather or when treating magically cursed wounds. A given creature can be subject to only one Treat Wounds attempt per 10-minute period, so two characters can't treat the same target's wounds simultaneously.

Success You treat the patients' wounds. Each patient recovers Hit Points equal to its Constitution modifier × your level or equal to just your level, whichever is higher.

Critical Success As success, but increase the healing by your level × 3.

Critical Failure The patients are bolstered against your Treat Wounds.

NEW RULES—IDENTIFICATION AND REPAIR

As of Update 1.3, we're shortening how long it takes to identify magic. It was intentional that identifying magic involved more investigation and guesswork, but the time burden was too high, especially when finding multiple items. Along with this change, we're shortening how long it takes to repair items so that party members can do these tasks simultaneously and finish up at the same time. They all start out taking 10 minutes.

This requires changing Identify Magic and Repair.

- Page 145—In Identify Magic, in the first sentence, change “you can spend an hour” to “you can spend 10 minutes”.
- Page 147—In Repair, in the first sentence, change “You spend an hour” to “You spend 10 minutes”.
- Page 153—In Identify Magic, in the first sentence, change “you can spend an hour” to “you can spend 10 minutes”.
- Page 154—In Identify Magic, in the first sentence, change “you can spend an hour” to “you can spend 10 minutes”.
- Page 156—In Identify Magic, in the first sentence, change “you can spend an hour” to “you can spend 10 minutes”.

SKILL FEATS

Change two skill feats that help you identify and repair more quickly.

- Page 169—In Quick Identification, change the text to “You take only 1 minute when using Identify Magic to determine the properties of an item, ongoing effect, or location, rather than 10 minutes. If you’re a master, it takes 1 round, and if you’re legendary, it takes 1 action.”
- Page 170—In Quick Repair, change the text to “You take only 1 minute to repair an item, rather than 10 minutes. If you’re a master, it takes 1 round, and if you’re legendary, it takes 1 action.”

READ AURA

Change the casting time of the *read aura* spell.

- Page 250—In the *read aura* spell, change “Casting 10 minutes” to “Casting 1 minute”.

NEW RULE—CLASS CHANGES

Update 1.6 brings several more changes to show the direction we’re looking to take several classes. These are still a work in progress, with a goal of providing sustainable classes for those who want to keep playing using the playtest rules. So let us know what you think of the ways they’re changing! We’ve also moved the new skills lists from the New Rules—Signature Skills section here to consolidate most of the class information.

Two changes affect a large number of classes. First, all the spellcasters now get 5 cantrips at 1st level instead of 4th. Second, the stance trait now lets you enter a stance and still use your other open actions in the same round. Actions with the stance trait lose the open trait, and stance is redefined to the following.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait. After you take an action with the stance trait, you can’t take another one for 1 round. You can enter or be in a stance only in encounter mode. A stance lasts until you get knocked out, until its requirements (if any) are violated, or until you enter a new stance, whichever comes first.

As of Update 1.3, we made a small number of changes to address flexibility and balance concerns with the alchemist, ranger, and sorcerer.

ALCHEMIST

As of Update 1.6, the alchemist is switching to use infused reagents instead of Resonance Points to make alchemical items. This was one of the more popular changes from the Resonance Test, and it has strong enough support and light enough rules impact that we can implement it during the playtest period. We’ve also added a research field: a path that lets you specialize as a bomber, surgeon, mutagenist, or poisoner. Please note the New Alchemical Items presented above, since those will change what you’re putting in your formula book.

Because of the extensive changes, making each change line by line is difficult, so we’re presenting all the class features and class table in full under the New Alchemist header below. Of the class feats, only Combine Elixirs and Poison Touch change.

From Update 1.3, the alchemist’s infused trait was too restrictive when the alchemist was creating elixirs for allies, making it feel like you were paying double the Resonance. This was especially limiting when the alchemist was meant to serve

as a healer. Now, the infused trait means the item doesn’t cost anyone Resonance Points.

- Page 45—This change reflects the removal of signature skills in Update 1.2. Replace skill proficiencies as indicated below.

Trained in Crafting

Trained in a number of additional skills equal to 4 plus your Intelligence modifier

- Page 45–47—Replace the alchemist’s class table and class features with the text under New Alchemist.
- Page 47—In the infused trait, change “cost its crafter any Resonance Points” to “cost any Resonance Points” and delete “though anyone else must spend Resonance Points to activate it normally”.
- Page 49—In Combine Elixirs, replace all references to Resonance Points with “batches of infused reagents.”
- Page 50—In Poison Touch, replace “1 Resonance Point” with “1 batch of infused reagents.”

CLASS FEATURES

You gain these abilities as an alchemist. Abilities gained at higher levels list the requisite levels next to the features’ names.

TABLE 3-1: ALCHEMIST ADVANCEMENT

Your Level	Class Features
1	Advanced alchemy 1st, alchemist feat, ancestry feat, background, formula book, infused reagents, initial proficiencies, quick alchemy, research field
2	Advanced alchemy 2nd, alchemist feat, skill feat
3	Advanced alchemy 3rd, general feat, skill increase
4	Advanced alchemy 4th, alchemist feat, skill feat
5	Ability boosts, advanced alchemy 5th, ancestry feat, field discovery, skill increase
6	Advanced alchemy 6th, alchemist feat, skill feat
7	Advanced alchemy 7th, general feat, perpetual infusions, skill increase
8	Advanced alchemy 8th, alchemist feat, skill feat
9	Advanced alchemy 9th, ancestry feat, double brew, skill increase
10	Ability boosts, advanced alchemy 10th, alchemist feat, skill feat
11	Advanced alchemy 11th, general feat, perpetual potency, skill increase
12	Advanced alchemy 12th, alchemist feat, skill feat
13	Advanced alchemy 13th, ancestry feat, greater field discovery, skill increase
14	Advanced alchemy 14th, alchemist feat, skill feat
15	Ability boosts, advanced alchemy 15th, general feat, perpetual perfection, skill increase
16	Advanced alchemy 16th, alchemist feat, skill feat
17	Advanced alchemy 17th, alchemical alacrity, ancestry feat, skill increase
18	Advanced alchemy 18th, alchemist feat, skill feat
19	Advanced alchemy 19th, general feat, skill increase
20	Ability boosts, advanced alchemy 20th, alchemist feat, skill feat

INFUSED REAGENTS

You infuse reagents with your own alchemical essence, allowing you to create alchemical items for free. Each day during your preparations, you gain a number of batches of infused reagents equal to your level + your Intelligence modifier. You can use these reagents for either Advanced Alchemy or Quick Alchemy. If you have 1–10 batches of reagents, they total up to light Bulk, 11–20 are two light Bulk loads, and so on.

As soon as you prepare again, your infused reagents from the previous preparation are instantly destroyed. While infused reagents are physical objects, they can't be duplicated, preserved, or created in any way other than your daily preparations. Any such artificial reagents would lack the infusion and be useless for Advanced Alchemy or Quick Alchemy.

ADVANCED ALCHEMY

You gain the Alchemical Crafting feat (see page 162), even if you don't meet that feat's prerequisites, and you gain the four common 1st-level alchemical formulas that feat grants. The catalog of alchemical items begins on page 360. You can use this feat to create alchemical items as long as you have their formulas in your formula book.

During your daily preparation, after producing a new batch of infused reagents, you can spend batches of infused reagents to create infused alchemical items. You don't need to attempt a Crafting check to do this, and you ignore the number of days typically required to create the items and any requirements of alchemical reagents. For each batch of infused reagents you spend in this way, choose an alchemical item that's in your formula book and has a level equal to or lower than your level (also indicated on the Alchemist Advancement table), and make a batch of two of the item. These items have the infused trait, remaining potent for only 24 hours or until your next daily preparations.

QUICK ALCHEMY

During the day, if you need a specific item on the fly, you can use your infused reagents to create an item very quickly with the Quick Alchemy action, described below.

QUICK ALCHEMY

Alchemist

Cost 1 batch of infused reagents

Requirements You must have alchemist's tools (see page 184), the formula of the alchemical item you're creating, and a free hand.

You create a single alchemical item of your level or lower that's in your formula book without having to spend the normal monetary cost in alchemical reagents or needing to attempt a Crafting check. This item has the infused trait, but it remains potent only until the start of your next turn.

FORMULA BOOK

You start with a standard formula book worth 10 sp or less (as detailed on page 186) for free. The formula book contains the formulas for two common 1st-level alchemical items of your choice, in addition to those you gained from Alchemical Crafting. The catalog of alchemical items begins on page 360.

Each time you gain a new level, you can add formulas for two alchemical items to your formula book. These can be of any level of item you can create. You learn these formulas automatically, but it's also possible to find or buy other formulas, or to invent them with the Inventor feat (see page 167).

RESEARCH FIELD

You specialize in a particular field of alchemical research much like any academic, even those from less volatile sciences. Choose from the following fields of research, or any fields presented in other products.

Bomber

Your field of research emphasizes explosions and other violent alchemical reactions. You start with the formulas for two additional 1st-level alchemical bombs in your formula book. When throwing an alchemical bomb with the splash trait, the splash damage does not affect your allies. You must be able to perceive an ally to exclude that ally from your bomb's splash damage.

Chirurgeon

Your field of research specializes in healing others with alchemy. You start with the formulas for two additional 1st-level antidotes, antitoxins, or elixirs of life in your formula book. As long as you are at least trained in Medicine, you can attempt a Crafting check instead of a Medicine check for any of the untrained and trained uses of Medicine.

Mutagenist

Your field of research focuses on bizarre mutagenic transformations that sacrifice one aspect of a creature's physical or psychological being to strengthen another. You gain access to uncommon mutagens and start with the formulas for two additional 1st-level mutagens in your formula book. When you drink one of your mutagens with an onset time of 1 minute, treat the item's onset as the end of your next turn instead. When you drink one of your mutagens with an onset time that's normally the end of your next turn, the mutagen instead has no onset time and takes effect immediately.

Poisoner

Your field of research centers around the use of dangerous substances; this doesn't necessarily mean you are an assassin, as deep knowledge of poison can also be used to cure it. You start with the formulas for two additional 1st-level poisons or antidotes in your formula book. You can apply an injury poison to a weapon with a single action, rather than as a 3-action activity.

ALCHEMIST FEATS

At 1st level and every even-numbered level thereafter, you gain an alchemist class feat. Alchemist class feats are described beginning on page 48.

SKILL FEATS (2ND)

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS (3RD)

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

SKILL INCREASES (3RD)

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in or become an expert in one skill in which you're already trained.

If you are at least 7th level, you can use this increase to become a master in a skill in which you're already an expert. If you are at least 15th level, you can use this increase to become legendary in a skill in which you're already a master.

FIELD DISCOVERY (5TH)

You learn a special discovery depending on your field.

- **Bomber:** Your weapon proficiency with alchemical bombs becomes expert rank.
- **Chirurgeon:** When using Advanced Alchemy to make elixirs of life during preparation, you can create three elixirs using a single batch of reagents instead of two elixirs.
- **Mutagenist:** You can ignore the onset time when you drink a mutagen you crafted.
- **Poisoner:** You gain poison resistance equal to half your level and a +2 conditional bonus to saving throws against poisons.

ABILITY BOOSTS (5TH)

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS (5TH)

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats open to you can be found in your ancestry's entry in Chapter 2.

PERPETUAL INFUSIONS (7TH)

You have learned how to create perpetual alchemical infusions that can provide a near-infinite supply of certain simple items. You gain the ability to create two 1st-level alchemical items with Quick Alchemy without spending a batch of infused reagents. The items depend on your field.

- **Bomber:** Choose two of the following formulas you know: minor acid flask, minor alchemist's fire, minor bottled lightning, minor liquid ice, minor thunderstone.
- **Chirurgeon:** Antidote and antiplague.
- **Mutagenist:** Choose two of the following formulas you

know: minor bestial mutagen, minor bullheaded mutagen, minor cognitive mutagen, minor juggernaut mutagen, minor quicksilver mutagen, minor silvertongue mutagen.

- **Poisoner:** Choose two of the following formulas you know: antidote, arsenic, giant centipede venom.

DOUBLE BREW (9TH)

When using the Quick Alchemy action, instead of spending 1 batch of infused reagents to create a single item, you can spend up to 2 batches of infused reagents to make up to two alchemical items (one per batch spent) as described in that action. These items do not have to be the same.

PERPETUAL POTENCY (11TH)

Your perpetual reactions improve, allowing you to use Quick Alchemy without expending infused reagents for more powerful items depending on your field:

- **Bomber:** The lesser versions of the minor bombs you chose for Perpetual Reactions.
- **Chirurgeon:** Greater antidote and antiplague.
- **Mutagenist:** The lesser versions of the minor mutagens you chose for Perpetual Reactions.
- **Poisoner:** Hunting spider venom and giant scorpion venom.

GREATER FIELD DISCOVERY (13TH)

You learn an incredible discovery depending on your field.

- **Bomber:** Your weapon proficiency with alchemical bombs becomes master rank.
- **Chirurgeon:** When you use Quick Alchemy to create any type of elixir of life, the creature drinking the elixir does not need to roll to determine the number of Hit Points restored by the elixir. The creature instead regains the maximum number of Hit Points possible.
- **Mutagenist:** You become an expert in unarmed attacks.
- **Poisoner:** You can apply a dose of contact or injury potion you create to your hand. Applying the poison does not poison you, but after the poison is applied, you can make a fist attack or a melee touch attack with your hand to poison your target. On a success, the poison is applied to the target. On a failure, the poison is wasted. If you don't use the poison within 1 hour after applying it, your body harmlessly absorbs the poison and it is wasted.

PERPETUAL PERFECTION (15TH)

You have perfected your perpetual infusions, allowing you to use Quick Alchemy without expending infused reagents for more powerful items depending on your field:

- **Bomber:** The standard versions of the minor bombs you chose for Perpetual Reactions.
- **Chirurgeon:** True antidote and antiplague.
- **Mutagenist:** The standard versions of the minor mutagens you chose for Perpetual Reactions.
- **Poisoner:** Spider root and shadow essence.

ALCHEMICAL ALACRITY (17TH)

When using the Quick Alchemy action, you can spend up to 3 batches of infused reagents to make up to three alchemical

items as described in that action (one per batch spent). These items don't have to be the same.

Alchemist Feats

- Page 49—This change accommodates the removal of signature skills. In the alchemist's 8th-level feats, remove the Tricky Tinker feat.
- Page 50—This change accommodates the removal of signature skills. In the alchemist's 10th-level feats, in Stalker Mutagen, remove the first sentence, and at the end of the second sentence, add "and your body camouflages to match your surroundings, allowing you to Hide and Sneak even if you don't have cover or concealment". In the alchemist's 14th-level feats, remove the Awakened Intellect feat.

BARBARIAN

In Update 1.6, we've changed the barbarian's proficiencies to match those of other martial characters like the ranger and paladin, and we're trying out a different version of rage. This version introduces some unpredictability to make it feel more like an out-of-control rage.

- Page 53—This change reflects the removal of signature skills in Update 1.2. Replace skill proficiencies as indicated below.

Trained in Athletics

Trained in a number of additional skills equal to 4 plus your Intelligence modifier

- Page 53—Replace Rage with the following.

RAGE

Barbarian
Concentrate
Emotion
Mental

Requirements You can't be fatigued, raging, or wearing heavy armor.

You begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution

modifier and enter a state of pure rage. While you are raging, you are affected in these ways:

- Gain a +2 conditional bonus to damage rolls with melee weapons and unarmed Strikes. The bonus is halved if your weapon or unarmed Strike is agile. This bonus increases by 1 at level 3 and every 4 levels thereafter.
- Take a -1 penalty to AC.
- You can't use actions that have the concentrate trait unless they also have the rage trait. The Seek basic action gains the rage trait while you're raging.

At the end of each of your turns, you must attempt a flat check to determine whether you keep raging. The DC starts at 0 on the first round and goes up by 5 each following round, to a maximum of DC 20. If you fail, your rage ends immediately. (Because of the flat check rules, you automatically succeed at the DC 0 check without rolling on the first round.)

When your rage ends for any reason, you lose any remaining temporary Hit Points from using the Rage action, you can't use Rage again for 1 round, and you're fatigued for 1 round. You can't voluntarily stop raging while you're in combat, but if you're not in combat, you can voluntarily end your rage by spending an action; this action has the concentrate and rage traits.

- Page 54—In Critical Brutality, before the first sentence, add "You become an expert in all simple weapons, martial weapons, and unarmed attacks." In Weapon Fury, replace "expert" with "master".
- Page 57—This update simplifies Moment of Clarity and gives a way to end rage early for players who want their barbarians to have a higher level of control. Replace Moment of Clarity with the following version.

MOMENT OF CLARITY

FEAT 1

Barbarian
Concentrate
Rage

You concentrate deeply, pushing back your rage. Until the end of this turn, you can take actions with the concentrate trait even if they don't have the rage trait.

In addition, this turn you can take the action to voluntarily end your rage even if you're in combat.

BARD

In Update 1.6, the bard knows another cantrip, and the muses have some changes.

- Page 63—This change reflects the removal of signature skills in Update 1.2. Replace skill proficiencies as indicated below.

Trained in Occultism and Performance

Trained in additional skills equal to 6 plus your Intelligence modifier

- Page 64—In spell repertoire, increase the number of cantrips to five, plus the one you gain from your muse.
- Pages 66–67—We're making the effects of muses more clear and obvious, while still allowing you to gain access to various muses.

Lore: In Bardic Lore, add the prerequisite "lore muse." In Loremaster's Recall, Mental Prowess, and Mental Stronghold, change the prerequisite to "lore muse."

Maestro: In Lingering Composition, add the prerequisite "maestro muse." In Inspire Competence, Harmonize, and Inspire Heroics, change the prerequisite to "maestro muse."

Polymath: In Versatile Performance, add the prerequisite "polymath muse." In Esoteric Scholar, Eclectic Skill, and Unusual Composition, change the prerequisite to "polymath muse."

For characters who want access to the feats for multiple muses, add the following new feat on page 66.

MULTIFARIOUS MUSE

FEAT 1

Bard

Your muse doesn't fall into a single label. Choose a type of muse other than your own. You gain a 1st-level feat that requires that muse, and your muse is now also a muse of that type, allowing you to take feats with the other muse as a prerequisite.

Special You can take this feat multiple times. Each time you do, you must choose a different muse from your own.

CLERIC

Most of the data we've received on clerics suggests they're doing well, so they aren't changing much in Update 1.6. However, we've had consistent feedback that the cleric could

use channel energy too many times, especially now that there's easy out-of-combat healing with Treat Wounds, making clerics feel too powerful and mandatory. We're reducing the number (and other adjustments should improve the other healing characters, such as increasing the healing of *goodberry* and *lay on hands*). Shield clerics and clerics with two-handed weapons get a buff, however, as they are the main beneficiaries of a change to somatic components seen above. This change also removes the feat Emblazon Symbol.

- Page 69—This change reflects the removal of signature skills in Update 1.2. Replace skill proficiencies as indicated below.

Cleric Skills

Trained in Religion

Trained in one skill determined by your choice of deity

Trained in a number of additional skills equal to 3 plus your

Intelligence modifier

- Page 69—In Divine Spellcasting, change the number of cantrips the cleric can prepare per day to five.
- Page 71—In the second paragraph, in the first sentence, remove “3 plus”.
- Page 74—Remove Emblazon Symbol.

DRUID

As of Update 1.6, we're taking a look at feedback on the different druid orders. The druid also gets one more cantrip. Because the changes to druid also affect other classes, a few of the shorter changes are duplicated in Other Updates, and the stat block for *animal form* appears there, under page 204.

For animal order (and all animal companion users of other classes), we're increasing the animal companion's AC and making the use of barding less mandatory to keep the companion alive, especially for nimble companions.

For leaf order, we're increasing *goodberry*'s healing.

For wild order (and all polymorph lovers), we're lowering *animal form* and the Animal Shape feat to make a combat form available sooner than before, adding a 9th-level heighten for *monstrosity form*, and adding Monstrosity Shape. True Shapechanger allows you to turn into a kaiju or green man with a single use of *nature incarnate*, giving the wild order druid who sticks with wild order feats access to those forms. Finally, *wild claws* becomes *wild morph*, which grants flexible powers based on which wild order feats you have!

- Page 79—This change reflects the removal of signature skills in Update 1.2. Replace skill proficiencies as indicated below.

Trained in Nature

Trained in one skill determined by your choice of order

Trained in a number of additional skills equal to 3 plus your

Intelligence modifier

- Page 79—In Primal Spellcasting, change the number of cantrips the druid can prepare per day to five.
- Page 82—In Wild Shape, just before the Special section, add “Starting at 3rd level, you can cast *animal form* by spending a use of your wild shape pool.”

- Page 83—Remove Animal Shape.
- Page 83—Move the Form Control feat on page 84 to 4th level.
- Page 83—In Insect Shape, add “**Special:** If you are a druid of the wild order, whenever you use your wild shape pool for pest form and take the shape of an insect that can't fly, the duration is 24 hours instead of 1 hour.”
- Page 83—In Ferocious Shape, remove “Animal Shape” from the prerequisites.
- Page 83—In Ferocious Shape, add “**Special:** If you are a druid of the wild order, whenever you polymorph by spending a use of your wild shape pool and the form grants you a specific Athletics bonus, you gain a +1 conditional bonus to your Athletics checks using that bonus.”
- Page 83—In Soaring Shape, remove “Animal Shape or Insect Shape” from the prerequisites, and in the second sentence (top of the next page), replace “If you have Animal Shape, you can” with “You can”.
- Page 83—In Soaring Shape, add “**Special:** If you are a druid of the wild order, whenever you polymorph by spending a use of your wild shape pool, increase the TAC granted by the form by 1, to a maximum of its AC.”
- Page 84—In Elemental Shape, add “**Special:** If you are a druid of the wild order, whenever you polymorph by spending a use of your wild shape pool, you gain resistance 2 to critical hits and precision damage.”
- Page 84—In Dragon Shape, add “**Special:** If you are a druid of the wild order, whenever you polymorph by spending a use of your wild shape pool, you gain resistance 5 to your choice of fire, cold, electricity, or acid.”
- Page 84—Add the following new 10th-level and 18th-level druid feats.

PLANT SHAPE

FEAT 10

- | | |
|---|--|
| <p>Druid
Wild Order</p> | <p>Prerequisites Wild Shape</p> <p>You can cast <i>plant form</i> by spending a use of your wild shape pool.</p> <p>Special If you are a druid of the wild order, whenever you polymorph by spending a use of your wild shape pool, you gain resistance 5 to poison.</p> |
|---|--|

MONSTROSITY SHAPE

FEAT 18

- | | |
|---|--|
| <p>Druid
Wild Order</p> | <p>Prerequisites Wild Shape</p> <p>You can cast <i>monstrosity form</i> by spending a use of your wild shape pool to become a purple worm or a sea serpent. If you have Soaring Shape, you can also use it to become a phoenix.</p> |
|---|--|

- Page 85—In True Shapeshifter, at the end, add “Once per day, you can cast *nature incarnate* by spending 2 uses of your wild shape pool.”
- Page 189—Increase light barding's AC bonus to +2 and heavy barding's AC bonus to +3.
- Page 218—The AC and damage from *dragon form* were too low. In *dragon form*, change the AC to 29 (TAC 26) and the damage bonus to +11. In the heightened entry, change the AC to 35 (TAC 31) and the damage bonus to +17.
- Page 227—In *goodberry*, in the second sentence, change “1d4” to “1d6.”

- **Page 240**—In *monstrosity form*, add the following heightened effect. “**Heightened (9th)** Your statistics are AC 29 (TAC 26); attack modifier of +28; add 1 additional damage die on all Strikes; 25 temporary HP; Athletics +29.”
- **Page 244**—Change *pest form* to a 1st level spell. Before the Heightened (4th) entry, add “**Heightened (2nd)** The duration increases to 1 hour.”
- **Page 272**—Replace *wild claws* with *wild morph*.

WILD MORPH

POWER 1

Morph
Transmutation

Casting ♦ Somatic Casting, ♦ Verbal Casting
Duration 1 minute or until dismissed

You morph your body based on your wild order training, choosing one of the following effects based on your wild order feats.

- If you have Wild Shape, you can morph your hands into wild claws. Your hands transform into incredibly sharp claws. These claws are an unarmed attack you're trained in, dealing 1d6 slashing damage (agile, finesse). You can still hold and use items with your hands while they're transformed by this spell, but you cannot hold an item while attacking. If you have Insect Shape, you can instead transform your mouth into wild jaws, an unarmed attack with the same damage and traits.
- If you have Elemental Shape, you can morph your body to be partially composed of elemental matter, granting you resistance 5 to critical hits and precision damage.
- If you have Plant Shape, you can morph your arms into long vines, increasing your reach to 10 feet (or 15 feet with a reach weapon).
- If you have Soaring Shape, you can grow wings from your back. These wings allow you to fly with a fly Speed of 30 feet.

Heightened (2nd) Your wild claws or wild jaws radiate primal energy. They work like a +1 *magic weapon*, granting a +1 item bonus to attack rolls and dealing another die of damage on a hit.

Heightened (4th) Your wild claws or wild jaws work like a +2 *magic weapon*.

Heightened (5th) Your wild claws or wild jaws work like a +2 *magic weapon*. Wild claws leave terrible, ragged wounds that deal 1d6 persistent bleed damage on a hit, and wild jaws are envenomed, dealing 1d6 persistent poison damage on a hit.

Heightened (6th) Your wild claws or wild jaws work like a +3 *magic weapon* and deal 2d6 persistent damage on a hit.

Heightened (8th) Your wild claws or wild jaws work like a +4 *magic weapon* and deal 3d6 persistent damage on a hit.

Heightened (10th) Your wild claws or wild jaws work like a +5 *magic weapon* and deal 4d6 persistent damage on a hit.

- **Page 284**—See the changes to animal companions in Other Updates.

FIGHTER

The fighter is performing well on our surveys, so we aren't changing much in Update 1.6. The change to stances described at the start of the Class Changes section makes them more flexible and is worth noting.

- **Page 87**—This change reflects the removal of signature skills in Update 1.2. Replace skill proficiencies as indicated below.

Trained in your choice of Acrobatics or Athletics

Trained in a number of additional skills equal to 4 plus your Intelligence modifier

MONK

As of Update 1.6, we're adding more flexibility to the monk's ki powers. There are now multiple ways to get access to ki, and we're adding an updated, more powerful version of *ki strike* and the Ki Strike feat. The change to stances described at the start of the Class Changes section doesn't alter monks unless they have taken a multiclass archetype for fighter or another class that uses open actions.

From Update 1.3, monks were running into unsatisfying combat situations because of their lack of ranged weapon proficiency. We're giving them proficiency with all simple weapons. We expect that the monk's unarmed attack abilities will still make those their best options, but we think that they'll now have more flexibility befitting a martial character. If you're finding this change drives them to use melee weapons more than unarmed attacks, let us know!

- **Page 97**—In the monk's proficiencies, in weapons, after “unarmed attacks”, add “and simple weapons”.
- **Page 97**—This change reflects the removal of signature skills in Update 1.2. Replace skill proficiencies as indicated below.

Trained in your choice of Acrobatics or Athletics

Trained in a number of additional skills equal to 4 plus your Intelligence modifier

- **Page 99**—Add a set of general ki rules, replace the Ki Strike feat with the new version presented below, and add the Ki Rush feat.

- **Page 100–103**—Change the Prerequisite from “Ki Strike” to “Spell Point pool” for the following feats: Wholeness of Body, Abundant Step, Ki Blast, Wild Winds Stance, Wind Jump, Wild Winds Gust, Quivering Palm, and Empty Body.

Ki Powers: By tapping into a supernatural inner reserve called ki, you can create magical effects. Some feats let you use ki, giving you a pool of Spell Points with a capacity equal to your Wisdom modifier. These feats also give you a ki power. This power is a type of special spell you can cast by spending Spell Points. Powers are explained on pages 193–194. You're trained in spell rolls and spell DCs for your ki powers, and your spell rolls and spell DCs use your Wisdom modifier. When you first gain ki, decide whether your ki powers are divine spells or occult spells. Some feats can give you more ki powers beyond the first. These feats list “Spell Point pool” as a prerequisite.

KI RUSH

FEAT 1

Monk

You can use ki to move with extraordinary speed and make yourself harder to hit. You gain the *ki rush* ki power and gain a Spell Point pool if you don't already have one.

KI STRIKE

FEAT 1

Monk

You can use ki to make your unarmed Strikes more

powerful. You gain the *ki strike* ki power and gain a Spell Point pool if you don't already have one.

Ki Powers

Use the following powers. *Ki Strike* replaces the version printed in the *Playtest Rulebook*.

KI RUSH

POWER 1

Transmutation Casting ♦ Verbal Casting

Accelerated by the magic of your ki, you move with incredible speed and become so swift you're a blur. Move twice: two Strides, two Steps, or one Stride and one Step (in either order). You gain concealment during this movement and until the start of your next turn.

KI STRIKE

POWER 1

Transmutation Casting ♦ Verbal Casting

You focus your ki into magical attacks. Make an unarmed Strike or Flurry of Blows (this doesn't change the limit on using Flurry of Blows once per round). The Strike or Strikes get a +1 conditional bonus to attack rolls and deal 1d6 extra damage. This damage can be any of the following types of your choice, chosen each time you Strike: force, lawful (only if you're lawful), negative, or positive.

PALADIN

For Update 1.6, the paladin is getting a major overhaul to allow all good alignments, found below under Paladin Expansion. In the long run, we're looking at potentially changing the name of the class to make it a broader concept, with "paladin" as the name for the lawful good members of that class. For now, though, the lawful good path is called defender. This update provides the rules for this change, but these changes mean some of the narrative information at the front of the paladin section is partially out of date.

Update 1.3 made a relatively minor change to Blade of Justice, which is found below in a "Page 109" entry.

- Page 105—This change reflects the removal of signature skills in Update 1.2. Replace skill proficiencies as indicated below.

Trained in Religion

Trained in one skill determined by your choice of deity

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

Paladin Expansion

Change the level 1 class features in the table to read "Ancestry feat, background, champion powers, deific weapon, deity and cause, initial proficiencies, paladin feat, paladin's code, paladin's reaction."

Remove code of conduct, replacing it with the new paladin's code and deity and cause class features presented below. Together, these create the code you follow and determine the champion power you get. All the good causes have the same one: lay on hands. Then, replace retributive strike with paladin's reaction, which has a different reaction depending on your alignment.

THE PALADIN'S CODE

Each paladin follows a code of conduct based on their

alignment. This begins with a set of tenets reflecting the overall causes shared by all paladins of a general alignment (such as good), then continues with tenets defined by the paladin's cause. Deities often add additional strictures for their own paladins (for instance, Shelyn's paladins never attack first except to protect an innocent, and they choose and perfect an art form). Only the rules for paladins of good alignment appear here, though paladins of other alignments are known to exist.

The tenets are listed in order of importance, starting with the most important. If a situation places two tenets in conflict, you aren't in a no-win situation; instead, follow the most important tenet. For instance, if you were a lawful good paladin and an evil king asked you if innocent lawbreakers were hiding in your church so he could execute them, you could lie to him, since the tenet forbidding you to lie is less important than the tenet prohibiting the harm of an innocent. An attempt to subvert your paladin code by engineering a situation allowing you to use a higher tenet to ignore a lower tenet (telling someone that you won't respect lawful authorities so that the tenet of not lying supersedes the tenet of respecting lawful authorities, for example) is a violation of the paladin code.

If you stray from your alignment or violate your code of conduct, you lose your Spell Point pool and righteous ally until you demonstrate your repentance by conducting an atone ritual (see page 275), but you keep any other paladin abilities that don't require those class features. If your alignment shifts but is still one allowed by your deity, your GM might let you retrain your cause while still following the same deity.

The Tenets of Good

The following is the fundamental code all paladins of good alignment follow.

- You must never willingly commit an evil act, such as murder, torture, or the casting an evil spell, and you must never perform acts anathema to your deity.
- You must not use actions that you know will harm an innocent, or through inaction cause an innocent immediate harm when you knew your action could reasonably prevent it. This tenet doesn't force you to take action against possible harm to innocents or to sacrifice your life and potential to attempt to protect an innocent.

DEITY AND CAUSE

Paladins are divine champions of a deity. You must choose one deity to follow and you must have an alignment allowed for paladins of your deity. See the list of deities on page 72 for their allowed alignments.

Actions fundamentally opposed to your deity's alignment or ideals are anathema to your faith. A few examples of acts that would be considered anathema appear in each deity's entry on pages 288–289. You and your GM will determine whether other acts count as anathema.

You have one of the following causes. You must choose a cause that matches your alignment exactly. This determines your paladin's reaction, grants a champion power you gain as a special spell, and defines part of your paladin's code.

The Defender (Lawful Good)

Your cause drives you to be honorable, forthright, and committed to pushing back the forces of lawlessness and cruelty. You gain the Retributive Strike paladin's reaction and the *lay on hands* champion power.

Your paladin's code consists of the tenets of good, followed by these tenets.

- You must act with honor, never cheating, lying, or taking advantage of others.
- You must respect the lawful authority of the legitimate ruler or leadership in whichever land you may be, following their laws unless they violate a higher tenet.

The Redeemer (Neutral Good)

Your cause drives you to be compassionate, kind, and full of hope and forgiveness. You gain the Glimpse of Redemption paladin's reaction and the *lay on hands* champion power.

Your paladin's code consists of the tenets of good, followed by these tenets.

- You must first try to redeem or rehabilitate those who commit evil acts, rather than immediately killing them or meting out undeserved punishment. However, if they choose to continue on a wicked path, you might need to take more extreme measures, especially if innocents would come to harm.
- You must show compassion for others, regardless of their authority or station.

The Liberator (Chaotic Good)

Your cause drives you to be independent, free-spirited, and committed to allowing others freedom to choose their own paths so long as those paths don't harm innocents. You gain the Liberating Step paladin's reaction and the *lay on hands* champion power.

Your paladin's code consists of the tenets of good, followed by these tenets.

- You must respect the choices others make for their own lives and can't force someone to act in a particular way or threaten them if they don't act that way.
- You must demand and fight for the freedom of others to make their own decisions. You must never engage in or countenance slavery or tyranny.

DEIFIC WEAPON

If your deity's favored weapon (see page 72) is uncommon, you gain access to it. If the weapon is simple, increase the damage die by one step when you wield it (d4 to d6, d6 to d8, d8 to d10, d10 to d12).

PALADIN'S REACTION

Your cause gives you a special reaction. Paladins who follow the causes listed here are stalwart protectors of those under their charge, gaining the Retributive Strike reaction (defender), the Glimpse of Redemption reaction (redeemer), or the Liberating Step reaction (liberator). Also note that Retributive Strike has changed to give the ally resistance instead of causing the attacker to become enfeebled; this reduces condition tracking and removes some timing

weirdness that can happen with reactions that have to come into effect in the middle of an attack.

RETRIBUTIVE STRIKE

Paladin

Trigger An enemy attacks one of your allies or a creature that's friendly to you. Both the enemy and ally or friendly creature must be within 15 feet of you.

The ally or friendly creature gains resistance to all damage from the triggering attack. This resistance equals 2 + your level. If the enemy is within your reach, make a melee Strike against that creature with a -2 penalty to the attack roll.

GLIMPSE OF REDEMPTION

Paladin

Trigger An enemy attacks one of your allies or a creature that's friendly to you. Both the enemy and ally or friendly creature must be within 15 feet of you.

The ally or friendly creature gains resistance to all damage from the triggering attack. This resistance equals 2 + your level. You cause your foe to hesitate under the weight of their sins, as visions of possible redemption play out in their mind's eye. The foe chooses one of two options:

- The triggering attack is disrupted. It still counts against the foe's multiple attack penalty.
- After its attack, the enemy becomes enfeebled 2 until the end of its next turn.

LIBERATING STEP

Paladin

Trigger An enemy attacks, Grabs, or Grapples one of your allies or a creature that's friendly to you. Both the enemy and ally or friendly creature must be within 15 feet of you.

You call out a liberating command, allowing your ally to move to safety. The ally or friendly creature gains resistance to all damage from the triggering attack, if any. This resistance equals 2 + your level. After suffering the effects of the attack, Grab, or Grapple, the ally can attempt to break free of effects entangling, grabbing, immobilizing, or restraining them. They can either attempt a new saving throw against any one such effect that had a saving throw, or as a free action they can attempt to Break Free or Escape from any one effect that allows such attempts. Finally, if the ally can move, they can Step as a free action, even if the ally didn't have any hindrance to escape from.

At levels after level 1, replace the holy smite class feature with divine smite, and replace aura of justice with mighty aura.

DIVINE SMITE (9TH)

You smite your foes when you use your Paladin's Reaction, with an effect depending on your cause.

Defender: Your Retributive Strike surrounds evil targets in a righteous aura that punishes their transgressions. The target of a successful Retributive Strike takes persistent good damage equal to your Charisma modifier.

Redeemer: A guilty conscience assails foes who spurn your Glimpse of Redemption. A foe that chooses not to disrupt its attack from your Glimpse of Redemption takes persistent good damage equal to your Charisma modifier.

Liberator: Those who would ensnare your allies in bondage meet divine punishment. If the triggering enemy had your

ally under any effects entangling, grabbing, immobilizing, or restraining your ally when you used Liberating Step, that enemy takes persistent good damage equal to your Charisma modifier.

MIGHTY AURA (11TH)

You swell with a powerful aura that allows you to extend your Paladin's Reaction to allies within 15 feet.

Defender: When you use the Retributive Strike reaction, whether or not your attack is a success, you can allow all allies who are within 15 feet of you and have the target in their melee reach to also spend a reaction to Strike the target. They take a -5 penalty to their attack rolls on these Strikes.

Redeemer: You can use Glimpse of Redemption to protect multiple allies from an effect that damages several of them. Reduce the resistance granted from Glimpse of Redemption by 2 and apply it to yourself and all allies within 15 feet of you, in addition to the triggering ally.

Liberator: When there's room to maneuver, you can help your whole group get into position. When you use Liberating Step, if your ally does not attempt to break free of any effects, you and all allies within 15 feet can also Step, in addition to the triggering ally.

In the paladin feats, make the following changes.

- **Page 108**—Remove Hospice Knight due to an improvement to *lay on hands*.
- **Page 108**—Remove Warded Touch, because the change to Somatic Casting makes it largely obsolete.
- **Page 108**—Add the feats Ranged Reprisal, Unimpeded Step, and Weight of Guilt.

RANGED REPRISAL

FEAT 1

Paladin **Prerequisites** defender cause

You've learned unconventional techniques that make it easier to position yourself for a Retributive Strike. You can make the Strike at the end of Retributive Strike with a ranged weapon. If the foe that triggered your Retributive Strike is within 5 feet of your reach but not in your reach, you can Step to put the foe in your reach and make the melee Strike at the end of Retributive Strike.

UNIMPEDED STEP

FEAT 1

Paladin **Prerequisites** liberator cause

The divine power in your Liberating Step allows your ally to Step away even with poor footing or terrain. Your ally's movement from your Liberating Step is not affected by difficult terrain, greater difficult terrain, narrow surfaces, or uneven ground.

WEIGHT OF GUILT

FEAT 1

Paladin **Prerequisites** redeemer cause

You can bring down the weight of guilt upon the minds of those who ignore your Glimpse of Redemption. Instead of making the triggering creature enfeebled 2, you can instead make it stupefied 2 for the same duration.

- **Page 108**—In Dragonslayer Oath, Fiendsbane Oath, and Shining Oath, change the second paragraph to the following, replacing "evil dragon" with "fiend" or "undead" as appropriate.

If you have Retributive Strike, your Retributive Strike doesn't take the -2 penalty if it was triggered by an evil dragon. If you have Glimpse of Redemption, it grants resistance equal to 7 + your level against an evil dragon's attack. If you use Liberating Step triggered by an evil dragon, your ally gains a +4 circumstance bonus to the saving throws or checks to Break Free or Escape granted by your Liberating Step, and the ally can Step twice afterward.

- **Page 109**—In the Blade of Justice feat, add a paragraph to the end that reads "If the foe attacks one of your allies, the duration extends to the end of that foe's next turn. If the foe continues to attack one of your allies each turn, the duration continues to extend."
- **Page 109**—Remove Lasting Reprisal, because Retributive Strike no longer enfeebles the creature.
- **Page 109**—In Loyal Warhorse, remove the retributive strike prerequisite.
- **Page 110**—Add the Quick Block feat. This feat allows you to Shield Block so you have an option if you find you too often have to choose between using that and your paladin reaction.

QUICK BLOCK

FEAT 8

Paladin

At the start of each of your turns, you gain an additional reaction that you can use only to perform a Shield Block.

- **Page 110**—In Shield of Reckoning, add "Frequency once per round" and change "Retributive Strike reaction" to "paladin's reaction."
- **Page 110**—Add the feats Lasting Doubt, Liberating Stride, and Smite Evil.

LASTING DOUBT

FEAT 12

Paladin

Prerequisites redeemer cause

When you cast doubt upon your foes with a Glimpse of Redemption, the effect lasts longer than usual. After being enfeebled 2 by your Glimpse of Redemption, the foe is enfeebled 1 for 1 minute. If you have Weight of Guilt, after being stupefied 2 by your Glimpse of Redemption, the foe is stupefied 1 for 1 minute.

LIBERATING STRIDE

FEAT 12

Paladin

Prerequisites liberator cause

Instead of taking a Step at the end of your Liberating Step, the triggering ally can Stride at half their Speed. Even if you have Mighty Aura, only the triggering ally gains this benefit.

SMITE EVIL

FEAT 12

Paladin

Prerequisites defender cause

You call upon divine power and make a weapon or unarmed Strike against a foe that you have witnessed harming an ally or innocent. The Strike deals two extra weapon damage dice if the target of your Strike is evil. Whether or not the target is evil, the Strike applies any special effects that normally apply on a Retributive Strike (such as divine smite) and you can convert all the physical damage from the attack into good damage.

- **Page 110**—Add the Divine Reflexes feat.

DIVINE REFLEXES

FEAT 14

Paladin

At the start of each of your turns, you gain an additional reaction that you can use only to perform your paladin's reaction.

- **Page 110**—Replace the Aura of Vengeance feat with the following new version.

AURA OF VENGEANCE

FEAT 14

Paladin

Requirements mighty aura, Vengeful Oath

Your powerful need for vengeance reduces the cost of extending your paladin's reaction. When using mighty aura with Retributive Strike, your allies take only a -2 penalty. When using mighty aura with Glimpse of Redemption, don't reduce the resistance by 2. When using mighty aura with Liberating Step, all allies can Step even if the triggering ally needed to break free.

Make the following change in the spells chapter.

- **Page 234**—In *lay on hands*, change all d4s to d6s.

RANGER

For Update 1.6, we're adjusting Hunt Target for ranger concepts that aren't based around making lots of attacks, and to make the requirements more flexible for when you're not in combat. This update introduces hunter's edge and masterful hunter as expansions to this base version, with the "flurry" option within hunter's edge representing a build based on the original version of Hunt Target. Some feats that grant your allies Hunt Target have also been adjusted. We're also increasing the animal companion's AC and making the use of barding less mandatory to keep the companion alive, especially for nimble companions.

From Update 1.3, the ranger got more feat options. The bow-using ranger didn't have a good option for a class feat at 1st level, and the Double Slice feat wasn't ideal for two-weapon rangers. We're introducing two new feats and removing Double Slice from the ranger feats. In addition, the Monster Hunter feat now lets you attempt to find out information about your target as part of the Hunt Target action.

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- **Page 113**—This change reflects the removal of signature skills in Update 1.2. Replace skill proficiencies as indicated below.

Trained in Survival

Trained in a number of additional skills equal to 5 plus your Intelligence modifier

- **Page 113**—Change Hunt Target as follows, and add hunter's edge.

HUNT TARGET

Ranger

You designate a single creature as your target and focus

your attacks against that creature. You must be able to see or hear the target, or you must be tracking the target in exploration mode.

You ignore the penalty for making ranged attacks against the target you're hunting within your second range increment. You also gain a +2 circumstance bonus to Perception checks when you Seek your target and a +2 circumstance bonus to Survival checks when you Track your target.

You can have only one creature designated as the target of your hunt at a time. If you use Hunt Target against a creature when you already have a creature designated, the prior creature loses the designation and the new target gains the designation. In any case, this designation lasts until your next daily preparation (see page 332).

HUNTER'S EDGE

You have trained for countless hours to become a more skilled hunter and tracker, gaining additional benefits when you Hunt a Target. The three edges presented in this book are flurry, precision, and stalker.

Flurry: You have trained to unleash devastating flurries of attacks at your target. Your multiple attack penalty on attacks against your hunted target is -4 (-3 with an agile weapon) if it's your second attack of the turn instead of -5, and -8 (-6 with an agile weapon) if it's your third or subsequent attack of the turn instead of -10.

Precision: You have trained to aim for your target's weak points. The first time you hit your hunted target in a round, you deal 1d6 extra precision damage.

Stalker: You have additional benefits in outwitting and evading your target. You gain a +2 circumstance bonus to Deception checks, Intimidation checks, Stealth checks, and any checks to Recall Knowledge about the target.

- **Page 114**—Add hunter's edge to the class table at 1st level.
- **Page 114**—Add the masterful hunter class feature.

MASTERFUL HUNTER (17TH)

Your abilities as a hunter hone to incredible levels, granting you benefits with every aspect in hunting your targets. If you are a master with your ranged weapon, you can ignore the penalty against the target of your hunt for attacking within its second and third range increments.

If you're a master in Perception, you gain a +4 circumstance bonus to Perception checks when you Seek your target, and if you're a master in Survival, you gain a +4 circumstance bonus to Survival checks when you Track your target.

You also gain an additional benefit depending on your hunter's edge.

Flurry: You can blend your weapon mastery with skillful targeting to make a series of accurate attacks. If you are a master with your weapon, your multiple attack penalty on attacks against your designated target is -3 (-2 with an agile weapon) if it's your second attack of the turn, and -6 (-4 with an agile weapon) if it's your third or subsequent attack of the turn.

Precision: Your weapon mastery allows you to hit the target's vital areas with ease. If you are a master with your weapon, increase the precision damage from hunter's edge to 2d6.

Stalker: Your mastery of skills allows you to overwhelm your target. If you are a master of Deception, Intimidation,

Stealth, or the skill you use to Recall Knowledge about your target, increase the circumstance bonus against the target with that skill from +2 to +4.

The changes here adjust several feats that grant allies Hunt Target.

- **Page 115**—In Animal Companion, add “When you Hunt a Target, your animal companion gains the action’s base benefits and the initial benefits of your Hunter’s Edge.” Remove the Companion’s Bond feat.
- **Page 115**—Remove Double Slice.
- **Page 115**—Add the Hunted Shot and Twin Takedown feats.

HUNTED SHOT

FEAT 1

Ranger

Frequency Once per round.

Requirements You are wielding a ranged weapon with 0 reload.

You take two quick shots against your hunted target. Make two Strikes against your hunted target with the required weapon. (The multiple attack penalty applies normally.) If both hit the creature, combine their damage and enhancements for the purpose of resistances and weaknesses.

TWIN TAKEDOWN

FEAT 1

Ranger

Frequency Once per round.

Requirements You are wielding two melee weapons, each in a different hand.

You swiftly attack your hunted target with both weapons. Make two Strikes against your hunted target, one with each of the required weapons. (The multiple attack penalty applies normally.) The second Strike takes a –2 circumstance penalty if the weapon doesn’t have the agile trait. If both attacks hit the same creature, combine their damage and any applicable enhancements from both weapons. For purposes of resistances and weaknesses, this is considered to be a single Strike.

- **Page 115**—In the Monster Hunter feat, at the beginning, add “As part of the action used to Hunt Target, you can attempt a check to Recall Knowledge about your target.”
- **Page 116**—This update reconciles a feat with the removal of signature skills. In the ranger’s 8th-level feats, in Hazard Finder, change the last sentence to “You can find hazards that have a listed proficiency rank even if you aren’t searching.”
- **Page 116**—In Warden’s Boon, change the second sentence to “The ally gains the initial benefits of your Hunter’s Edge.”
- **Page 117**—In Shared Target, change “without the benefits of any abilities that improve Hunt Target” to “with your initial benefits from Hunter’s Edge”. In Triple Threat, change the last sentence to “Your allies gain the initial benefits from Hunter’s Edge”.
- **Page 189**: Increase barding’s AC bonus to +2 and heavy barding’s AC bonus to +3.
- **Page 284**: See the changes to animal companions in Other Updates.

ROGUE

In Update 1.6, we’re opening up the rogue’s key ability score for brutes and scoundrels as well as giving brute rogues access

to medium armor. We’re also adding new feats for the rogue techniques and altering Unbalancing Blow.

From Update 1.3, early results on the Classes survey indicate strong support for builds of rogue that do something other than add their Dexterity to damage. This change adds a choice of different combat styles to the rogue at 1st level, and replaces the finesse striker class talent. This change also removes the bludgeoner 1st-level rogue feat.

- **Page 119**—This change reflects the removal of signature skills in Update 1.2. Replace skill proficiencies as indicated below.

Trained in your choice of Stealth or Thievery

Trained in a number of additional skills equal to 9 plus your Intelligence modifier

ROGUE’S TECHNIQUE

Each rogue has a different path that leads them to life as a rogue and influences their combat technique. An enforcer for organized crime might hit with brutal smashes from a club, a cat burglar might rely on dexterous thrusts with a rapier, and a fast-talking grifter or corrupt politician might distract enemies to make them more vulnerable. You gain one of the following techniques of your choice.

Finesse Striker

When you attack with an agile or finesse one-handed melee weapon, you can add your Dexterity modifier to damage instead of your Strength modifier.

Brute Attack

You can deal sneak attack damage with any simple weapon, in addition to the weapons listed in the sneak attack ability. When you critically succeed at an attack roll using a simple weapon and the target is flat-footed, you also apply the critical specialization effect for the weapon you’re wielding (see page 183). You don’t gain these benefits if the weapon has a damage die larger than d8 (after applying any abilities that alter its damage die).

You are trained in medium armor. You can choose for your key ability score to be Strength instead of Dexterity.

Scoundrel’s Feint

When you successfully Feint (see page 150), the target is flat-footed against all melee attacks you attempt against it until the end of your next turn. On a critical success, the target is flat-footed against all attacks that anyone attempts against it until the end of your next turn.

You can choose for your key ability score to be Charisma instead of Dexterity.

- **Page 121–122**—Remove Unbalancing Blow from the 4th-level rogue feats and add the following new 2nd level rogue feats, including a reworked Unbalancing Blow.

BRUTAL BEATING

FEAT 2

Rogue

Prerequisites brute attack

Your critical hits are so brutal that they shake your foes’ confidence.

Whenever your Strike is a critical hit, you can apply the following enhancement.

Enhancement The enemy is frightened 1.

DISTRACTING FEINT

FEAT 2

Rogue

Prerequisites scoundrel's feint

Your feints are far more distracting than normal, allowing you and your allies to take greater advantage of your foes. While a creature is flat-footed due to your feint, it also takes a -2 circumstance penalty to Perception and Reflex saves.

UNBALANCING BLOW

FEAT 2

Rogue

Prerequisites finesse striker

Your critical hits interweave with your attacks in a graceful flow, temporarily unbalancing your foes. Whenever your Strike is a critical hit, you can apply the following enhancement.

Enhancement The enemy is flat-footed against your attacks until the end of your next turn.

- Page 124—In Tactical Debilitations' prerequisites, add "scoundrel's feint". In Vicious Debilitations' prerequisites, add "brute attack." Add the following new 10th-level feat:

PRECISE DEBILITATIONS

FEAT 10

Rogue

Prerequisites Debilitating Strike, finesse striker

You carefully aim and gracefully deliver your debilitating strikes. When you use Debilitating Strike, add the following debilitating strikes to the list you can choose from.

Debilitation The target takes an additional 2d6 precision damage from your attacks.

Debilitation The target becomes flat-footed.

SORCERER

In Update 1.6, we're emphasizing a sorcerer's mastery over their bloodline with a new feat, Bloodline Heightening, which appears under New Sorcerer Feats. We are also adding another cantrip and one new bloodline to test.

As of Update 1.3, The sorcerer's advanced bloodline and greater bloodline powers are no longer mandatory. Sorcerers didn't have the same flexibility as clerics, causing players to feel their class was too restrictive compared to others.

This change requires changing the sorcerer table, inserting text about bloodline powers, and adding feats to get access to more bloodline powers.

- Page 127—This change reflects the removal of signature skills in Update 1.2. Replace skill proficiencies as indicated below.

Trained in two skills determined by your bloodline

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

- Page 128—In the sorcerer table, at level 6, change "advanced bloodline power (Spell Point increase)" to "sorcerer feat". At level 10, change "greater bloodline power (Spell Point increase)" to "sorcerer feat".
- Page 128—In spell repertoire, increase the number of cantrips to five, plus the one you gain from your bloodline.

- Page 129–130—This change updates the bloodlines after the removal of signature skills. Change the skills to the following: Aberrant gains Intimidation and Occultism, Angelic gains Diplomacy and Religion, Demonic gains Intimidation and Religion, Draconic gains Arcana and Intimidation, Fey gains Deception and Nature, and Imperial gains Arcana and Society.
- Page 129–130—In Reading a Bloodline Entry, in Bloodline Powers, change the first sentence to "Bloodline Powers: You automatically gain the initial power listed for your bloodlines, and can gain the other powers by taking the Advanced Bloodline Power and Greater Bloodline Power feats."

New Sorcerer Feats

Update 1.6 adds the Bloodline Heightening feat to let a sorcerer focus on the spells granted by their bloodline more easily.

Add three feats to the sorcerer. We're not currently moving any other feats to 6th level, so a character who doesn't want their bloodline feat will need to take a lower-level feat, Bloodline Heightening, or an archetype feat for the time being.

ADVANCED BLOODLINE

FEAT 6

Sorcerer

You gain the advanced bloodline power associated with your bloodline. Increase your Spell Point pool by the number of points this new bloodline power costs to cast.

BLOODLINE HEIGHTENING

FEAT 10

Sorcerer

You've studied your bloodline so thoroughly that you can cast all its granted spells in every variation. You can spontaneously heighten all of your bloodline's granted spells, in addition to the two spells you can choose each day through your spontaneously heightening class feature.

GREATER BLOODLINE

FEAT 10

Sorcerer

You gain the greater bloodline power associated with your bloodline. Increase your Spell Point pool by the number of points this new bloodline power costs to cast.

New Bloodline—Diabolic

Devils are evil with a silver tongue, and one of your ancestors dallied in darkness, or perhaps made an infernal pact that affected their descendants. You can't help but notice ways to exploit agreements or your bonds with others to your own advantage. Though you need not follow through, the temptation is ever present.

Spell List divine (see page 200)

Skills Deception, Religion

Granted Spells Cantrip: *produce flame*; 1st: *charm*; 2nd: *flaming sphere*; 3rd: *enthrall*; 4th: *suggestion*; 5th: *crushing despair* 6th: *true seeing*; 7th: *divine decree*; 8th: *divine aura*; 9th: *meteor swarm*

Bloodline Powers Initial Power: *diabolic edict*; Advanced Power: *embrace the pit* (2); Greater Power: *hellfire plume* (2)

DIABOLIC EDICT

POWER 1

Auditory
Enchantment
Lingual

Casting ♦ Verbal Casting

Range 30 feet; **Targets** one willing living creature

Duration 1 round

You issue a diabolic edict, demanding the target perform a particular task and offering rewards for its fulfillment. It gains a +1 conditional bonus to attack rolls and skill checks related to performing the task. If it refuses to perform the task you proclaimed, it instead takes a -1 conditional penalty to all its attack rolls and skill checks.

EMBRACE THE PIT

POWER 3

Evil
Morph
Transmutation

Casting ◆ Somatic Casting, ◆ Verbal Casting

Duration 1 minute

Horns grow from your skull and your skin takes on features of the devil responsible for your diabolic bloodline. You gain resistance 5 to evil, fire, and poison, and resistance 1 to physical damage (except silver). You gain weakness 5 to good damage, and can take good damage even if you are good.

Heightened (+2) Increase the resistance to evil, fire, and poison by 5, the resistance to physical damage (except silver) by 1, and the weakness to good damage by 5.

HELLFIRE PLUME

POWER 5

Evil
Evocation
Fire

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 60 feet; **Area** 10-foot radius, 60-foot-tall cylinder

You call a plume of hellfire that erupts from below, dealing 5d4 fire damage and 5d4 evil damage. Each creature in the area must attempt a Reflex save.

Success The creature takes half damage.

Critical Success The creature is unaffected.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Heightened (+1) The damage increases by 1d4 fire damage and 1d4 good damage.

WIZARD

In Update 1.6, we're testing more ways to make the wizard the master of prepared spells by letting you trade in some spell slots for more powerful ones once you become an expert in spells. In response to feedback that the 4th level Quick Preparation feat is exciting and seems mandatory for wizards to have, we're giving it to all wizards at 1st level.

- Page 135—This change reflects the removal of signature skills in Update 1.2. Replace skill proficiencies as indicated below.

Trained in Arcana

Trained in a number of additional skills equal to 4 plus your Intelligence modifier

- Page 135—In Arcane Spellcasting, change the number of cantrips the wizard can prepare per day to five.
- Page 136—Add a class feature called quick preparation, and add it to the table at 1st level.

QUICK PREPARATION

Wizard

You spend 10 minutes to empty one of your prepared spell slots and prepare a different spell from your spellbook in its place. If you are interrupted during such a swap, the original spell remains prepared and can still be cast. You can try again to swap out the spell later, but you must start the process over again.

- Page 137—In Expert Spellcaster, at the end, add “During your daily preparations, you can trade two spell slots of the same level for a bonus spell slot that is up to 2 levels higher than the spells you traded in. This bonus spell slot must be of a level you can normally cast. If you're a specialist wizard, you can trade spell slots two times per day, but the spells you prepare in bonus spell slots must be of your arcane school. If you're a universalist, you can trade spell slots only once per day, but you can prepare spells of any school in the bonus spell slot. Regardless of whether you are a specialist or a universalist, you cannot prepare more than one bonus spell slot of the same spell level.”

In Master Spellcaster, at the beginning, add “You can trade for bonus spell slots a total of four times per day if you're a specialist, or two times per day if you're a universalist.”

In Legendary Spellcaster, add “You can trade for bonus spell slots a total of six times per day if you're a specialist, or three times per day if you're a universalist.”

- Page 140—Cut Quick Preparation.

NEW RULES—SIGNATURE SKILLS

In Update 1.6, we moved the class skill entries into The Class Changes section to consolidate class information in one place.

As of Update 1.2, we've eliminated signature skills from the game. This change is meant to remove a largely unnecessary restriction and avoid players needing to learn a rule at 1st level that they won't use until 7th.

In any text that refers to skill increases, remove the word “signature” each time it appears. You can now achieve master or legendary proficiency in any skill that you put the appropriate number of skill increases into.

Change each character's skills entry as noted in classes, and treat anything else on the printed list of signature skills as recommendations only.

ARCHETYPES

Archetypes that formerly gave you signature skills now make you trained in certain skills, and the many dedication feats no longer require skill prerequisites. For the most current version of the multiclass archetypes, please see *Multiclass Archetypes Update 1.0*, available at pathfinderplaytest.com.

Pirate Dedication (page 282)

Remove “trained in Acrobatics” from the prerequisites. Replace the last sentence of the first paragraph with “You become trained in Acrobatics; if you are already trained in Acrobatics, you instead become trained in a skill of your choice.”

Sea Legs (page 282)

Change the first sentence to “You become trained in Athletics; if you are already trained in Athletics, you instead become trained in a skill of your choice.”

SILVERTONGUE MUTAGEN (PAGE 368)

One alchemical mutagen needs changes to remove a dependence on signature skills. In silvertongue mutagen and lesser silvertongue mutagen, in the first sentence in the

drawback section, change “all skill checks in which you are trained or expert other than your signature skills” to “checks for one other skill of your choice in which you are trained or expert. For greater and true silvertongue mutagen, change the same text to “checks for two other skills of your choice in which you are trained or expert.”

OTHER CHANGES

Make the following smaller changes to other areas of the book. Most of these changes simply alter wording to reconcile the removal of signature skills.

- Page 14—In Apply Your Class, in the second sentence, change “signature skills” to “trained skills”.
- Page 15—In the first Character Sheet sidebar, in the second to last sentence, remove “Indicate which skills are your character’s signature skills and”. In Determine Skill Modifiers, change the first sentence to “Now that you’ve noted which skills your character is trained in, it’s time to calculate her skill modifiers.”
- Page 42—In Reading Class Entries, in the second sentence, in the second paragraph change “signature skills in which she can excel” to “skills in which she’s trained”.
- Page 43—Remove the Signature Skills section. In Skill Increases, remove the word “signature” in both sentences.
- Page 70—In Deity and Domain, change the fifth sentence to “Your deity grants you the trained proficiency rank in the deity’s favored weapon and skill.”
- Page 71—In Skill Increases, in the second paragraph, remove the word “signature” in both sentences.
- Page 80—In Druidic Order, in the first sentence, change “signature” to “trained”. In Animal, in the second sentence, remove “, and it becomes a signature skill for you.” In Leaf, in the second sentence, remove “, and it becomes a signature skill for you.”
- Page 81—In the first paragraph (continuing from Storm), remove “, and it becomes a signature skill for you”. In Wild, in the second sentence, remove “, and it becomes a signature skill for you.” In Skill Increases, in the second paragraph, remove the word “signature” in both sentences.
- Page 88—In Skill Increases, in the second paragraph, remove the word “signature” in both sentences.
- Page 98—In Skill Increases, in the second paragraph, remove the word “signature” in both sentences.
- Page 107—In Skill Increases, in the second paragraph, remove the word “signature” in both sentences.
- Page 108—In the Hospice Knight feat, in the second sentence, remove “, and Medicine is a signature skill for you.”
- Page 114—In Skill Increases, in the second paragraph, remove the word “signature” in both sentences.
- Pages 119–120—In Skill Increases, in the second paragraph, remove the word “signature” in both sentences.
- Page 127—In Bloodline, in the second sentence, change “signature skills you gain” to “skills you start out trained in”.
- Page 129—In Skill Increases, in the second paragraph, remove the word “signature” in both sentences. In Reading a Bloodline Entry, change the third paragraph to “Skills: You become trained in the listed skills.”
- Page 130—In all bloodline entries, change “Signature Skills” to “Skills”.
- Page 137—In Skill Increases, in the second paragraph, remove the word “signature” in both sentences.
- Page 144—Remove the Signature Skills section.
- Page 151—In Lore, delete the third paragraph.
- Page 162—In Additional Lore, in the third sentence, remove “and it counts as a signature skill”.
- Page 420—In Background, change “signature skills” to “Lore skills”.
- Page 421—In Class, change “signature skills” to “trained skills”.
- Page 423—Remove the Signature Skill entry.

NEW RULES—DYING

Overall, the death and dying system from Update 1.3 (which added the wounded condition) has been well received. However, calculating the DC of recovery saving throws was still a bit annoying, with lots of potential steps, and according to the surveys, people were having trouble with it. **Update 1.5 changes the recovery roll to a flat check** to see if that rule and a more concise description make for faster play at the table. Going away from a Fortitude save also makes a more level playing field for both characters and various opponents that might knock you unconscious, and we want to see whether that feels right in play. If not, we can always return to a Fortitude save and ensure that creatures have their DC listed as part of their entries.

The primary dying system replacement overwrites the sections on pages 295–296. More rules that are affected by this change appear in this update in Conditions, Administer First Aid, and Other Changes.

GETTING KNOCKED OUT

When you’re reduced to 0 Hit Points, you get knocked out. When this happens, you are subject to the following effects:

- You **fall unconscious** (you gain the unconscious condition).
- You immediately **move your initiative** position to directly *before* the current initiative position. If a creature knocked you out, for instance, your next turn would come immediately before that creature’s turn.
- You gain the **dying 1** condition. If the effect that knocked you out was a critical success from the attacker or the result of your critical failure, you gain the **dying 2** condition instead. If you have the wounded condition, remember to increase these values by the wounded value. If the damage came from a nonlethal attack or effect, you don’t gain the dying condition, but you are still unconscious with 0 Hit Points.

DYING

If your dying value reaches 4 or greater, you die. You lose the dying condition upon returning to 1 or more Hit Points. When you lose the dying condition and have Hit Points, you regain consciousness. You also gain or increase your wounded condition, making you more likely to die if you start dying again, as described below.

Recovery Roll

When you're dying, at the start of each of your turns, you attempt a special flat check to see if you get better or worse; this is called a recovery roll. The DC is equal to 10 + your dying value. The effects of this check are as follows.

Success Your dying value is reduced by 1.

Critical Success Your dying value is reduced by 2.

Failure Your dying value increases by 1.

Critical Failure Your dying value increases by 2.

Taking Damage while Dying

If you take damage while you're already unconscious, increase your dying value by 1; if you take damage from an attacker's critical hit or from your own critical failure, increase your dying value by 2 instead. A nonlethal attack or effect doesn't increase your dying value.

Heroic Recovery

You can spend 1 Hero Point (see page 300) at the start of your turn or when your dying value would increase in order to return to 1 Hit Point, no matter how close to death you are. You lose the dying and wounded conditions and become conscious.

UNCONSCIOUS

When you're reduced to 0 Hit Points, you fall unconscious. You lose any remaining actions and reactions, and while unconscious, you don't regain your actions and reaction each turn. If you return to consciousness, you'll need to wait until the start of your turn to get your actions and reaction again.

If you return to 1 Hit Point or more, you become conscious. If you had the dying condition, you might become wounded, as described in the dying condition.

When you're unconscious and at 0 HP but no longer dying, you naturally return to 1 HP and awaken after sufficient time passes. The GM determines how long you remain unconscious, from at least 10 minutes to several hours.

CONDITIONS

Change the dying and unconscious conditions as follows on pages 296, 321, and 324.

DYING

You are bleeding out or otherwise at death's door. Dying always includes a value, and if it ever reaches dying 4, you die. If you're dying, you must attempt a recovery roll at the start of your turn to determine whether you get better or worse. If you ever have 1 HP or more, you lose the dying condition. Any time you lose the dying condition, you increase your wounded value by 1 if you already have the condition, or gain wounded 1 if you do not currently have the condition. Recovery rolls and what happens when you regain HP while you are dying are explained above.

UNCONSCIOUS

You've been knocked out. You can't act. You also take a -4 conditional penalty to AC and have the blinded, deafened,

and flat-footed conditions. When you gain this condition, you fall prone and drop items you are wielding or holding unless the effect states otherwise or the GM determines you're in a position in which you wouldn't. If you ever return to 1 Hit Point or more, you become conscious.

When you're unconscious and at 0 HP but no longer dying, you naturally return to 1 HP and awaken after sufficient time passes. The GM determines how long you remain unconscious, from at least 10 minutes to several hours.

WOUNDED

You have been seriously injured during a fight. As long as you have the wounded condition, if you gain the dying condition or increase it for any reason, increase the amount you gain or increase by your wounded value. The wounded condition ends if someone attends to you with Treat Wounds, or if you are healed to full Hit Points and rest for 10 minutes.

ADMINISTER FIRST AID

In a change from Update 1.3, the DC is back to 15 to account for recovery rolls being flat checks in this iteration. **Replace the Administer First Aid action on page 152 with this revised version.** The significant changes are that the creature remains at 0 HP (now that you can be at 0 HP and not be dying).

ADMINISTER FIRST AID

Manipulate **Requirements** You must have healer's tools (see page 186).

You perform first aid on an adjacent creature that is at 0 Hit Points in an attempt to stabilize it. You can also perform first aid on an adjacent creature that is taking persistent bleed damage. The DC for either is 15. If a creature is both dying and bleeding, choose which effect you're trying to treat each time you roll. You can Administer First Aid again to attempt to remedy the other effect.

Success The creature at 0 Hit Points loses the dying condition (but remains unconscious), or you end the persistent bleed damage (see page 323).

Critical Failure The creature with 0 Hit Points has its dying condition increased by 1. A creature with persistent bleed damage takes damage equal to the amount of its persistent bleed damage.

OTHER CHANGES

Make the following smaller changes to other areas of the book.

- Page 111—In the Ultimate Mercy feat, in the third sentence, change “gains a +2 conditional bonus to its next recovery saving throw” to “reduces the DC of its next recovery roll to 8 + its dying value.”
- Page 172—In the Toughness feat, change the final sentence to “You also decrease the DC of your recovery rolls to 9 + your dying value (see page 295).”
- Page 208—In the *breath of life* spell, change the first sentence of the description to “You prevent the target from dying, restore Hit Points equal to 4d8 plus your spellcasting ability modifier to it, reduce its dying condition to dying 3, and reduce the DC of its next recovery roll to 8 + its dying value.”
- Page 259—In the *stabilize* spell, change the description to “The soft glow of positive energy shuts death's door.”

The target loses the dying condition, though it remains unconscious at 0 Hit Points.” Also, remove that spell’s Heightened entry.

- Page 300—This change fixes a discrepancy from Update 1.3. Under Spending Hero Points, change the first bullet point to “Spending 1 Hero Point allows you to stave off death. When you start your turn, or at any time your dying value would increase, you can spend 1 Hero Point to go to 1 Hit Point. You lose the dying and wounded conditions and become conscious.”.
- Page 304—In Turns, in Step 1: Start Your Turn, change the third bullet point to “If you’re dying, attempt your recovery roll (see page 295).”
- Page 315—In Drowning and Suffocation, in the second paragraph, in the final sentence, change “return to 1 HP and are unconscious” to “remain unconscious”.

CRITICAL UPDATES

- Page 31—In the Very Sneaky feat, replace the entire second paragraph with “In addition, as long as you continue to take Sneak actions and succeed at your Stealth check, you don’t become seen if you don’t have concealment or cover at the end of the Sneak action, as long as you have cover or concealment at the end of your turn.”
- Page 38—In the introduction, after the third sentence, add “You don’t need to meet the prerequisites of the skill feat gained from your background.”
- Page 43—In the proficiencies section, at the end of the second paragraph, add “All classes are trained in unarmored defense.”
- Page 45—In the Alchemist’s proficiencies section, in skills, change 2 to 3. In Advanced Alchemy, in the third sentence, remove “common”.
- Page 46—In Quick Alchemy alchemist class feature, change “common alchemical item” to “alchemical item in your formula book”.
- Page 46—In Formula Book, change “The formula book contains formulas for your choice of 4 common 1st-level alchemical items.” to “The formula book contains the formulas for four common level 1 alchemical items of your choice, in addition to those you gained from Alchemical Crafting.”
- Page 64—In the Bard’s spell repertoire, in the first sentence, change “one 1st-level occult spell” to “two 1st-level occult spells”.
- Page 79—In the Druid’s proficiencies section, in skills, change 4 to 3.
- Page 88—This change makes the fighter’s bravery a big advantage even if the fighter doesn’t succeed at his save against fear. At the end of bravery, add “Any time you would gain the frightened condition, reduce the value by 1 (to a minimum of 0).”.
- Page 113—In Key Ability for the Ranger, change the text to “Strength or Dexterity”.
- Page 116—This change gives the ranger’s full-grown animal companion the ability to do something even when not explicitly commanded, like the animal order druid but tied to the ranger’s abilities. In Full-Grown Companion, at the

end, add this Special entry: “Special If you have the Hunt Target action, your animal companion will assault your target even without your orders. During an encounter, even if you don’t use the Command an Animal action, your animal companion can still use 1 action that round on your turn to Stride towards or Strike one of your hunted targets.”.

- Page 145—This change goes with the change on Page 147 that adds Recall Knowledge to Crafting. In Arcana’s Recall Knowledge, in the first sentence, remove “alchemical reactions,” and “alchemical or”.
- Page 147—This change makes it explicit that Crafting can be used to Recall Knowledge about Crafting-related topics. Add a Recall Knowledge untrained action to Crafting with the following text:

You attempt a Crafting check to try to remember a bit of knowledge regarding alchemical reactions, engineering equations, unusual materials, or creatures of alchemical or mechanical significance. The GM determines the DCs for such checks.

Success You recall the knowledge accurately.

Critical Failure You recall incorrect information.

- Page 152—This change explicitly defines the use of Medicine for forensics tasks, which has been seen in several adventures so far, albeit as an unnamed use. Add the Analyze Forensics trained use to Medicine, with the following text:

ANALYZE FORENSICS

Manipulate You spend 10 minutes checking for forensic evidence, such as bruising or wound patterns, to determine how a body was injured or killed.

Success You discover and correctly interpret a clue.

Critical Failure You misinterpret a clue or incorrectly assume a false clue.

- Page 158—In the Sneak action of the Stealth skill, in the third paragraph, in the first sentence, change “any time during your movement” to “at the end of the Sneak action”. After the third sentence, add the following “If you succeed at your Stealth check and then attempt to Strike a creature, the creature remains flat-footed against that attack, and then you become seen.” Remove the last sentence of that paragraph.
- Page 163—In Additional Lore, change “5th” to “7th” and “13th” to “15th”.
- Page 163—This change makes Battle Medic easier at low levels and more significant overall. Change the text of Battle Medic to the following.

You can patch up yourself or an adjacent ally, even if you’re in the middle of combat. In order to do so, you must attempt a DC 15 Medicine check. If you succeed, the target is bolstered against your use of Battle Medic.

If you’re an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 2d8, if you’re a master of Medicine, you can instead attempt a DC 25 check to increase the Hit Points regained by 4d8, and if you’re legendary, you can instead attempt a DC 30 check to increase the Hit Points regained by 6d8.

Success The target regains Hit Points equal to 1d8 plus your Wisdom modifier.

Critical Success As success, but target regains 1d8 additional HP.

Critical Failure The target takes 1d8 damage.

- Page 169—This change makes Natural Medicine worthwhile now that Treat Wounds has been introduced as a use of Medicine. Change the text of Natural Medicine to the following “You can apply natural cures to heal your allies. You can use Nature instead of Medicine to Treat Wounds. If you’re in the wilderness, you might have easier access to fresh ingredients, allowing you to gain a +2 circumstance bonus on your check to Treat Wounds using Nature, subject to the GM’s determination.” • Page 175—In Equipment, in Item Damage, delete the second sentence.
- Page 175—We are changing shields so that they never take 2 Dents when used for the Shield Block reaction. This doesn’t change how shields work when someone attacks them in other circumstances. In Item Damage, change “For instance, a wooden shield (Hardness 3) that takes 10 damage would take 2 Dents.” to “Normally this only occurs when a character is directly attacking a door, trap, or other physical object.”
- Page 181—In Table 6–6: Simple Ranged Weapons, in the sling entry, change its hands entry to “1”.
- Page 197—In Spell Attacks, in the second paragraph, at the beginning of the fifth sentence, add “You add your Strength or Dexterity modifier to these attacks as normal, and”
- Page 280–283—Multiclass archetypes have changed drastically, and new ones have been added. See *Multiclass Archetypes Update 1.0* at pathfinderplaytest.com for the current text.
- Page 294—In Nonlethal Attacks, in the second paragraph’s first sentence, change “calculate your attack roll result as if you were untrained with the weapon.” to “you take a –2 circumstance penalty to the attack roll.”
- Page 307—In Basic Actions, in Drop, at the end of the first sentence before the period, add “or release your grip from one hand while continuing to hold it in the other”.

OTHER UPDATES

- Page 31—We’re making it easier for goblins to befriend wolves. In the Rough Rider feat, before the last sentence, add “When you must choose an animal companion with the mount trait, you can also choose a wolf, even though it doesn’t have the mount trait.”
- Page 48—In Efficient Alchemy feat, in the third sentence, change “four” to “eight” and “two” to “four”.
- Page 49—In Debilitating Bomb feat, change the trigger to “You craft an alchemical bomb using the Quick Alchemy action.”
- Page 49—In the alchemist’s 8th-level feats, remove the Tricky Tinker feat.
- Page 49—In Feral Mutagen, in the description, change all instances of “feral mutagen” to “bestial mutagen”.
- Page 50—In the alchemist’s 10th-level feats, in Stalker Mutagen, remove the first sentence and at the end of the second sentence, add “and your body camouflages to match your surroundings, allowing you to Hide and Sneak even

if you don’t have cover or concealment”. In the alchemist’s 14th-level feats, remove the Awakened Intellect feat.

- Page 50—In Sticky Bomb feat, change the trigger to “You craft an alchemical bomb using the Quick Alchemy action.”
- Page 55—In the barbarian’s animal totem, replace the Anathema with “Flagrantly disrespecting any animal of your totem animal’s kind or wielding weapons while Raging is anathema to your totem.”
- Page 56—In the barbarian’s superstition totem, in the Superstitious Resistance ability, at the end add “Once per hour, when you enter rage, you can choose not to gain any temporary Hit Points; if you do, you regain twice as many Hit Points as the number of temporary Hit Points you would have gained.”
- Page 58—In the barbarian’s Dragon Totem Breath feat, add “**Requirement** You have not used this ability since the last time you Raged.” and add the following after the first sentence: “If you have used this ability in the last hour, both the damage and the area are halved (a 15-foot cone or a 30-foot line).”
- Page 60—In the barbarian’s Dragon Totem Wings feat, at the end, add “If you are flying when your rage ends, the transformation catches your fall at the last moment, causing you to take no falling damage and land standing up.”
- Page 61—In the barbarian’s Dragon Transformation feat, replace the description with the following: “You transform into a Large ferocious dragon, gaining the effects of a 6th-level *dragon form* spell except that you use your own AC and attack bonus, and the unarmed Strikes granted by the transformation deal one additional die of physical weapon damage. The action to dismiss the transformation gains the rage trait.
“At 18th level, your fly Speed is accelerated 20, your damage bonus increases to +12, your breath weapon DC increases to 30, and you gain a +14 conditional bonus to breath weapon damage.”
- Page 67—In bard feats, at the end, add the following feat:

VIRTUOSO’S BRILLIANCE

FEAT 20

Bard

Prerequisites legendary in Occultism

You gain a single 10th-level spell slot, which you can use to cast 10th-level occult spells using your bard spellcasting. When you select this feat, add two 10th-level occult spells of common or uncommon rarity to your spell repertoire.

- Page 73—In Table 3–10: Domains, in the might domain, change “Enduring strength” to “Enduring might”.
- Pages 72–73—In Table 3–9: Deities, in Abadar, change the 1st-level spell to “*illusory object*”; in Asmodeus, change the 6th-level spell to “*mislead*”; in Desna, change “3rd: *dream*” to “2nd: *glitterdust*”; in Iomedae, change the 2nd-level spell to “*see invisibility*”; in Nethys, change the 6th-level spell to “*wall of force*” and the 7th-level spell to “*warp mind*”; in Pharasma, change “9th: *power word kill*” to “4th: *phantasmal killer*”; in Torag, change the 1st-level spell to “*mindlink*”; and in Urgathoa, change the 2nd-level spell to “*false life*”.

- Page 72—In Pharasma, change “Occultism” to “Medicine”, in Sarenrae, change “Survival” to “Medicine”, and in Shelyn, change “Crafting” to “Crafting or Performance”.
- Page 88—These four changes are intended to clarify the wording and intent of how the fighter gains critical specialization. In Weapon Mastery, change the final sentence to “You gain access to the critical specialization effects of all weapons for which you have master proficiency, including any that you gain master proficiency with at a later point (see page 183).” In Weapon Specialization, in the first sentence, remove “, and you gain access to the critical specialization effects of all weapon groups (see page 183)”. In the second paragraph, remove the final sentence. In Weapon Legend, remove the final sentence.
- Page 89—In the sidebar, in Stance, in the second sentence, after “enter” add “or be in”.
- Page 91—This change makes Exotic Weapon Training give the bonus that was intended, and updates it to work with the new wording of Weapon Master. In Exotic Weapon Training, change the second sentence to “You gain proficiency with that exotic weapon as it if were a martial weapon of its weapon group.”
- Page 94—In Improved Dueling Riposte, replace the last sentence with “You can use this extra reaction even if you are not benefiting from Dueling Parry.”
- Page 95—In Improved Twin Riposte, replace the last sentence with “You can use this extra reaction even if you are not benefiting from Twin Parry.”
- Page 97—In powerful fist, change “use your normal proficiency” to “don’t take the –2 circumstance penalty”.
- Page 99—In Ki Strike, at the end of the third sentence, add “, which you can cast at a cost of 1 Spell Point”. In the second paragraph, change “When you use Ki Strike” to “When you select Ki Strike”.
- Page 99—In the sidebar, in Stance, in the second sentence, after “enter” add “or be in”.
- Page 106—In the first bullet point in the Paladin’s Code, at the end, add “, and you must never perform acts anathema to your deity.”
- Page 106—In Champion Powers, in the second paragraph, change “rounded down” to “rounded up”.
- Page 108—In the Warded Touch feat, just before the final period, add “, and you can cast it and deliver your touch with a hand holding a weapon or shield.”
- Page 116—In the ranger’s 8th-level feats, in Hazard Finder, change the last sentence to “You can find hazards that have a listed proficiency rank even if you aren’t searching.”
- Page 120—This updates the rogue’s table to fit the rogue’s path rules found earlier in this document. In the Table 3–18, in the level 1 row, remove “finesse striker,” and add “rogue’s path,” after “rogue feat,”.
- Page 121—Remove the Bludgeoner Feat from the 1st-level feats and from the sidebar.
- Page 121—In the Trap Finder feat, in the third sentence, change “you still get a check to find traps if you are trained or better in Stealth.” to “you get a check to find traps that require a minimum proficiency rank in Perception. You still

need to meet the proficiency rank requirement in order to find the trap.”

- Page 125—In the Perfect Distraction feat, at the end, add “Once you use Perfect Distraction, you need to take 1 minute to set up another decoy before you can use it again.”
- Page 125—In Reactive Distraction, in the trigger, at the end add “You must have a Perfect Distraction ready to use.”
- Page 138—In Universalist Wizards, in the second sentence, change “per each” to “to recall a spell of each”
- Page 139—In Hand of the Apprentice, at the end of the first sentence, add “, which you can cast at a cost of 1 Spell Point”.
- Page 165—In the Diehard feat, remove the “Skill” trait.
- Page 166—In the Fast Recovery, Feather Step, and Fleet feats, remove the “Skill” trait.
- Page 170—In Recognize Spell, replace the Trigger entry and the description with the following.

Trigger A creature casts a spell within line of sight of you that you don’t have prepared or in your spell repertoire, or a trap or similar inanimate object triggers and casts such a spell. You must be aware the creature is casting the spell or the trap is triggering.

If the spell is a common spell of level 2 or lower and you are trained in the appropriate skill for the spell’s tradition, you automatically identify it. The spell level you automatically identify increases to 4 if you’re an expert, 6 if you’re a master, or 10 if you’re legendary. Otherwise, the GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast. If you’re untrained in the skill, you can’t get a better result than failure. The DC of the check is 10 plus triple the level of the spell. The DC for an uncommon spell is usually 2 higher than for a common spell, and the DC for a rare spell is usually 5 higher.

- Page 173—In Virtuoso Performer, in the second sentence, change “+2 circumstance bonus” to “+1 circumstance bonus”. After that sentence, add “If you have master proficiency in Performance, this bonus increases to +2.”
- Page 180—In Table 6–5, in the entry for bastard sword, in the damage entry, change “1d8 P” to “1d8 S”.
- Page 189—Increase barding’s AC bonus to +2 and heavy barding’s AC bonus to +3.
- Page 195—In Polymorph, just before the last sentence, add “Any new Strikes specifically granted by a polymorph effect are magical.”
- Page 195—In Casting Spells, at the end of the first paragraph, add “Whenever you Cast a Spell, your spellcasting creates visual manifestations of the gathering magic, although feats such as Conceal Spell (page 131 and 139) and Melodious Spell (page 67) can help hide such manifestations or otherwise prevent observers from noticing that you are casting.”
- Page 197—In the Spells chapter, just before the Dispelling section, add a new section called Identifying Spells that reads “Sometimes you need to identify a spell, especially if its effects are not obvious right away. If you notice a spell being cast or see the manifestations from its casting and you have prepared that spell or have it in your repertoire, you automatically know what the spell is, including the level to which it is heightened. Otherwise, you must spend an action

on your turn to attempt to identify the spell using Recall Knowledge, or can use the Recognize Spell feat (see page 170) to attempt to identify the spell using a reaction.”

- Page 199—In the Arcane Spell List, in 3rd-Level Spells, add “Glyph of warding”.
- Page 200—In the Divine Spell List, in 2nd-Level Spells, add “Remove paralysis^H”. In 3rd-Level Spells, add “Glyph of Warding”.
- Page 201—In the Occult Spell List, in 3rd-Level Spells, add “Glyph of warding”.
- **Page 202**—Move “Pest form^H” to 1st-Level Spells and “Animal form^H” to 2nd-Level Spells.
- Page 202—In the Primal Spell List, in 3rd-Level Spells, add “Glyph of warding”.
- **Page 204**—*Animal form* has changed. The new stat block can be found in Other Updates.

ANIMAL FORM

SPELL 2

Polymorph Transmutation **Casting** ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 minute or until dismissed

You transform into a Medium animal battle form. You count as an animal in addition to your normal traits. Your gear is absorbed into you; the constant abilities of your gear still function, but you can't activate it. When you transform, you gain the following:

- AC 19 (TAC 17), ignore armor's check penalty and reduced Speed.
- One or more unarmed melee attacks, which are the only types of attacks you can use. You're trained with them. Your attack modifier is +7 and your damage bonus is +1. These are Strength based (for the purpose of enfeebled, for example).
- 5 temporary Hit Points while you have the form.
- Low-light vision.
- Athletics bonus of +7 unless your own is higher.

These special statistics can be adjusted only by penalties, circumstance bonuses, and conditional bonuses. Your battle form prevents casting spells, speaking, or using most actions with the manipulate trait that require hands. (The GM decides if there's doubt.) You can dismiss the spell with a concentrate action.

If you prepare this spell, choose from the options below. You gain the attacks, Speeds, and special abilities listed. You can choose the specific type of animal (such as lion or snow leopard for cat). This has no effect on size or statistics.

- **Ape** Speed 25 feet, climb Speed 20 feet; scent 30 feet; fist, **Damage** 2d6 bludgeoning
- **Bear** Speed 25 feet; scent 30 feet; jaws, **Damage** 2d8 piercing; claw (agile), **Damage** 1d8 slashing.
- **Bull** Speed 30 feet; scent 30 feet; horn, **Damage** 2d8 piercing.
- **Canine** Speed 40 feet; scent 30 feet; jaws, **Damage** 2d8 piercing.
- **Cat** Speed 40 feet; scent 30 feet; jaws, **Damage** 2d6 piercing; claw (agile), **Damage** 1d10 slashing.
- **Deer** Speed 45 feet; scent 30 feet; antler, **Damage** 2d6 piercing.
- **Frog** Speed 25 feet, swim, Speed 25 feet; scent 30 feet; jaws, **Damage** 2d6 bludgeoning; tongue (reach 15 feet), **Damage** 2d4 bludgeoning.
- **Shark** swim Speed 35 feet; scent 30 feet; jaws, **Damage** 2d8 piercing.
- **Snake** Speed 20 feet, climb Speed 20 feet, swim Speed 20 feet; scent 30 feet; fangs, **Damage** 2d4 piercing plus 1d6 poison.

Heightened (3rd) Your statistics are AC 23 (TAC 21); attack modifier +11; damage bonus +5; 10 temporary HP; Athletics +12.

Heightened (4th) Your battle form is Large and your attacks have 10-foot reach. You must have enough space to expand or the spell is lost. Your statistics are AC 25 (TAC 22); attack modifier +14; damage bonus +9; 15 temporary HP; Athletics +14.

Heightened (5th) Your battle form is Huge and your attacks have 15-foot reach. You must have enough space to expand or the spell is lost. Your statistics are AC 27 (TAC 24); attack modifier of +16; damage bonus +7 and double the number of damage dice; 20 temporary HP; Athletics +18.

- Page 210—In the *chill touch* spell, add the “Cantrip” trait.
- Page 212—In the *counter performance* spell, replace the comma between the two casting reactions with an “or”.
- Page 217—In the *divine decree* spell, in the fourth sentence, remove “of that alignment”.
- Page 217—In the *divine wrath* spell, at the end of the third sentence, add “depending on the Fortitude saves of creatures in the area.”.

• **Page 218**—*Dragon form* AC and damage were too low. In *dragon form*, change the AC to “AC 29 (TAC 26) and the damage bonus to +11”. In the heightened entry, change the AC to “AC 35 (TAC 31)” and the damage bonus to “+17”.

• Page 228—This change makes the guidance spell a little easier to use when you need it. In guidance, change the range to “30 feet.”.

• **Page 240**—In *monstrosity form*, add the following heightened effect. “**Heightened (9th)** Your statistics are AC 29 (TAC 26); attack modifier of +28; add 1 additional damage die on all Strikes; 25 temporary HP; Athletics +29.”

• **Page 244**—Change *pest form* to a 1st level spell. Before the Heightened (4th) entry, add “**Heightened (2nd)** The duration increases to 1 hour.”

- Page 257—In the *soothe* spell, change the range to “30 feet”.
- Page 280–283—Multiclass archetypes have changed drastically, and new ones have been added. See *Multiclass Archetypes Update 1.0* at pathfinderplaytest.com for the current text.

• **Page 284**—In the young companions section: In the introduction's last sentence, change “+2” to “+3”. In the young companions proficiencies section, at the end, add, “Your animal companion gains a +1 item bonus to AC when not wearing barding.” In the young companions ability modifiers section, change “Dex +1” to “Dex +2”. In the full-grown companions section, at the end, add “Your animal companion's item bonus to AC when not wearing barding increases to +2.” In the nimble companions section, at the end, add “Your animal companion's item bonus to AC when not wearing barding increases to +3.”

• Page 284—In Animal Companions, in both Nimble and Savage Companion, at the end, add “Its attacks are magical.”

• Page 287—In Familiar Abilities, add “Burrow Speed of 5 feet, allowing it to dig a Tiny hole” and “Can use up to two of its limbs to take manipulate actions as if they were hands”.

• Page 287—In Master Abilities, change the second ability to read “You gain one additional spell slot at least 3 levels lower

than your highest-level spell slot; you must be able to cast level 4 spells using spell slots to select this master ability.”

- Page 322—In *frightened*, in the third sentence, replace “and saving throws” with “, including your DCs (such as your AC or Class DC)”.
- Page 375—In the *shock* property rune, change the greater entry to “On a critical hit, the initial target also takes 2d6 persistent electricity damage, and the additional creatures take 2d6 electricity damage. Electricity damage dealt by this weapon (including the persistent electricity damage) ignores the targets’ electricity resistance.”
- Page 382—In the *bag of holding* item, remove the Activation entry. At the end of the first paragraph, add “You can use Interact actions to retrieve or stow items from a *bag of holding* just like using any other sack.”
- Page 416—In the infused trait, change “cost its crafter any Resonance Points” to “cost any Resonance Points” and delete “though anyone else must spend Resonance Points to activate it normally”.

- **Page 419**— Change the stance entry to the following.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait. After you take an action with the stance trait, you can’t take another one for 1 round. You can enter or be in a stance only in encounter mode. A stance lasts until you get knocked out, until its requirements (if any) are violated, or until you enter a new stance, whichever comes first.

FAQs

These questions have come up multiple times from players in the playtest. We want to clarify how these rules work so that we can get more consistent play from table to table.

- **Is my spell roll the attack roll for my spells?**
No, your attack roll for spells uses the same proficiency modifier (as per page 197), but you still use your Strength or Dexterity modifier to aim it, unlike your spell rolls, which apply to all other rolls with your spells, such as when casting *black tentacles*. Since a melee touch attack with a spell has the finesse trait, you can use your Dexterity modifier.
- **If I boost my ability scores after 1st level, do I increase my Hit Points, trained skills, and similar stats?**
Yes. You retroactively increase your Hit Points for all your levels, become trained in more skills, and learn a new language if your Intelligence increases to 14 or higher. If you somehow decrease your ability scores, you can similarly lose these benefits. If you’re not sure which skill or language to lose in this case, confer with your GM.
- **How do I tell whether my shield gets dented or broken when I Shield Block?**
We’ve recently made an update to shields, so here’s how they currently work. The shield takes a Dent if the damage it blocks equals or exceeds its Hardness, but can’t take more than 1 Dent at a time. So if you had a Hardness 3 shield and blocked a 6-damage attack, you would take 3 damage and the shield would take 1 Dent because 6 damage is equal to or greater than its Hardness. Note that it no longer gets broken due to the update.

- **When my monk makes a Flurry of Blows, what’s the multiple attack penalty?**

You calculate the penalty for two Strikes as normal. For example, if you made a Flurry of Blows with the first action on your turn, the first Strike’s attack roll would take no multiple attack penalty and the second would count the first Strike toward the multiple attack penalty, giving it a –4 if you’re using an agile unarmed attack.

- **Do conditions that penalize my checks also penalize my DCs?**

Yes. Any condition that imposes a penalty on all your checks also applies to your DCs. For example, *frightened* causes you to take a conditional penalty to your checks, so your AC would take the penalty as well. In this case, specifying “and saves” caused undue confusion—we’ll keep this in mind to ensure the wording of all such conditions will be clearer in the final text.

MULTICLASS ARCHETYPES CHANGES

These changes apply to the Multiclass Archetypes Updates document, found on pathfinderplaytest.com.

- In the wizard archetype’s Wizard Dedication feat, remove “trained in Arcana” from the prerequisites.

DOOMSDAY DAWN UPDATES

These changes apply to the playtest adventure, *Doomsday Dawn*. Beware of spoilers if you plan to play that adventure! These updates should be read by GMs who are planning to run *Doomsday Dawn*.

- Page 16—In the treasure section, in the third paragraph, in the second paragraph, change “wand of produce flame” to “wand of burning hands”.
- Page 31—In the *touch of corruption* spell, change the Target entry to “one living creature or one willing undead creature”.
- Page 44—The poltergeist has an error in the *Playtest Bestiary*. When running this monster, its resistances should read “all damage 5 (except force, ghost touch, or positive)”.
- Page 70—Change the scale of the map to “1 square = 10 feet”.
- Page 83—As an extreme-difficulty encounter, the kraken fight is harder than intended and can too easily result in a total party kill. Give the kraken the weak adjustments (found on page 23 of the *Pathfinder Playtest Bestiary*) and change this to a severe-difficulty encounter.
- Page 91—The fight with the star-spawn of Cthulhu makes the party fight back-to-back severe-difficulty encounters at the start of Part 7, which is a daunting introduction to 17th level. Give the star-spawn of Cthulhu the weak adjustments (found on page 23 of the *Pathfinder Playtest Bestiary*) and change this to a high-difficulty encounter.

DC CHANGES

The following DCs should change in each chapter of the adventure. This is partially due to the alterations in New Rules—Proficiency and DCs. Any DC not listed here was correct as printed.

The Lost Star

- Page 10—In the A2. Mudchewer Central section, in the sixth paragraph, in the second sentence, change “DC 10 Perception” to “DC 8 Perception.”
- Page 11—In the A4. Motivation Room section, in the second paragraph, in the second sentence, change “DC 12 Medicine” to “DC 13 Medicine.”
- Page 11—In the A5. Fungus Bloom section, in the second paragraph, in the second sentence, change “DC 13 Nature” to “DC 14 Nature.”
- Page 11—In the A6. Purification Fountain section, in the second paragraph, in the first sentence, change “DC 20 Thievery” to “DC 16 Thievery.”
- Page 14—In the A9. Choking Sands section, in the second paragraph, in the second sentence, change “DC 10 Religion” to “DC 8 Religion.”
- Page 15—In the A11. Pharasma’s Sanctum section, in the first paragraph, in the second sentence, change “DC 20 Thievery” to “DC 16 Thievery.”
- Page 16—In the A12. Drakus’s Lair section, in the second paragraph, in the first sentence, change “DC 22 Thievery” to “DC 17 Thievery.”

In Pale Mountain’s Shadow

- Page 23—In the Reaching the Mountain section, in the

second paragraph, in the third sentence, change “DC 18 Survival” to “DC 17 Survival”.

- Page 24—In the B1. The Gnarled Foothills section, in the fourth paragraph, in the fourth sentence, change “DC 14 Society” to “DC 13 Society”.
- Page 24—In the B2. Sand Flats section, in the fifth paragraph, in the second sentence, change “DC 17 Perception” to “DC 16 Perception” and “DC 19 Survival” to “DC 18 Survival”.
- Page 25—In the B3. Gnoll Camp section, in the fourth paragraph, in the fifth sentence, change “DC 15 Perception” to “DC 16 Perception”. In the seventh sentence, change “DC 16 Society” to “DC 17 Society”.
- Page 25—In the B4. A Treacherous Climb section, in the second sentence, change “DC 17 Survival” to “DC 16 Survival”. In the third paragraph, in the second sentence, change “DC 19 Athletics” to “DC 18 Athletics”.
- Page 26—In the second paragraph, in the third sentence, change “DC 22 Nature” to “DC 21 Nature”.
- Page 27—In the C1. The Back Door section, in the third paragraph, in the second sentence, change “DC 17 Perception” to “DC 16 Perception”.
- Page 27—In the C2. Chamber of the Sunken Stones section, in the second paragraph, in the second sentence, change “DC 12 Athletics” to “DC 13 Athletics”. In the third paragraph, change “DC 10 Athletics” to “DC 11 Athletics”.
- Page 28—In the C3. Chamber of the Burning Sky section, in the third paragraph, in the second sentence, change “DC 18 Athletics” to “DC 17 Athletics”.
- Page 29—In the second paragraph, in the first sentence, change “DC 25 Arcana, Nature, Occultism, or Religion” to “DC 23 Arcana, Nature, Occultism, or Religion”. (The text concerning the DC’s reduction to 20 does not need to be changed.) In the third paragraph, in the first sentence, change “DC 19 Thievery” to “DC 18 Thievery”. In the seventh paragraph, in the first sentence, change “DC 29 Perception” to “DC 27 Perception”.
- Page 29—In the C5. Mabar’s Prison section, in the third paragraph, in the second sentence, change “DC 23 Perception” to “DC 21 Perception”.
- Page 30—In the Freeing Mabar section, in the third sentence, change “DC 12 Perception” to “DC 13 Perception” and “DC 17 check to Identify Magic” to “DC 16 check to Identify Magic”.
- Page 31—In the second paragraph after the treasure icon, in the first sentence, change “DC 23 Occultism” to “DC 21 Occultism”.

Affair at Sombrefell Hall

- Page 37—In the Sombrefell Hall section, in the third paragraph, in the second sentence, change “DC 12 Religion” to “DC 14 Religion.”
- Page 40—In the D1. Receiving Room section, in the third paragraph, in the second sentence, change “DC 20 Perception” to “DC 21 Perception”.
- Page 40—In the D2. Library section, in the third paragraph (in Evidence), in the second sentence, change “DC 20 Perception” to “DC 21 Perception”.

- Page 41—In the D9. Closet section, in the second paragraph, in the first sentence, change “DC 23 Perception” to “DC 22 Perception.”
- Page 42—In the D9. Closet section, in the second paragraph, in the last sentence, change “DC 25 Thievery” to “DC 26 Thievery.”
- Page 41—In the D10. Professor’s Room section, in the second paragraph, in the first sentence, change “DC 20 Perception” to “DC 21 Perception.”
- Page 42—In the D14. Upper Hallway section, in the second paragraph, in the first sentence, change “DC 25 Thievery” to “DC 26 Thievery.”
- Page 42—In the D15–17. Bedrooms section, in the first paragraph, in the last sentence, change “DC 12 Athletics” to “DC 14 Athletics.”
- Page 42—In the D18. Attic section, in the second paragraph, first sentence, change to “If a PC succeeds at a DC 26 Perception check to Seek, or a DC 14 Perception check after spending at least 20 minutes sifting through junk, they make an alarming discovery.”
- Page 42—In the D18. Attic section, in the second paragraph, in the third sentence, change “DC 12 Religion” to “DC 14 Religion.”
- Page 42—In the D19. Basement section, in the second paragraph, in the second sentence, change “DC 23 Society” to “DC 22 Society.”

The Mirrored Moon

- Page 50—In the Exploring Thicketfell section, in the second paragraph, in the third sentence, change to “A PC who is Searching can attempt either a DC 30 Perception check or a DC 27 Survival check.”
- Page 52—In the F. Lake Aelona section, in the first paragraph, in the second sentence, change “DC 26 Perception” to “DC 31 Perception.”
- Page 52—In the F. Lake Aelona section, in the third paragraph (treasure section), change the second sentence to “Searching the lake is an activity that takes 4 hours and requires a PC to succeed at a DC 15 Athletics check (to perform numerous deep dives into the lake’s waters) and to succeed at a DC 26 Perception check (to locate the sunken barge).”
- Page 52—In the G. Tulaeth’s Domain section, in the first paragraph, in the first sentence, change “DC 18 Nature” to “DC 15 Nature.”
- Page 52—In the G. Tulaeth’s Domain section, in the third paragraph, in the last sentence, change “DC 27 Diplomacy” to “DC 29 Diplomacy.”
- Page 53—In the I. Cyclops Longhouse section, in the first paragraph, in the second sentence, change “DC 23 Perception” to “DC 26 Perception.”
- Page 55—In the M. Ramlock’s Tower section, in the second paragraph, in the third sentence, change “DC 28 Perception” to “DC 31 Perception.”

The Heroes of Undarin

- Page 62—In the Cliff section, in the first sentence, change “DC 21 Athletics” to “DC 26 Athletics.”

- Page 62—In the Stained Glass section, in the first sentence, change “DC 21 Religion” to “DC 19 Religion.”
- Page 63—In the Study section, in the first sentence, change “DC 25 Perception” to “DC 29 Perception.”

Red Flags

- Page 72—In the Besmara and the Kelpie’s Wrath section, in the second paragraph, in the first sentence, change “DC 25 Diplomacy” to “DC 31 Diplomacy.”
- Page 73—In The Gala section, in the first paragraph, in the second sentence, change “DC 25 Diplomacy” to “DC 31 Diplomacy.”
- Page 73—In The Mysterious “K” section, in the first paragraph, in the second sentence, change “DC 33 Diplomacy” to “DC 36 Diplomacy.”
- Page 74—In Necerion section, in the first paragraph, in the second sentence, change “DC 24 Diplomacy” to “DC 29 Diplomacy.”
- Page 74—In Kadhibat “Kad” Alysamin section, in the second paragraph, in the last sentence, change “DC 28 Acrobatics, Diplomacy, or Deception” to “DC 36 Acrobatics, Diplomacy, or Deception.”
- Page 74—In N4. The Back Yard section, in the second paragraph, in the first sentence, change “DC 39 Perception” to “DC 31 Perception.”
- Page 74—In N4. The Back Yard section, in the second paragraph, in the first sentence, change “DC 39 Arcana” to “DC 31 Arcana.”
- Page 81—In N11. Whark’s Nest section, in the second paragraph, in the second sentence, change “DC 24 Perception” to “DC 29 Perception.”
- Page 81—In N11. Whark’s Nest section, in the second paragraph, in the third sentence, change “DC 40 Perception” to “DC 36 Perception.”
- Page 81—In N11. Whark’s Nest section, in the second paragraph, in the third sentence, change “DC 30 Thievery” to “DC 36 Thievery.”
- Page 82—In N13. Dangerous Second Steps section, in the second paragraph, in the second sentence, change “DC 28 Acrobatics” to “DC 31 Acrobatics.”
- Page 82—In N13. Dangerous Second Steps section, in the second paragraph, in the third sentence, change “DC 22 Athletics” to “DC 29 Athletics.”
- Page 82—In N13. Dangerous Second Steps section, in the third paragraph, in the third sentence, change “DC 30 Athletics” to “DC 31 Athletics.”
- Page 83—In N15. Vault of the Last Theorem section, in the third paragraph, in the first sentence, change “DC 22 Athletics” to “DC 31 Athletics.”

When the Stars Go Dark

- Page 89—In the Ramlock’s Hallow section, in the fourth paragraph, in the second sentence, change “DC 38 Occultism” to “DC 33 Occultism.”
- Page 92—In the P4. Ramlock’s Place section, in the second paragraph, in the second sentence, change “DC 38 Arcana” to “DC 33 Arcana.”

- Page 94—In the Desynchronization Ritual sidebar, in the second paragraph (Full Focus entry), in the first sentence, change to “Attempt a DC 33 Perception check or Occultism check.”
- Page 94—In the Desynchronization Ritual sidebar, in the third paragraph (Partial Focus entry), in the first sentence, change to “Attempt a DC 36 Perception check or Occultism check.”
- Page 94—In the Desynchronization Ritual sidebar, in the fourth paragraph (Distracted Focus entry), in the first sentence, change to “Attempt a DC 40 Perception check or Occultism check.”

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