

DEVELOPMENT NOTES #1

RELEASE DATE 03/26/08

In a single week more than 10,000 gamers have downloaded the *Pathfinder* RPG Alpha release 1, and the largest open playtest in RPG history is in full swing! Over the next few months, we'll release major updates to the Alpha rules set in the form of additional classes, spells, magic items, and more. In the meantime, we've been developing the material already included in Alpha release 1 due to playtester feedback and in-house discussions and playtesting. We've included these changes in the current version of the *Pathfinder* RPG Alpha release 1 document (now version 1.1), and this brief summary of the development changes is provided for playtesters who do not wish to reprint the entire document. The open playtest marches on, and these changes are themselves subject to change.

Races Chapter

- Dwarven Racial Traits (pg 4): Replace the first sentence of the Stonecutting ability with the following sentence. "Dwarves treat any Profession skill related to stone as a class skill."
- Half-Elf Racial Traits (pg 6): Remove the following sentence of the Adaptability ability. "In addition, half-elves are proficient with any one weapon of their choice, in addition to those granted by class proficiencies."
- Human Racial Traits (pg 7): Add the following ability to the human racial traits. "Weapon Training: Humans are proficient with any one weapon of their choice, in addition to those granted by class proficiencies. This weapon must be chosen at 1st level and cannot be changed."

Classes Chapter

- Cleric Class Features (pg 10): Add the following sentence to the Domain Powers class feature. "A cleric gains both of the listed powers granted by his domains."
- Fighter Class Features (pg 11): Replace the Armor Training class feature with the following text. "Armor Training (Ex): Starting at 3rd level, a fighter gains added protection from the armor he is wearing. Whenever he is wearing armor, he gains an additional +1 armor bonus to his armor class and he reduces the armor check penalty by 1 (to a minimum of 0). Every 4 levels thereafter (7th, 11th, and 15th), a fighter gains even more protection,

increasing these bonuses by +1 each time, for a total of +4 to armor class at 15th level, with a -4 reduction to the armor check penalty.

- Fighter Class Features (pg 11): Replace the second paragraph of the Weapon Training class feature with the following paragraph. "Every 4 levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus to attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups."

- Replace the text of weapon groups with the following text.

Axes: battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, light pick, orc double axe, and throwing axe.

Blades, Heavy: bastard sword, falchion, greatsword, longsword, scimitar, scythe, and two-bladed sword.

Blades, Light: dagger, kama, kukri, rapier, sickle, and short sword.

Bows: composite longbow, composite shortbow, longbow, and shortbow.

Close: gauntlet, heavy shield, light shield, punching dagger, sap, spiked armor, spiked gauntlet, spiked shield, and unarmed strike.

Crossbows: hand crossbow, heavy crossbow, light crossbow, heavy repeating crossbow, and light repeating crossbow.

Double: dire flail, dwarven urgosh, gnome hooked hammer, orc double axe, and two bladed sword.

Flails: dire flail, flail, heavy flail, morningstar, nunchaku, spiked chain, and whip.

Hammers: club, light hammer, light mace, greatclub, heavy mace, and warhammer.

Monk: kama, nunchaku, sai, shuriken, siangham, and unarmed strike.

Pole Arms: glaive, guisarme, halberd, ranseur, and quarterstaff.



Spears: javelin, lance, long spear, shortspear, spear, and trident.

Thrown: bolas, club, dart, dagger, handaxe, light hammer, net, shortspear, shuriken, sling, spear, and trident.

- **Fighter Class Features (pg 12):** Replace the Armor Mastery class feature with the following text. "Armor Mastery (Ex): At 19th level, a fighter gains DR 5/— whenever he is wearing armor or using a shield."
- **Wizard Class Features (pg 17):** Replace the second paragraph of the School Powers class feature with the following paragraph. "Each arcane school grants a number of school powers dependent upon the level of the wizard. In addition, each arcane school (except the universal school) also grants a specialist bonus power so long as the wizard does not have any spells prepared from his prohibited schools. See the Spells and Magic chapter for more information."

Skills

The Skills chapter is currently undergoing revision. Expect changes in the second development notes for Alpha release 1.

Feats

The following changes take steps to remove the "chain of use" aspect from Combat feats. While many of the feats receive only cosmetic changes to take this into account, others have been reworked to better balance them outside the chain system.

- **Combat Feats (pg 34):** Remove the third paragraph that begins with the following sentence. "Some combat feats require a specific chain of events to precede them before they can be utilized."
- **Combat Feats (pg 34–39):** Remove the special line from all feats that reads as follows. "On the previous round, you must have used XX."
- **Arcane Buildup (pg 34):** Change the name of this feat to Arcane Armor Mastery. Replace the Prerequisites text with the following text. "Prerequisites: Arcane Armor Training, Armor Proficiency (Medium), caster level 7th." Replace the Benefit text with the following text. "Benefit: Reduce the arcane spell failure chance due to the armor you are wearing by 20% for any spells you cast this round. This bonus replaces, and does not stack with, the bonus granted by Arcane Armor Training."
- **Backswing (pg 34):** Replace the Benefit text with the following text. "Benefit: When making a full-attack action with a two-handed melee weapon, you may make one additional attack at your highest

bonus if the first attack made this round is a hit. If you hit with this additional attack, add only 1/2 your Strength bonus to the damage roll."

- **Conduit Spell (pg 36):** Change the name of this feat to Arcane Armor Training. Replace the Prerequisites text with the following text. "Prerequisite: Armor Proficiency (Medium), caster level 3rd." Replace the Benefit text with the following text. "Benefit: Reduce the arcane spell failure chance due to the armor you are wearing by 10% for any spells you cast this round."
- **Deadly Stroke (pg 36):** Replace the Benefit text with the following text. "Benefit: As a standard action, make a single attack with the weapon for which you have Greater Weapon Focus against a stunned or flat-footed opponent. If you hit, you deal double the normal damage and the target takes 1 point of Constitution bleed."
- **Devastating Blow (pg 36):** Replace the Benefit text with the following text. "Benefit: As a standard action, make a single melee attack. If you hit, you score a critical hit. Special weapon abilities that activate only on a critical hit, such as vorpal and flaming burst, do not activate."
- **Exact Targeting (pg 37):** Replace the Benefit text with the following text. "Benefit: Select one target. You do not suffer any miss chance due to concealment when attacking that target this round and the target gains no bonus to its armor class from cover. You cannot select a target with total cover or concealment. You do not gain the benefit of this feat if you move this round."
- **Gorgon's Fist (pg 37):** Replace the Benefit text with the following text. "Benefit: As a standard action, make a single unarmed melee attack. If the attack hits, you deal damage normally and the target is staggered until the end of your next turn. This feat has no effect on targets that are staggered."
- **Lightning Stance (pg 37):** Replace the Prerequisites text with the following text. "Prerequisites: Dex 17, Dodge, Wind Stance, base attack bonus +11." Replace the Benefit text with the following text. "Benefit: If you take two actions to move or a withdraw action this turn, you gain 50% concealment for 1 round."
- **Medusa's Wrath (pg 37):** Replace the Benefit text with the following text. "Benefit: Make two additional unarmed strikes as part of your full attack action at your highest base attack bonus. All of your unarmed strikes must be made against a dazed, flat-footed, staggered, or stunned foe."
- **Pinpoint Targeting (pg 38):** Replace the Benefit text with the following text. "Benefit: As a full-



round action, make a single attack. You do not suffer any miss chance due to concealment and the target gains no bonus to its armor class from cover. The target does not gain any armor, natural armor, or shield bonuses to its armor class. You cannot select a target with total cover or concealment. You do not gain the benefit of this feat if you move this round.”

- Point Blank Shot (pg 38): Delete this text. This feat is no longer a Combat feat. Instead, it functions as it did in the 3.5 rules set.
- Precise Shot (pg 38): Delete this text. This feat is no longer a Combat feat. Instead, it functions as it did in the 3.5 rules set.
- Stunned Defense (pg 39): Replace the Benefit text with the following text. “Benefit: Any shaken, frightened, or panicked opponent hit by you this round is flat-footed to your attacks until the end of your next turn. This includes any additional attacks you make this round.”
- Wind Stance (pg 39): Replace the Prerequisites text with the following text. “Prerequisites: Dex 15, Dodge, base attack bonus +6.”
- Staggered Condition (pg 39): Insert the following new sidebar. “Staggered Condition: A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.”

Combat

- Cover (pg 40): Replace the Melee cover text with the following text. “Melee: Your target gains a +2 cover bonus to its AC when you are attacking around a corner, over an obstacle that is at least half your height, or under an obstacle that at least half your height. Attacking around a corner is defined as an attack against a diagonally adjacent opponent when a solid obstacle occupies the space that is adjacent to both you and the target.”
- Cover (pg 40): Remove the following sentence from the Ranged cover text. “Lines that run along the edge of a hard surface or creature count as being blocked.”
- Combat Maneuvers (pg 41): Add the following sentence to the Determine Success paragraph. “Rolling a natural 20 while attempting a combat maneuver is always a success, while rolling a natural 1 is always a failure.”
- Grapple (pg 42): Replace the first paragraph of the Grapple text with the following text. “As a standard action, you can attempt to grapple a foe, hindering

their combat options. If you do not have Improved Grapple, improved grab, or a similar ability, attempting to grapple a foe provokes an attack of opportunity from the target of your maneuver. Attempting to grapple a foe without two free hands imposes a –4 penalty on the combat maneuver roll. If you successfully grapple an opponent, you must continue to make a check each round to maintain the hold. If your target does not break the grapple, you get a cumulative +5 circumstance bonus on grapple checks made against the same target in subsequent rounds, to a maximum bonus of +15. A successful grapple check has the following results, depending on how much the roll exceeds the DC.”

- Turning Effects (pg 44): Add the following sentence to the end of the first paragraph. “If a fleeing undead is subject to a rebuking attempt, it is not commanded, but does receive a new saving throw to dispel the flee effect.”
- Rebuking Effects (pg 45): Replace the second paragraph of the Rebuking Effects text with the following text. “Undead creatures within the area are healed a like amount by this wave of negative energy. Hit points above the undead’s total are lost. You can choose whether or not to include yourself in this effect. Undead who are healed by this effect must make a Will save or fall under your command. A cleric can command any number of undead whose total Hit Dice do not exceed his level. Clerics can relinquish control of undead to gain control of new undead. Commanding undead is a standard action that requires line of effect. If a commanded undead is subject to a turning attempt, it does not flee, but does receive a new saving throw to dispel the command effect.”

Spells and Magic

- Arcane Schools (pg 46): Replace the last sentence of the first paragraph with the following sentence. “Wizards without a favored school gain access to the universal school and do not gain a specialist bonus ability.”
- Abjuration School (pg 46): Replace the Specialist Bonus text with the following text. “Specialist Bonus: You gain resistance 5 to an energy of your choice, chosen when you prepare spells. This resistance can be changed each day, at 11th level, this resistance increases to 10.”
- Evocation School (pg 48): Replace the 1st-Level Ability with the following text. “*Energy Ray* (Su): As a standard action you can unleash an energy ray targeting any foe within 30 feet as a ranged touch attack. The energy ray deals 1d4 points of damage



+1 for every two caster levels you possess. The type of damage is acid, cold, electricity, or fire, chosen by the caster when the ray is unleashed. Your specialist bonus does not apply to this ability.”

- Universal School (pg 49): Delete the Universal Bonus paragraph and replace it with this text. “The universal school does not grant a specialist ability.”
- Universal School (pg 49): Replace the 8th-Level Ability with the following text. “*Metamagic Mastery* (Su): You can apply any metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day per two caster levels you possess. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the spell.”

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