

PATHFINDER

ROLEPLAYING GAME

PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE

FIRST PRINTING

Update 1.0 — Release Date: 12/01/10

Updates

- Page 27—in the Alchemy class feature, in the seventh paragraph, add following sentence before the last sentence:

An alchemist can draw and drink an extract as a standard action.

- Page 28—in the Bomb class feature, in the second paragraph, in the first sentence, change “Creating and throwing” to “Drawing the components of, creating, and throwing.”
- Page 32—in the Alchemist Formulae section, in the 2nd-Level Alchemist Formulae paragraph, change “*restoration, see invisibility*” to “*restoration (lesser), see invisibility*.”
- Page 41—in the Slayer class feature, change the text to read as follows.

Slayer (Ex): At 17th level, an inquisitor learns to focus her judgment. Whenever an inquisitor uses her judgment ability, she must select one type of judgment. She is treated as if she were 5 levels higher for the purposes of determining the bonus granted by this judgment. Unlike other types of judgment, the one enhanced by this ability cannot be changed for the remainder of the judgment.

- Page 41—in the True Judgement class feature, delete the sixth sentence. Add the following sentence to the end of the paragraph:

Once this ability has been used, it cannot be used again for 1d4 rounds.

- Page 42—in the Inquisitor Spells section, in the 2nd-Level Inquisitor Spells paragraph, change “*restoration, see invisibility (lesser)*” to “*restoration (lesser), see invisibility*.” In the 5th-Level Inquisitor Spells paragraph, change “*command, commune (greater)*,” to “*command (greater), commune*,”.
- Page 47—in the Flame mystery, in the Cinder Dance revelation, add the following sentence to the end of the paragraph:

Oracles with the lame oracle curse cannot select this revelation.

- Page 48—in the Heavens mystery, in the Spray of Shooting Stars paragraph, change “(Ex)” to “(Su).”
- Page 48—in the Life mystery, in the Bonus spells section, replace the text with the following.

detect undead (2nd), *lesser restoration* (4th), *neutralize poison* (6th), *restoration* (8th), *breath of life* (10th), *heal* (12th), *greater restoration* (14th), *mass heal* (16th), *true resurrection* (18th).

- Page 51—in the Nature mystery, in the Nature’s Whisper revelation, in the second sentence, change “your Armor Class” to “your Armor Class and CMD.”
- Page 53—in the Wind mystery, in the Air Barrier revelation, in the fourth sentence, change “10 minutes per day” to “1 hour per day.” In the fifth sentence, change “10-minute increments” to “1-hour increments.”
- Page 57—in the Life Bond class feature, change the second, third, and fourth sentences to read as follows:

As long as the eidolon has 1 or more hit points, the summoner is protected from harm. Damage in excess of that which would reduce the summoner to fewer than 0 hit points is instead transferred to the eidolon. This damage is transferred 1 point at a time, meaning that as soon as the eidolon is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with the summoner.

- Page 62—In the 2-Point Evolutions section, in the Grab evolution, in the second sentence, change “claw, slam” to “claw, pincers, slam.”
- Page 62—In the 2-Point Evolutions section, in the Rake evolution, add the following sentence before the last sentence:

This evolution counts as one natural attack toward the eidolon's maximum.

- Page 64—In the 4-Point Evolutions section, in the Large evolution, in the second paragraph, in the fifth sentence, change “increases to 15 feet” to “increases to 15 feet (10 feet for all other base forms).”
- Page 64—In the Summoner Spells section, in the 6th-Level Summoner Spells list, change “*summon monster IV*” to “*summon monster VIII*.”
- Page 66—In the Hex class feature, in the Flight hex, add the following to the end of the paragraph:

This hex only affects the witch.

- Page 70—In the Patron Spells section, in the Trickery paragraph, change “8th—*phantasmal killer*” to “8th—*hallucinatory terrain*.”
- Page 70—In the Witch Spells section, in the 0-Level Witch Spells, add “*arcane mark*” to the list in its proper alphabetical location.
- Page 80—In the Arcane Duelist archetype, in the Arcane Bond class feature, change the first sentence to read as follows:

At 5th level, an arcane duelist gains the arcane bond ability as a wizard, using a weapon as his bonded item, allowing him to cast any one additional spell that he knows once per day.

- Page 80—In the Archivist archetype, in the Lamentable Belaborment class feature, in the last sentence, replace “inspire greatness” with “suggestion.”
- Page 81—In the Archivist archetype, in the Magic Lore class feature, in the first sentence, change “or decipher scrolls and may take” to “or decipher scrolls equal to half his bard level and may take.”

- Page 83—In the Sandman archetype, in the Stealspell bardic performance, in the third sentence, replace “+ the bard's level” with “+ 1/2 the bard's level.”
- Page 85—In the Sea Singer archetype, in the Call the Storm class feature, in the third sentence, replace “continues performing, but” with “continues performing (the effects of *control weather* happen immediately), but.”
- Page 86—In the Subdomains section, in the first paragraph, add the following sentence to the end of the paragraph:

Subdomains can be selected by druids (except the metal subdomain) and inquisitors (if their deity allows it).

- Page 90—In the Exploration Subdomain, in the Replacement Domain Spells section, delete “6th—*find the path*,”. In the Fate Subdomain, in the Replacement Domain Spells section, delete “9th—*miracle*.”
- Page 91—In the Growth Subdomain, in the Enlarge replacement power, in the first sentence, change “enlarge yourself, as if” to “enlarge yourself for 1 round, as if.”
- Page 94—In the Nightmare subdomain, in the Replacement Domain Spells section, change “6th—*nightmare*” to “6th—*cloak of dreams**.” Delete “9th—*weird*”
- Page 102—In the Urban Druid archetype, in the Lorekeeper class feature, in the first sentence, change “Knowledge (nobility) skills.” to “Knowledge (nobility) skills to her list of class skills.”
- Page 105—In the Free Hand Fighter archetype, in the Singleton class feature, in the last sentence, change “replaces weapon training 1” with “replaces weapon training 1 and 4.” After the first sentence, add the following sentence:

This bonus increases by +1 per six levels after 5th.

- Page 105—In the Mobile Fighter archetype, in the Leaping Attack class feature, in the last sentence, change “replaces weapon training 1” with “replaces weapon training 1, 2, 3, and 4.”
- Page 105—In the Phalanx Soldier archetype, in the Stand Firm class feature, in the first sentence, change “overrun, pull, push, and trip” to “drag, overrun, and trip.”
- Page 106—In the Polearm Master archetype, in the Polearm Training class feature, in the first sentence, change “A polearm master” to “At 5th level, a polearm master.”

- Page 110—In the Drunken Master archetype, in the Drunken Ki class feature, in the sixth sentence, change “as a move action” to “as a swift action.”
- Page 118—In the Warrior of the Holy Light archetype, in the Power of Faith class feature, in the second paragraph, in the third sentence, change “She can call upon” to “She can spend a use of her lay on hands ability to call upon”.
- Page 124—In the New Combat Styles section, in the Weapon and Shield paragraph, in the first sentence, change “Shield Proficiency, and Shield Slam.” to “Shield Slam, and Two-Weapon Fighting.”
- Page 126—In the Infiltrator archetype, in the Adaptation class feature, in the humanoid (aquatic) paragraph, delete “sahuagin blood frenzy.”
- Page 129—In the Skirmisher archetype, in the Hunter’s Tricks class feature, in the Surprise Shift paragraph, in the first sentence, change “as a move action” to “as a swift action.”
- Page 129—In the Urban Ranger archetype, in the Push Through class feature, add the following sentence to the end of the paragraph:

This replaces woodland stride.

- Page 129—In the Urban Ranger archetype, in the Blend In class feature, add the following sentence to the end of the paragraph:

This replaces camouflage.

- Page 131—in the Rogue Talents section, in the Honeyed Words rogue talent, change the first sentence to read as follows:

Once per day, the rogue can roll two dice while making a Bluff check, and take the better result. She must choose to use this talent before making the Bluff check. A rogue can use this ability one additional time per day for every five rogue levels she possesses.

- Page 131—In the Rogue Talents section, in the Offensive Defense rogue talent, change “+1 circumstance bonus to AC” to “+1 dodge bonus to AC for each sneak attack die rolled.”
- Page 137—In the Boreal bloodline, in the Blizzard bloodline power, add the following to the end of the paragraph:

You may use this ability once per day.

- Page 139—In the Serpentine bloodline, in the Den of Vipers bloodline power, add the following sentence to the end of the paragraph:

You may use this ability once per day.

- Page 140—In the Shadow bloodline, in the Enveloping Darkness bloodline power, add the following sentence to the end of the paragraph:

You may use this ability once per day.

- Page 140—In the Starsoul bloodline, in the Minute Meteors bloodline power, in the first sentence, change “30 feet high” to “30 feet high, with a range of 30 feet.” In the Breaching the Gulf bloodline power, in the last sentence, change “and immediately begins to suffocate” to “and must hold its breath or begin to suffocate.”
- Page 142—In the Earth School elemental arcane school, in the Earth Supremacy ability, in the first sentence, change “bull rush, pull, push, reposition” to “bull rush, drag, reposition.”
- Page 146—In the Generation School, in the Wind Servant replacement power, in the first sentence, change “(or objects) in your possession” to “(or objects) or an object in your possession.”
- Page 156—In the Cloud Step feat, in the Benefit paragraph, add “, maximum 50 feet.” to the end of the first sentence.
- Page 156—In the Cockatrice Strike feat, in the Prerequisites line, change “base attack bonus +16” to “base attack bonus +14.” Repeat this change on Table 3–1 on page 152 in the prerequisites line of the Cockatrice Strike feat.
- Page 157—In the Crippling Critical feat, in the title, change “(Combat)” to “(Combat, Critical).”
- Page 168—In the Repositioning Strike feat, in the Prerequisites section, change “Improved Trip” to “Improved Reposition.”
- Pages 168–169—In the Selective Spell feat, in the Benefit section, in the first paragraph, in the first sentence, change “with an area effect, you can” to “with an area effect and a duration of instantaneous, you can.” In the second paragraph of that section, change “do not have an area of effect do not” to “do not have an area of effect or a duration of instantaneous do not.”
- Page 170—In the Spider Step feat, in the Benefit paragraph, in the first sentence, change “slow fall distance across” to “slow fall distance (maximum 50 feet) across.”

- Page 171—In the Summoner's Call feat, change the first sentence after the title to read as follows:

Whenever you summon your eidolon, it is more powerful for a brief period of time.

- Page 202—In the *Aqueous Orb* spell, in the second paragraph of the description, in the second sentence, change "but a Medium or smaller" to "but a Large or smaller."
- Page 214—In the *Dancing Lantern* spell, in the Description, in the last sentence, change "a permanency spell." to "a permanency spell (CL 9th, 2,500 gp)."
- Page 216—in the *Divine Vessel* spell, in the first paragraph of the description, in the second sentence, change "Your height doubles" to "Your size increases by one category, your height doubles,".
- Page 222—In the *Flames of the Faithful* spell, change the second sentence of the description to read as follows:

If you are using the judgment class feature, your weapon gains the *flaming burst* property instead.

- Page 225—In the *Ghostbane Dirge* spell, in the Saving Throw line, change "Fortitude negates" to "Will negates."
- Page 255—In the *Wall of Suppression* spell, in the first paragraph of the description, in the seventh sentence, delete "supernatural abilities,".
- Page 264—In Table 6–2: Holy Vindicator, change the bonuses listed in the Will save column to match the bonuses listed in the Fort save column.
- Page 265—In the Terrain Mastery class feature, in the first paragraph, add the following sentence before the last sentence:

This bonus lasts for a number of rounds equal to the horizon walker's Wisdom modifier (minimum 1).

- Page 266—In the Terrain Dominance class feature, in the Astral Plane paragraph, in the first sentence, change "+1 insight bonus" to "+1 competence bonus."

- Page 267—In the Terrain Dominance class feature, in the Swamp paragraph, add the following sentence to the end of the paragraph:

He must be at least 5th level before selecting this power.

- Page 279—In the Defensive Powers section, in the Increased Damage Reduction power, in the last sentence, change "4th" to "6th."
- Page 288: In the *Jurist* special weapon ability, in the first paragraph, delete the last sentence.
- Page 294—In the *Metamagic, Bouncing* rod, in the Price description, change the prices to "3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater)." In the Cost description, change the prices to "1,500 (lesser), 5,500 gp (normal), 12,250 gp (greater)."
- Page 295—In the *Metamagic, Persistent* rod, in the Price description, change the prices to "9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater)." In the Cost Description, change the prices to "4,500 gp (lesser), 16,250 gp (normal), 36,500 gp (greater)."
- Page 295—In Table 7–8: Rods, change the cost of the following rods to the listed amount and reorganize to their proper alphabetical location: *Metamagic, persistent, lesser* "9,000 gp", *Metamagic, bouncing, lesser* "3,000 gp", *Metamagic, persistent* "32,500 gp", *Metamagic, bouncing* "11,000 gp", *Metamagic, persistent, greater* "73,000 gp", *Metamagic, bouncing, greater* "24,500 gp."
- Page 301—In the *Boots of Friendly Terrain* magic item, in the description, in the second sentence, change "one of his favored terrains" to "one of his favored terrains, granting him a +2 bonus."
- Page 302—In the *Catching Cape* magic item, in the Description, in the third sentence, change "or until the wearer is successfully struck by a ranged weapon, whichever comes first" to "or until the wearer is missed by a ranged attack due to the power of the cloak, whichever comes first."
- Page 310—In the *War Paint of the Terrible Visage* magic item, in the Description section, in the third sentence, add "(DC 11)" to the end of the sentence.

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