

PATHFINDER

ROLEPLAYING GAME

PATHFINDER ROLEPLAYING GAME ULTIMATE COMBAT

FIRST PRINTING

Update 1.0 — Release Date: 1/22/2014

This document updates the first printing of *Ultimate Combat* to match the second printing.

UPDATES

- Page 22—In the Ronin alternate class, in the Challenge class feature, in the last sentence, change “to a maximum of +5” to “to a maximum of +6”.
- Page 25—In the Ragechemist archetype, in the Rage Mutagen class feature, change the first sentence to read as follows:

At 2nd level, whenever a ragechemist creates a mutagen that improves his Strength, that mutagen’s bonus to Strength increases by 2 and penalizes the alchemist’s Intelligence score.

- Page 26—In the Barbarian class, in the Rage Powers class feature, in the first paragraph, in the last sentence, delete the clause “, unless she has the totem warrior archetype”.
- Page 31—In the True Primitive archetype, in the Rage Powers class feature, change “ghost hunter*” to “ghost rager*”.
- Page 31—In the True Primitive archetype, in the Rage Powers class feature, delete “greater primal scent*,”
- Page 31—In the Urban Barbarian archetype, in the Rage Powers class feature, change “perfect accuracy*” to “perfect clarity*”.
- Page 31—In the Wild Rager archetype, in the Uncontrolled Rage class feature, in the first sentence, change “(DC 10 + the barbarian’s level + the barbarian’s Charisma modifier)” to “(DC 10 + 1/2 the barbarian’s level + the barbarian’s Constitution modifier)”.
- Page 35—In the Order of the Seal cavalier order, in the Order Abilities section, in the I Shall Not Be Moved

subsection, in the last sentence, replace “pull, push” with “reposition”.

- Page 39—In the Standard Bearer archetype, in the Banner of Solace class feature, in the third sentence, change “to a maximum of +3” to “to a maximum of +4”.
- Page 47—In the Tactician archetype, in the Battle Insight class feature, add the following sentence to the end of the entry:

This ability replaces armor training 4.

- Page 50—In the Musket Master archetype, in the Weapon Proficiency class feature, in the first sentence, change “A musket master only gains” to “Instead of proficiency with all firearms, a musket master only gains”.
- Page 50—In the Musket Master archetype, in the Weapon Proficiency class feature, in the last sentence, change “two-handed firearms” to “one-handed firearms”.
- Page 51—In the Mysterious Stranger archetype, in the Deeds class feature, in the Crippling Shot deed, add the following sentence to the end of the paragraph:

This replaces the bleeding wound deed.

- Page 51—In the Mysterious Strange archetype, in the Stranger’s Fortune class feature, in the last sentence, change “gun training” to “gun training 1”.
- Page 51—In the Pistolero archetype, in the Weapon Proficiency class feature, in the first sentence, change “A pistolero only gains” to “Instead of proficiency with all firearms, a pistolero only gains”.
- Page 51—In the Pistolero archetype, in the Deeds class feature, in the Up Close and Deadly deed, delete the third sentence.

- Page 51—In the Pistolero archetype, in the Deeds class feature, in the Twin Shot Knockdown deed, in the last sentence, change “menacing shot deed.” to “bleeding wound deed.”.
- Page 51—In the Pistolero archetype, in the Pistol Training class feature, add the following sentence to the end of the entry:

This ability replaces gun training 1 to 4.

- Page 52—In the Inquisitions section, in the second paragraph, replace the first two sentences with the following:

Inquisitions are like domains. Other classes that use domains can take inquisitions but inquisitions are typically weaker than the domains those classes can already choose because they don’t grant domain spell slots or domain spells.

- Page 52—In the Inquisitions section, in the Spellkiller Inquisition, in the sixth sentence, change “gets a saving throw” to “gets a Fortitude saving throw”.
- Page 56—In the Myrmidarch archetype, in the Fighter Training class feature, add the following after the first sentence.

At 10th level, the myrmidarch treats his magus levels as fighter levels for the purposes of fighter training.

- Page 56—In the Myrmidarch archetype, in the Fighter Training class feature, replace the last sentence with the following:

This ability replaces both knowledge pool and the fighter training the magus gains at 10th level.

- Page 56—In the Myrmidarch archetype, in the Magus Arcana class feature, replace the list of magus arcana with the following:

accurate strike, arcane edge, lingering pain, prescient attack, prescient defense, spell shield*, spellbreaker.

- Page 59—In the Martial Artist archetype, add the following paragraph after the Physical Resistance class feature:

Bonus Feat: At 12th level, a martial artist gains an additional bonus feat, selected from those available in the monk class feature. This ability replaces abundant step.

- Page 61—In the Tetori archetype, in the Bonus Feat class feature, change “Crushing Embrace” to “Stunning Pin”.
- Page 61—In the Tetori archetype, in the Bonus Feat class feature, change “Twin Lock” to “Pinning Knockout”.
- Page 61—In the Tetori archetype, in the Bonus Feat class feature, change “Backbreaker” to “Neckbreaker”.
- Page 62—In the Divine Hunter archetype, in the Righteous Hunter class feature, in the second paragraph, in the last sentence, change “righteousness” to “faith”.
- Page 67—In the Falconer archetype, in the Feathered Companion class feature, in the Distract trick, in the first paragraph, add “for 1 round” to the end of the last sentence.
- Page 68—In the Trophy Hunter archetype, in the Firearm Style class feature, in the first sentence, add “and Exotic Weapon Proficiency (firearms)” after “Amateur Gunslinger feat”.
- Page 68—In the Trophy Hunter archetype, in the Firearm Style class feature, in the last sentence, change “replaces combat feat style” to “replaces all combat style feats”.
- Page 68—In the Wild Stalker archetype, in the Uncanny Dodge class feature, in the last sentence, change “ranger’s combat style feat” to “ranger’s 2nd-level combat style feat”.
- Page 68—In the Wild Stalker archetype, in the Wild Talents class feature, replace the last sentence with the following:

This ability replaces the ranger’s 6th-, 10th-, 14th-, and 18th-level combat style feat abilities.

- Page 70—In the Rogue Talents class feature, in the Ninja Trick entry, add the following after the first sentence:

The rogue cannot choose a ninja trick with the same name as a rogue talent.

- Page 70—In the Advanced Rogue Talents class feature, in the Confounding Blades section, change “until the beginning of her next turn” to “for 1d4+1 rounds”.
- Page 70—In the Advanced Rogue Talents class feature, in the Confounding Blades section, add the following to the end of the paragraph:

The rogue must have the slow reactions rogue talent before she can choose this talent.

- Page 70—In the Advanced Rogue Talents class feature, change the name of the fourth talent listed from “Hard to Fool” to “Hard Minded”.

- Page 71—In the Bandit archetype, in the Fearsome strike class feature, in the last sentence, change “replaces uncanny dodge” to “replaces improved uncanny dodge”.
- Page 72—In the Pirate archetype, in the Swinging Reposition class feature, in the second sentence, change “light armor” to “light armor or no armor”.
- Page 73—In the Pirate archetype, in the Swinging Reposition class feature, in the second sentence, change “the rogue incorporates them into her Acrobatics checks by grabbing hold of the structure and swinging toward her opponent, making either a charge or a bull rush maneuver” to “the rogue incorporates them into her movement, and does not have to move in a straight line when making either a charge attack or a bull rush combat maneuver.”
- Page 73—In the Pirate archetype, in the Unflinching class feature, remove the sentence “This ability replaces trapfinding.”
- Page 73—In the Rooftop Runner archetype, in the Roof Running class feature, in the second sentence, change “light armor” to “light armor or no armor”.
- Page 73—In the second column, in the Survivalist archetype, in the Endure Elements class feature, replace the first sentence with the following:

At 3rd level, a survivalist rogue can use *endure elements* once per day as a spell-like ability.

- Page 83—In Table 2–1, in the Prone Shooter entry, replace description in the Benefit column with the following:

Take a reduced penalty to your AC against melee attacks while prone

- Page 92—In the Channeling Scourge feat, in the Prerequisite entry, change the “**Prerequisite:**” heading to “**Prerequisites:**” and change “Inquisitor channel energy class feature” to “Channel energy class feature, inquisitor level 1st”.
- Page 92—In the Combat Medic feat, in the Benefit entry, add the following sentence to the end of the paragraph:

Unlike with other teamwork feats, allies that are paralyzed, stunned, unconscious, or cannot otherwise act still count for the purposes of this feat.

- Page 93—In the Crane Wing feat, replace the entire Benefit entry with the following:

Benefit: Once per round, when fighting defensively with at least one hand free, you can designate one melee attack being made against you before the roll is made.

You receive a +4 dodge bonus to AC against that attack. If you using the total defense action instead, you can deflect one melee attack that would normally hit you. An attack so deflected deals no damage and has no other effect (instead treat it as a miss). You do not expend an action when using this feat, but you must be aware of the attack and not flat-footed.

- Page 101—In the Final Embrace Horror feat, in the Prerequisites entry, delete “Ability Focus (constrict);”.
- Page 113—In the Prone Shooter feat, replace the entire Benefit entry with the following:

Benefit: If you have been prone since the end of your last turn, the penalty to your Armor Class against melee attacks made against you is reduced to –2. In addition, the bonus to your Armor Class against ranged attacks made against you is increased to +6.

- Page 135—In the Firearms in Your Campaign section, in the Emerging Guns subsection, in the fifth sentence, change “Craft Firearms feat” to “Gunsmithing feat”.
- Page 138—In Table 3–4, in the Two-Handed Firearms section, in the Musket, double-barreled entry, in the range column, change “10 ft.” to “40 ft.”
- Page 144—In the first column, in third paragraph, in the last sentence, change “Master Combat Performer (see page 108)” to “Performance Weapon Mastery feat (see page 112)”.
- Page 158—In the Siege Engine Rules section, in the Defense and Hit Points subsection, in the sixth sentence, change “AC” to “armor bonus”.
- Page 161—In Table 3–13, in the Indirect-Fire Engines section, in the Gargantuan Siege Engines subsection, in the Bombard, heavy entry, in the Cost column, change “8,000 gp” to “16,000 gp”.
- Page 163—In the Trebuchet section, in the Heavy subsection, in the last sentence, change “30 gp” to “40 gp”.
- Page 193—In the Making Called Shots section, in the first paragraph, in the last sentence, change “Vital Shot” to “Vital Strike”.
- Page 195—In the Called Shot Feats sidebar, in the Normal entry for both feats, change “standard action” to “full-round action”.
- Page 204—In Table 5–9, in the Do-maru entry, in the speed columns, change “15 ft.” to “20 ft.” and change “20 ft.” to “15 ft.”
- Page 211—In the 4th-Level Alchemist Spells list, move the Air Walk, Communal entry to the beginning of the 5th-Level Alchemist Spells list.
- Page 216—In the 2nd-Level Paladin Spells list, remove the entire entries for Protection from Good, Communal and Protection from Law, Communal.

- Page 222—In the Air Bubble spell, in the School entry, add “(creation)” after “conjunction”.
- Page 222—In the Air Walk, Communal spell, in the Level entry, change “alchemist 4” to “alchemist 5”.
- Page 224—In the Bestow Weapon Proficiency spell, in the School entry, add “[mind-affecting]” after “(compulsion)”.
- Page 224—In the Bestow Weapon Proficiency spell, in the spell description, delete the last sentence and replace it with the following:

The weapon can be of any type, including an exotic weapon, but the subject of the spell must be holding the weapon.

- Page 225—In the Certain Grip spell, add the following entry on a new line after the Components entry:

Range touch

- Page 226—In the Companion Mind Link spell, in the School entry, add “[mind-affecting]” after “(charm)”.
- Page 227—In the Debilitating Portent spell, in the School entry, add “[mind-affecting]” after “(compulsion)”.
- Page 227—In the Debilitating Portent spell, in the spell description, in the first sentence, change “Charisma (in case of oracles) or Wisdom (in case of clerics)” to “Charisma (in case of oracles), Intelligence (in the case of witches), or Wisdom (in the case of clerics)”.
- Page 228—In the Discovery Torch spell, delete the entire Area entry.
- Page 228—In the Discovery Torch spell, in the spell description, replace the first sentence with the following:

An object you touch emanates a 20-foot radius of bright light.

- Page 229—In the Energy Siege Shot, Greater spell, in the School entry, change “evocation” to “transmutation”.
- Page 230—In the Frightful Aspect spell, add the following on a new line after the School and Level entries:

Casting Time 1 standard action

- Page 233—In the Jury-Rig spell, add the following on a new line after the Casting Time entry:

Components V, S, M (a pinch of tree resin)

- Page 234—In Litany of Eloquence spell, in the School entry, add “, mind-affecting” after “language-dependent”.
- Page 234—In the Litany of Madness spell, in the School entry, add “, mind-affecting” within the brackets after “language dependent.”
- Page 235—In the Litany of Madness spell, in the spell description, in the third sentence, change “a saving throw” to “a Will saving throw”.

- Page 235—In the Litany of Vengeance spell, in the Duration entry, change “instantaneous” to “1 round”.
- Page 237—In the Mutagenic Touch spell, add the following on a new line after the Duration entry:

Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

- Page 238—In the Negative Reaction spell, in the School entry, add “(glamer)” after “illusion”.
- Page 239—In the Phantom Chariot spell, add the following on a new line after the Components entry:

Range 0 ft.

- Page 239—In the Phantom Chariot spell, in the spell description, in the third sentence, delete “with metal scythes”.
- Page 240—In the Protection from Good, Communal spell, in the Level entry, remove “paladin 2,”.
- Page 240—In Protection from Law, Communal spell, in the Level entry, remove “paladin 2,”.
- Page 243—In the Returning Weapon, Communal spell, in the Target entry, change “creatures touched” to “weapons that can be thrown”.
- Page 243—In the Returning Weapon, Communal spell, in the spell description, change “weapons touched” to “targeted weapons”.
- Page 244—In the Siege of Trees spell, add the following on a new line after the Casting Time entry:

Components V, S, DF

- Page 244—In the Siege of Trees spell, in the spell description, add the following after the second sentence:

The catapult uses your caster level as its targeting bonus.

- Page 247—In the Terrain Bond spell, in the School entry, add “(compulsion)[mind-affecting]” after “enchantment”.
- Page 247—In the Touch Injection spell, add the following on a new line after the Range entry:

Target you

- Page 248—In the Walk through Space spell, add the following on a new line after the School and Level entries:

Casting Time 1 standard action

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