

PATHFINDER

ROLEPLAYING GAME™

ULTIMATE COMBAT

SECOND PRINTING

Update 2.0 — Release Date: 8/20/2015

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

UPDATES

- **Page 8**—In Starting Wealth, change the samurai's starting wealth to $5d6 \times 10$ gp and the average to 175 gp.
- **Page 19**—In the Weapon Expertise entry, in the last sentence, change “Finally, his samurai levels stack” to “Finally, his samurai levels count as fighter levels and stack”.
- **Page 24**—In the Siege Bomb discovery, in the 4th sentence, remove “(or another energy type, if the alchemist is capable of modifying his bombs in that way)”.
- **Page 27**—In the Ghost Rager rage power, change the second sentence to the following:

She also gains a +3 morale bonus to touch AC, which increases by 1 at 8th level and every 4 levels thereafter (to a maximum of +7 at 20th level). This can't raise her touch AC above her full AC.

In the last sentence, delete “have the superstition rage power and”.

- **Page 30**—In the Titan Mauler archetype, in the Massive Weapons entry, before the second sentence, add “She can use two-handed weapons meant for creatures one size category larger, but the penalty for doing so is increased by 4.” Change the beginning of the following sentence from “The” to “However, the”.
- **Page 31**—In the True Primitive archetype, in the Trophy Fetish entry, in the fifth sentence, after “hide” add “or bone”. In the Urban Barbarian archetype, in the Controlled Rage entry, in the first sentence, change

“may apply” to “applies” and after the last sentence add the following sentence:

This ability alters rage.

- **Page 37**—In the Emissary archetype, in the Erratic Charge entry, change “At 17th level” to “At 20th level”.
- **Page 38**—In the Luring Cavalier archetype, in the Versatile Challenge entry, at the end, add the following:

This ability replaces demanding challenge.

In the Musketeer archetype, in the Gifted Firearm entry, delete “, as with the *reliable* firearm special ability” and “(as the *distance* special ability)”. Change the final sentence to the following:

The reduction of the weapon's misfire chance and the doubled range increment abilities don't stack with the similar benefits of the *reliable* and *distance* magic weapon special abilities.

- **Page 42**—In the Ape Shaman archetype, in the Totem Transformation entry, at the end of the second paragraph, add the following sentence:

This ability replaces woodland stride.

In the Bat Shaman archetype, in the Totem Transformation entry, in the second paragraph, change “(mammals only)” to “(bats only)”, and at the end, add “This ability replaces woodland stride.”

- **Page 43**—In the Boar Shaman archetype, in the Totem Transformation entry, at the end, add the following:

This ability replaces woodland stride.

- **Page 45**—In the Expanded Weapon Groups sidebar, in the “Thrown” paragraph, after “shuriken,” add “sibat**.”
- **Page 49**—In the Trick Throw paragraph, change “At 9th level” to “At 8th level”. Change the final sentence to the following:

This ability replaces the 8th-level bonus feat.

In the Takedown paragraph, change “At 11th level” to “At 12th level”. Change the final sentence to the following:

This ability replaces the 12th-level bonus feat.

- **Page 51**—In the Musket Master archetype, in the Musket Training ability, remove the second to last sentence. In the Pistolero archetype, in the Up Close and Deadly deed, before the final sentence, add the following:

The cost of using this deed cannot be reduced with the Signature Deed feat, the true grit class feature, or any similar effect.

In the Pistol Training ability, remove the second to last sentence.

- **Page 56**—In the Myrmidarch archetype, in the Ranged Spellstrike ability, replace the second paragraph with the following:

At 11th level, a myrmidarch can spend a full-round action to cast a spell that includes multiple ranged touch attacks and deliver more than one using ranged attacks. The spell must have a casting time of 1 full-round action or less. This functions similarly to the base ability of ranged spellstrike, but the myrmidarch can deliver a number of missiles, rays, or effect up to the number of attacks he could make with a full attack. Attacks beyond the first take penalties as if the myrmidarch were making a full attack. Any effects not used in the round the spell is cast are lost, as are any additional ranged touch attacks the spell would allow beyond the myrmidarch’s maximum number of attacks. This ability replaces spell recall and improved spell recall.

- **Page 59**—In the first paragraph (part of the Maneuver Master archetype’s Flurry of Maneuvers ability), just before the last sentence, add the following sentence:

A maneuver master loses this ability when wearing armor, using a shield, or carrying a medium or heavy load.

In the Master of Many Styles archetype, change the Bonus Feat ability to the following:

Bonus Feat: At 1st level, 2nd level, and every four levels thereafter, a master of many styles may select a bonus style feat or the Elemental Fist feat (*Advanced Player’s Guide* 158). He does not need to meet the prerequisites of that feat, except the Elemental Fist feat. Starting at 6th level, a master of many styles can choose to instead gain a wildcard style slot. Whenever he enters one or more styles, he can spend his wildcard style slots to gain feats in those styles’ feat paths (such as Earth Child Topple) as long as he meets the prerequisites. Each time he changes styles, he can also change these wildcard style slots. This ability replaces a monk’s standard bonus feats.

- **Page 60**—In the Fuse Style entry, in the second paragraph, after the second sentence, add the following:

He gains a bonus on attack rolls equal to the number of styles whose stances he currently has active.

In the Sensei archetype, in the Mystic Wisdom entry, in the second paragraph, change both instances of “12th” to “10th” and both instances of “18th” to “14th”. In the Sohei archetype, change the Weapon and Armor Proficiency entry to the following:

Weapon and Armor Proficiency: A sohei is proficient with all simple and martial weapons and with light armor, instead of a monk’s usual weapon and armor proficiencies. This ability alters the monk’s weapon and armor proficiencies.

- **Page 68**—In the Warden archetype, in the Wilderness Whispers entry, just before the last sentence, add the following sentence:

A warden can always move at full speed while using Survival to follow tracks without penalty.

At the end of the last sentence, add “and master hunter”.

- **Page 70**—In the Terrain Mastery subentry (part of the Rogue Talents entry beginning on the previous page), remove “, and granting all other favored terrains a +2 increase to the favored terrain bonus”. In the Advanced Rogue Talents entry, change the Hard Minded subentry to the following.

Hard Minded (Ex): A rogue with this talent is hard to fool with illusions. She automatically receives a save to

disbelieve any illusion she can see each round at the start of her turn, even if she hasn't interacted with it. If she fails a saving throw against an illusion that is not to disbelieve, she can attempt to save again again 1 round later at the same DC. She gets only one extra chance to succeed at her saving throw.

- **Page 71**—In the Advanced Rogue Talents entry, after the Hide in Plain Sight subentry, add the following advanced rogue talent.

Master Tricks: The rogue can select a ninja trick from the list of master tricks in place of a rogue talent. The rogue cannot select a ninja trick that has the same name as a rogue talent. The rogue can choose but cannot use tricks that require ki points, unless she has a ki pool.

- **Page 90**—In the Boar Style feat, in the benefit's last sentence, change "bleed" to "extra points of."
- **Page 93**—In the Crane Riposte feat, in the Benefit, change the second sentence to the following:

Whenever you deflect an opponent's attack using Crane Wing or lose the dodge bonus from Crane Wing because an attack missed you by 4 or less, you can make an attack of opportunity against the attacker after the attack misses.

In the Crane Wing feat, in the Benefit entry, change the first two sentences to the following:

When fighting defensively with at least one hand free, you gain a +4 dodge bonus to AC against melee attacks. If a melee attack misses you by 4 or less, you lose this dodge bonus until the beginning of your next turn.

- **Page 98**—In the Dragon Ferocity feat, in the Benefit, change the first sentence to the following:

While using Dragon Style, increase your Strength bonus on unarmed strike damage rolls by an additional one-half your Strength bonus, to a total of double your Strength bonus on the first attack and 1-1/2 times your Strength bonus on the other attacks.

- **Page 101**—In the Feral Combat Training feat, in the Benefit entry, delete "as well as effects that augment an unarmed strike". In the Final Embrace feat, in the Prerequisites entry, after "special attack" add "as a racial ability".
- **Page 102**—In the Final Embrace Master feat, in the Prerequisites entry, delete "Ability Focus (constrict);".
- **Page 106**—In the Improved Snap Shot feat, in the Benefit entry, change "10 feet" to "5 feet". In the

Improved Two-Weapon Feint feat, in the Prerequisites entry, after "Improved Two-Weapon Fighting," add "Two-Weapon Feint,".

- **Page 110**—In the Moonlight Stalker Feint feat, in the Prerequisites entry, after "Combat Expertise," add "Improved Feint,".
- **Page 113**—In the Prone Shooter feat, in the Prerequisites entry, remove "Weapon Focus (crossbow or firearm)," capitalize "base", and remove the entire special section.
- **Page 114**—In the Raging Deathblow feat, in the Benefit entry, in the first sentence, replace "your opponent" with "an opponent of a CR greater than or equal to your character level".
- **Page 115**—In the Rapid Grapppler feat, in the Benefit entry, in the final sentence, add "at a -5 penalty" before the period.
- **Page 116**—In the Sap Adept feat, in the Benefit entry, remove the word "twice".
- **Page 119**—In the Signature Deed feat, in the Benefit entry, change the start of the second sentence from "You can" to "Once per round, you can". Change the final sentence to the following:

You can reduce the cost of a deed in this way only if you have at least 1 grit point.

- **Page 120**—In the Sneaking Precision feat, in the Prerequisites entry, change "Sneak attack class feature" to "Sneak attack +6d6".
- **Page 122**—In the Tiger Claws feat, in the Benefit entry, change the third sentence to the following:

If you use Power Attack in conjunction with this attack, increase your Strength bonus on one of the damage rolls by an additional one-half your Strength bonus.

- **Page 129**—In Table 3-1: Eastern Armor, in the Kikko Armor entry, change the Cost to "250 gp", and in the Four-Mirror Armor entry, change the Cost to "125 gp". Change "Stone coat" to "Lamellar, stone" and move it to appear after "Lamellar, iron". Delete the stone coat entry from the text below (it's already covered in the lamellar armor entry on page 128).
- **Page 132**—In Table 3-3: Eastern Weapons—Exotic, replace the Katana, Double Walking Stick entry with the entry shown at the bottom of the page. In the Katana, Double Walking Stick paragraph, before the final sentence, add the following sentence:

When drawn, the blades use the statistics listed on the table.

Katana, double walking stick	50 gp	1d4	1d6	19-20/x2	—	6 lbs.	S	—
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- **Page 136**—In the Loading a Firearm entry, in the Advanced Firearms subentry, at the end add the following sentence:

The Rapid Reload feat reduces this to a free action.

- **Page 138**—In the Musket, Double-Barreled Musket entry, in the first sentence, change everything after the semicolon to “each barrel can be shot independently as separate attacks, or both can be fired at once as a standard action (the attack action).”
- **Page 144**—In the Scorpion Whip description, replace the last sentence with the following two sentences:

If you are proficient with both the scorpion whip and whip, you can use a scorpion whip in either the normal way (as a light performance weapon) or as a whip. When you use a scorpion whip as a whip, it is equivalent to a whip, but deals lethal damage and can harm creatures regardless of their armor bonus.

- **Page 145**—In Table 3–7: Gladiator Weapons, in the Aklys entry, change the Dmg (S) value to “1d4” and the Dmg (M) value to “1d6”.
- **Page 147**—In the Gold section, in the Armor entry, in the last sentence, before the period add “and the fragile quality”. In the Stone section, in the Weapons entry, after “spears,” add “axes, daggers,”.
- **Page 163**—In the Firewyrms entry, after the fourth sentence, add the following sentence:

Those who fail their saves catch on fire.

- **Page 199**—In the Dragonhide section, in the first sentence, remove “, but only confer the immunity on the wearer if he is wearing a suit of armor made entirely of dragonhide from the same type of dragon”. In the last sentence, remove everything starting with the semicolon. At the end, add the following sentence:

Dragonhide armor pieces retain dragonhide’s usual 25% reduction in cost when adding matching energy protection to them.

- **Page 202**—In Table 5–8: Leg Armor Pieces, In the O-yoroi entry, change the Armor Bonus to “+1”.
- **Page 222**—In the Abundant Ammunition spell, in the parenthetical in the first sentence, after “shuriken” add “, but not special materials, alchemical attributes, or nonmagical treatments on the ammunition”. In the Adoration spell, in the School line, change “transmutation” to “enchantment [emotion, mind-affecting].”
- **Page 230**—In the Find Quarry spell, in the description, at the end, add the following:

Anything that would prevent *locate creature* from finding a creature also prevents *find quarry* from doing so.

- **Page 232**—In the Judgment Light spell, after the Duration line, add the following line.

Saving Throw see text; **Spell Resistance** yes

- **Page 234**—In the Litany of Eloquence spell, at the end of the first paragraph, add the following:

As usual, obvious danger prevents fascination and potential danger grants a save.

In the Litany of Escape spell, in the description, at the end, add the following:

If there is no available space for the target to teleport to, the spell fails.

- **Page 235**—In the Litany of Righteousness and Litany of Sloth spells, in the Saving Throw lines, change “**Saving throw** no” to “**Saving throw** Will negates”.
- **Page 240**—In the Pup Shape spell, in the Target line, remove “or magical beast.” In the description, in the first paragraph, in the first sentence, after “Small magical beast”, add “ (or a magical beast one size category smaller than the original creature, whichever is smaller)”. In the second paragraph, in the third sentence, after “mind-affecting” add “emotion”.
- **Page 245**—In the Stoneskin, Communal spell, in the Components line, change “100 gp” to “250 gp”.
- **Page 246**—In the Symbol of Striking spell, at the end, add the following as a new paragraph:

Symbol of striking can be made permanent with a *permanency* spell by a caster of 13th level or higher for the cost of 10,000 gp.

- **Page 248**—In the Touch Injection spell, in the first paragraph, before the last sentence, add the following:

In the case of a personal infused extract, the opponent receives both a Fortitude save and spell resistance.

- **Page 249**—In the Water Walk, Communal spell, in the Level line, change the level to “cleric 2, ranger 2”.

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