

PATHFINDER PLAYTEST RULEBOOK

Update 1.0 — Release Date: 8/13/2018

This document contains critical updates to the *Pathfinder Playtest Rulebook*. Updates that are new to this document have their page references marked with **bold** text. Changes are broken into three categories.

New Rules Updates: These are entirely new rules for use in your Pathfinder Playtest game, possibly replacing existing rules in the game (there are no new rules in this initial update).

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.

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.

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

—Pathfinder Playtest Design Team

CRITICAL UPDATES

- **Page 31**—In the goblin’s Very Sneaky feat, replace the entire second paragraph with “In addition, as long as you continue to use 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 43**—In Classes chapter, in the Proficiencies section, at the end of the second paragraph, add “All classes are trained in unarmored defense.”
- **Page 45**—For the alchemist, in the Proficiencies section of the sidebar, under Skills, change “2” to “3”. In Advanced Alchemy, in the third sentence, remove “common”.
- **Page 46**—In the alchemist’s Quick Alchemy action, change “common alchemical item” to “alchemical item in your formula book”. In the Formula Book section, change “The formula book contains formulas for your choice of 4 common 1st-level alchemical items.” to “The formula book contains the formulas you gained from Alchemical Crafting.”
- **Page 64**—In the bard’s Spell Repertoire section, in the first sentence, change “one 1st-level occult spell” to “two 1st-level occult spells”.
- **Page 79**—For the druid, in the Proficiencies section of the sidebar, under Skills, change “4” to “3”.
- **Page 113**—For the ranger, in the Key Ability section of the sidebar, change the text to “Strength or Dexterity”.
- **Page 129**—For the sorcerer, in the Bloodline Signature Skills subsection of Reading a Bloodline Entry, change the description to “You add the listed skills to your signature skills.”
- **Page 158**—In the Sneak action of the Stealth skill, in the third paragraph, in the first sentence, change “at 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 181**—In Table 6–6: Simple Ranged Weapons, in the Sling entry, change its hands entry to “1”.
- **Page 197**—In the Spells chapter, in the Spell Attacks section,

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”

OTHER UPDATES

- **Page 48**—In the alchemist’s Efficient Alchemy feat, in the third sentence, change “four” to “eight” and “two” to “four”.
- **Page 49**—In the alchemist’s Debilitating Bomb feat, change the trigger to “You craft an alchemical bomb using the Quick Alchemy action.” In Feral Mutagen, in the description, change all instances of “feral mutagen” to “bestial mutagen”.
- **Page 50**—In the Sticky Bomb feat, change the trigger to “You craft an alchemical bomb using the Quick Alchemy action.”
- **Page 73**—In Table 3–10: Domains, in the Might domain, change “Enduring strength” to “Enduring might”.
- **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.” Under Champion Powers, in the second paragraph’s fourth sentence, change “rounded down” to “rounded up”.
- **Page 108**—In the paladin’s 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 121**—In the rogue’s 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 rogue’s Perfect Distraction feat, at the end, add “Once you use Perfect Distraction, you need to take 1 minute to set up another distraction before you can use this feat again.” In Reactive Distraction, in the trigger, at the end add “You must have a Perfect Distraction ready to use.”
- **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 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”.

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