PATHFINDER PLAYTEST RULEBOOK

Update 1.1 — Release Date: 8/27/2018

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 system.

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.

Doomsday Dawn Updates: These changes affect the playtest adventure, *Doomsday Dawn*. Please incorporate these changes if you are GMing the adventure. This section contains spoilers!

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

—Pathfinder Playtest Design Team

NEW RULES UPDATE—DYING

As of Update 1.1, we've introduced a new set of rules for dropping to 0 Hit Points to address several issues with the system as initially printed. The intent of this iteration is to simplify the system and the tracking involved, remove the confusion people had when they were dying but conscious, and get people back into the fight more consistently by removing the recovery roll for unconscious characters. This is a first step in changing these rules. We will take additional steps as needed to perfect the system.

The primary dying system replacement overwrites the sections on pages 295–296. More rules that are affected by this change appear under Conditions, Administer First Aid, and Other Changes.

Getting Knocked Out

When you're reduced to 0 Hit Points, you get knocked out. When this happens, you are subject to the following effects:

- You **fall unconscious** (you gain the unconscious condition).
- You immediately **move your initiative** position to directly *before* the current initiative position. If a creature knocked you out, for instance, your next turn would come immediately before that creature's turn.
- If the damage came from a lethal source, you gain the **dying 1** condition. If the effect that knocked you out was a critical success from the attacker or the result of your critical failure, you gain the **dying 2** condition instead. If the damage came from a nonlethal attack or effect, you don't gain the dying condition, but you are still unconscious with 0 Hit Points.

Dying

If your dying value reaches 4 or greater, you die. You lose the dying condition upon returning to 1 or more Hit Points. When you lose the dying condition, you regain consciousness, but are slowed for 1 round. Your slowed value is equal to the dying value you had when you were healed (so if you were dying 2, you are slowed 2 for 1 round).

Recovery Saving Throws

When you're dying, at the start of each of your turns you attempt a special Fortitude saving throw to see if you get better or worse; this is called a recovery saving throw. The effects of this save are as follows.

Success Your dying value is reduced by 1.
Critical Success Your dying value is reduced by 2.
Failure Your dying value increases by 1.
Critical Failure Your dying value increases by 2.

The GM sets the DC of your recovery saving throw when you're knocked out. This DC is equal to the DC of the spell or ability that dropped you plus your current dying value.

If damage that reduced you to 0 Hit Points came from something that doesn't have a DC, such as an attack roll, use the attacker's class DC. Though a class DC usually includes the key ability modifier for a character's class, the GM might sometimes decide a different ability score is appropriate; for example, a wizard's class DC usually uses Intelligence, but if he knocks someone out with his staff, the DC might use Strength or Dexterity. For monsters, the GM will use a high-difficulty skill DC of the monster's level (see page 336).

Always use the recovery DC determined at the time you were knocked out—if the attacker's DC changes later, your recovery save DC doesn't retroactively change to match.

Taking Damage while Dying

If you take damage while you're already unconscious, apply the same effects as if you had been knocked out by that damage, except you don't move your initiative position. If you were already dying and the recovery save DC for the new damage is higher than your current recovery save DC, start using the higher DC.

Heroic Recovery

You can spend 1 Hero Point (see page 300) when your dying value would increase to return to 1 Hit Point, no matter how close to death you are. As normal, when you return to 1 HP you lose the dying condition and become conscious and slowed.

Unconscious

When you're reduced to 0 Hit Points, you fall unconscious. You lose any remaining actions and reactions, and while unconscious, you don't regain your actions and reaction each turn. If you return to consciousness, you'll need to wait until the start of your turn to get your actions and reaction again.

If you return to 1 Hit Point or more, you become conscious. As noted before, if you had the dying condition, you are slowed on your first turn after regaining consciousness. If you did not have the dying condition when you regain consciousness, you aren't slowed.

When you're unconscious and at 0 HP but no longer dying, you naturally return to 1 HP and awaken after sufficient time passes. The GM determines how long you remain unconscious, from at least 10 minutes to several hours.

Conditions

Change the dying and unconscious conditions as follows on pages 296, 321, and 324.

Dying

You are bleeding out or otherwise at death's door. Dying always includes a value, and if it ever reaches dying 4, you die. If you're dying, you must attempt a recovery saving throw at the start of your turn to determine whether you get better or worse. If you ever have 1 HP or more, you lose the dying condition. Recovery saving throws and what happens when you regain HP while you are dying are explained above.

Unconscious

You've been knocked out. You can't act. You also take a –4 conditional penalty to AC and have the blinded, deafened, and flat-footed conditions. When you gain this condition, you fall prone and drop items you are wielding or holding unless the effect states otherwise or the GM determines you're in a position in which you wouldn't. If you ever return to 1 Hit Point or more, you become conscious. If you were dying when you regain conscious, you're slowed for 1 round, with a slowed value equal to the dying value you had just before you returned to 1 HP. When you're unconscious and at 0 HP but no longer dying, you naturally return to 1 HP and awaken after sufficient time passes. The GM determines how long you remain unconscious, from at least 10 minutes to several hours.

Administer First Aid

Replace the Administer First Aid action on page 152 with this revised one. The significant changes are that the creature remains at 0 HP (now that you can be at 0 HP and not be dying) and that the DC is now the same as that of the recovery save.

ADMINISTER FIRST AID

Manipulate **Requirements** You must have healer's tools (see page 186).

You perform first aid on an adjacent creature that is at 0 Hit Points in an attempt to stabilize it. You can also perform first aid on an adjacent creature that is taking persistent bleed damage. To stabilize a dying creature, the DC is equal to the creature's recovery save DC; to stem blood loss, the DC is 15. If a creature is both dying and bleeding, choose which effect you're trying to treat each time you roll. You can Administer First Aid again to attempt to remedy the other effect.

Success The creature at 0 Hit Points loses the dying condition (but remains unconscious), or you end the persistent bleed damage (see page 323).

Critical Failure The creature with 0 Hit Points has its dying condition increased by 1. A creature with persistent bleed damage takes damage equal to the amount of its persistent bleed damage.

Other Changes

Make the following smaller changes to other areas of the book.

- **Page 259**—In the *stabilize* spell, change the description to "The soft glow of positive energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points." Also, remove that spell's Heightened entry.
- **Page 300**—In Spending 1 Hero Point, change everything after "spend 1 Hero Point to" to "return to 1 Hit Point. As normal for gaining HP when dying, you lose the dying condition, become conscious, and are slowed for 1 round."
- **Page 304**—In Turns, in Step 1: Start Your Turn, in the third bullet point, delete "or unconscious."
- **Page 315**—In Drowning and Suffocation, in the second paragraph, in the final sentence, change "return to 1 HP and are unconscious" to "remain unconscious".

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 38**—In the introduction, after the third sentence, add "You don't need to meet the prerequisites of the skill feat gained from your background."
- 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, in 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".
- **Page 46**— 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 for four common 1st-level alchemical items of your

choice, in addition to those 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, in 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 152**—Replace Administer First Aid with the new version found in New Rules Update—Dying.
- 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 163**—In Additional Lore, change "5th" to "7th" and "13th" to "15th".
- **Page 175**—In Equipment, in Item Damage, delete the second sentence.
- 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"
- **Page 259**—In the *stabilize* spell, change the description to "The soft glow of positive energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points." Also, remove that spell's Heightened entry.
- **Page 294**—In Nonlethal Attacks, in the second paragraph's first sentence, change "calculate your attack roll result as if you were untrained with the weapon." to "you take a –2 circumstance penalty to the attack roll."
- **Page 295–296**—Replace the dying rules and conditions as indicated in New Rules Update—Dying.
- **Page 300**—In Spending 1 Hero Point, change everything after "spend 1 Hero Point to" to "return to 1 Hit Point. As normal for gaining HP when dying, you lose the dying condition, become conscious, and are slowed for 1 round."
- **Page 304**—In Turns, in Step 1: Start Your Turn, in the third bullet point, delete "or unconscious."
- **Page 315**—In Drowning in Suffocation, in the second paragraph, in the final sentence, change "return to 1 HP and are unconscious" to "remain unconscious".
- **Page 307**—In Basic Actions, in Drop, before the period at the end of the first sentence, add "or release your grip from one hand while continuing to hold it in the other".
- **Page 321**—Replace the dying condition as indicated in New Rules Update—Dying.
- **Page 324**—Replace the unconscious condition as indicated in New Rules Update—Dying.

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 88**—In Weapon Specialization, in the second paragraph, delete the last sentence.
- **Page 89**—In the sidebar, in Stance, in the second sentence, after "enter" add "or be in".
- **Page 94**—In Improved Dueling Riposte, replace the last sentence with "You can use this extra reaction even if you are not benefiting from Dueling Parry."
- **Page 95**— In Improved Twin Riposte, replace the last sentence with "You can use this extra reaction even if you are not benefiting from Twin Parry."
- **Page 97**— In Powerful Fist, change "use your normal proficiency" to "don't take the –2 circumstance penalty".
- **Page 99**—In Ki Strike, at the end of the third sentence, add ", which you can cast at a cost of 1 Spell Point". In the second paragraph, change "When you use Ki Strike" to "When you select Ki Strike".
- **Page 99**—In the sidebar, in Stance, in the second sentence, after "enter" add "or be in".
- 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." In 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 138**—In Universalist Wizards, in the second sentence, change "per each" to "to recall a spell of each"
- **Page 139**—In Hand of the Apprentice, at the end of the first sentence, add ", which you can cast at a cost of 1 Spell Point".
- 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 170**—In Recognize Spell, replace the Trigger entry and the description with the following.

Trigger A creature casts a spell within line of sight of you that you don't have prepared or in your spell repertoire, or a trap or similar inanimate object triggers and casts such a spell. You must be aware the creature is casting the spell or the trap is triggering.

If the spell is a common spell of level 2 or lower and you are trained in the appropriate skill for the spell's tradition, you automatically identify it. The spell level you automatically identify increases to 4 if you're an expert, 6 if you're a master, or 10 if you're legendary. Otherwise, the GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast. If you're untrained in the skill, you can't get a better result than failure. The DC of the check is 10 plus triple the level of the spell. The DC for an uncommon spell is usually 2 higher than for a common spell, and the DC for a rare spell is usually 5 higher.

- **Page 180**—In Table 6–5, in the entry for bastard sword, in the damage entry, change "1d8 P" to "1d8 S".
- **Page 195**—In Polymorph, just before the last sentence, add "Any new Strikes specifically granted by a polymorph effect are magical."
- **Page 195**—In Casting Spells, at the end of the first paragraph, add "Whenever you Cast a Spell, your spellcasting creates visual manifestations of the gathering magic, although feats such as Conceal Spell (page 131 and 139) and Melodious Spell (page 67) can help hide such manifestations or otherwise prevent observers from noticing that you are casting."
- **Page 197**—In the Spells chapter, just before the Dispelling section, add a new section called Identifying Spells that reads "Sometimes you need to identify a spell, especially if its effects are not obvious right away. If you notice a spell being cast or see the manifestations from its casting and you have prepared that spell or have it in your repertoire, you automatically know what the spell is, including the level to which it is heightened. Otherwise, you must spend an action on your turn to attempt to identify the spell using Recall Knowledge, or can use the Recognize Spell feat (see page 170) to attempt to identify the spell using a reaction."
- **Page 199**—In the Arcane Spell List, in 3rd-Level Spells, add "Glyph of warding".
- **Page 200**—In the Divine Spell List, in 2nd-Level Spells, add "Remove paralysis[H]". In 3rd-Level Spells, add "Glyph of Warding".
- **Page 201**—In the Occult Spell List, in 3rd-Level Spells, add "Glyph of warding".
- **Page 202**—In the Primal Spell List, in 3rd-Level Spells, add "Glyph of warding".
- 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".
- **Page 217**—In the *divine decree* spell, in the fourth sentence, remove "of that alignment".
- **Page 284**—In Animal Companions, in both Nimble and Savage Companion, at the end, add "Its attacks are magical."
- **Page 287**—In Familiar Abilities, add "Burrow Speed of 5 feet, allowing it to dig a Tiny hole" and "Can use up to two of its limbs to take manipulate actions as if they were hands".
- **Page 287**—In Master Abilities, change the second ability to read "You gain one additional spell slot at least 3 levels lower than your highest-level spell slot; you must be able to cast level 4 spells using spell slots to select this master ability."
- **Page 375**—In the *shock* property rune, change the greater entry to "On a critical hit, the initial target also takes 2d6 persistent electricity damage, and the additional creatures take 2d6 electricity damage. Electricity damage dealt by this weapon (including the persistent electricity damage) ignores the targets' electricity resistance.
- **Page 382**—In the *bag of holding* item, remove the Activation entry. At the end of the first paragraph, add "You can use Interact actions to retrieve or stow items from a *bag of holding* just like using any other sack."
- **Page 419**— In the sidebar, in Stance, in the second sentence, after "enter", add "or be in".

DOOMSDAY DAWN UPDATES

These changes apply to the playtest adventure, *Doomsday Dawn*. **Beware of spoilers** if you plan to play that adventure! These updates should be read by GMs who are planning to run *Doomsday Dawn*.

- **Page 16**—In the treasure section, in the third paragraph, in the second paragraph, change "*wand of produce flame*" to "*wand of burning hands*".
- **Page 31**—In the *touch of corruption* spell, change the Target entry to "one living creature or one willing undead creature".
- **Page 70**—Change the scale of the map to "1 square = 10 feet".

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