

PATHFINDER REVISED

A Ruleset Modification for Pathfinder 1st Edition

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Changelog (Last Change 8-17-2024)

Most Recent Changes in **Red Text**. Changelog at bottom of Document.

Meta Rules

Rules for Players

Character Creation

Generally games should start no earlier than lvl 4. (20 point buy, Wealth By Level gold.) If starting at lvl 1 everyone starts with 150gp. Maximum HP for the first 5 lvls, then average HP (rounded up) for subsequent levels. (Animal Companions always receive maximum HP)

Role Play

If you record an “in character” journal as a role playing device (detailing things like character thoughts, emotions, descriptions of character interactions, items found, conversations with other characters, drawings, etc) gain one Hero Point per session. (Maximum 1 Point)

Lore Keeper

Each session one player must record loot, events, NPCs, etc... and will receive +1 to all skill checks throughout the next session.

Limitations to Progression

Maximum level: 11

After lvl 11 players can Gestalt with a Prestige Class, starting as though gestalting from lvl 1. If you already have levels in that Prestige Class, you may continue advancing it. However, your total character level does not go beyond 11.

Gestalt: This variant leveling system allows you to gain all the class features of a second class, taking the higher BAB, Saves, Skills, & HD between the two classes.

In addition, characters gain 2 skill ranks per level (no bonus from Int), and a bonus feat every odd gestalt level.

Note: Your actual level and CL do not go above 11.

Special: Gain Favored Prestige Class as a bonus feat when you take your first Gestalt level

Mechanics & Rules

Retraining

During Downtime players can retrain character choices by paying a percentage of their total estimated [wealth by level](#) at the following rates:

Class/archetype: 10% (per class/archetype)

Skills: 5% (all skills)

Feats & Class Features: 2% (each)

Swap Ability Scores: 5% per ability swapped. (minimum 10%, eg two Attributes)

Whole Character: 25%

Rarity System

Feats, Classes, Archetypes, Spells, Items, Races and other character options are part of a Rarity system. (See Spreadsheets)

Common

Anyone can take this. If something is of unlisted rarity it is Common.

Uncommon

You will have to know and conform with the in game lore surrounding these choices.

They are typically things which are regionally specific, or may require membership with a certain group, etc...

Uncommon choices must be specifically accounted for. For example, you must gain membership with a faction, or you must travel to the region where the thing can be found.

The GM may require additional efforts by a player to obtain or maintain Uncommon choices beyond simply describing them in your backstory.

Rare

These choices generally require GM permission and/or will often require a major in game undertaking to acquire them as a quest reward. Things marked as Rare may be very powerful, could be secret and difficult to find access to, or they may be campaign specific.

Unique

Things with this rarity generally cannot be obtained by players. Artifacts and other exceptionally rare and powerful things which might be the subject of an entire campaign or which would be exceptionally rare, and as the name implies, unique, fall in this category.

Traits: All Traits are Uncommon.

Prestige Classes: All Prestige Classes are Uncommon, though specific lore requirements can be haggled on with the GM

Testing Monster Changes

Universal frightful presence. Will save $DC = 10 + \frac{1}{2} HD + (2 * (CR - \text{Average Player Level}))$
Monsters are scary and powerful, especially ones noticeably stronger than you. This makes various anti fear abilities more relevant considering how common they are. (Paladins, bards, fighters, etc all get them and the many spells which provide bonuses against fear)
The DC is intended to only be modest, but scale with the difficulty of challenges.

Bleed Damage

All Bleed Damage now stacks with itself.

Luck Bonuses

Now Stack with themselves.

Critical Hits

An attack that hits and threatens a critical hit but fails to confirm the critical gives one bonus die of damage equal to the damage die of a weapon one size category smaller than the threatening weapon's. (Ex a medium rapier gains +1d4 bonus damage on a failed confirmation)

Initiative

Now based on Wisdom instead of Dexterity.

Race Changes

Race Doc

New: Turtle, Warforged, Usanagi, Gaumaeo, Wyrmlings, Midan, Ooblek, Xiongmao

Changes to: Kobold, Tengu

Changes to Character & Class Features Generally

Favored Class Bonus

You may select any race's favored class bonus when you first gain a level in your favored class, however once the choice is made you may not choose another race's bonus later on.

Weapon Proficiencies

Characters which gain Weapon Proficiency with all Martial Weapons may choose to instead gain proficiency with all Eastern Weapons.

A character who gains proficiency with more than just simple weapons may exchange all additional weapon proficiencies granted by their class to instead gain proficiency with a single Exotic Weapon of their choice,

A character who gains proficiency with all simple weapons may forego those proficiencies to instead gain proficiency with a single Martial Weapon or to gain the Unarmed Combat feat (see below).

Skill Ranks

Classes with 2 + Int Skills Ranks /lvl are upgraded to 4+Int Ranks /lvl except Int based classes (ie Wizard, Witch, Magus, etc)

Familiars

In place of their normal bonus, all familiars now give the choice of:

+2 to any one save;

[Toughness](#) as a bonus feat; or

Choice of one of the new Skill Feats below.

Channel Energy

Now add Wis Mod to the amount rolled. (Vary stat as necessary for non-clerics)

Now heals living and harms undead at the same time (and vice versa)

[Natural Spell](#)

Removed. Druids etc can just cast while Wild Shaped.

Drake Companions: Changed, [See Document](#)

Alignment

Except for Paladin and Anti-Paladin (see below) alignment based restrictions are removed from classes, feats, spells, etc.

New Domain: Time

Specific Class Changes

Alchemist/Investigator

Now considered to have a Caster Level and Spell List and can thus take feats relating to item crafting, as well as use wands, etc...

Druid

Druids who choose an Animal Companion as their Nature Bond use Charisma as their Primary Ability Score, rather than Wisdom. Druids who choose a Domain or Herbalism as their Nature Bond use Wisdom as their Primary Ability Score. Druids who select an archetype which removes (rather than alters or modifies) Nature Bond use Wisdom as their Primary Ability Score.

See also, [Menagerie](#) & [Myceloid](#) Druid Archetypes

Fighter

Bravery: Now applies to all Will Saves.

Gunslinger

Removed as independent class pending further analysis of gun changes/reworks (Bolt-Ace variant merged with Swashbuckler/Rogue changes)

Gun Changes

Guns are treated as Rare Items.

Mechanics changes:

Treat enemies as Flat Footed within 1st range increment (No longer targets Touch AC). No explosion on double misfire, but the gun does become unusable until fully repaired (1 hour of Gunsmithing work). Misfire now only occurs on a roll of 1 for all firearms but otherwise functions as normal, increasing misfire chance by 4 and causing the [broken](#) condition until repaired.

See also: Changes to Gunsmithing and Amateur Gunslinger in Combat Feats.

[Spell Cartridges](#): Clarifications/Changes. Damage is subject to spell resistance. Base damage is now 1d6 at all levels.

Changes to Guns. Only the following Guns may be used:

- Pistol: Range 30ft; Damage 2d6; Crit x2
- Musket: Range 60ft; Damage 3d8; Crit 19-20 x2
- Blunderbuss: Range 15ft Cone; Damage 6d4, +1d6 fire damage within the first 5ft; Crit

x3

Monk

Can use Flurry of Blows while using Two-Weapon Fighting, but cannot make more attacks than one more than the maximum number normally allowed by their Two-Weapon Fighting feats. (This change is intended to make it so Monks who Multiclass can still benefit from their Flurry Class Feature at higher levels.)

Ninja

Converted to a Rogue Archetype ([See Document](#))

Paladins / Anti-Paladins

Paladins must be non-evil and Anti-Paladins non-good, but otherwise can be any Alignment, so long as they exactly match their Deity's Alignment.

Rogue

Core Rogue banned. Unchained Rogue allowed.

Rogue's Edge: At 5th level a Rogue gains the Skill Unlock Powers of any 5 skills of their choice. At 10th level a Rogue gains the Skill Unlock Powers for all skills they have sufficient ranks in.

See also [Brutalizer](#) Rogue Archetype

Ranger

Favored Terrain: At lvl 3 a ranger can choose a favored terrain. He may change his Favored Terrain by spending 48 continuous hours in his new terrain of choice. A ranger gains the ability to maintain a second favored terrain at lvl 9.

Favored Enemy: A ranger may change his Favored Enemy after spending 6 hours researching field guides, arcane texts, or other materials related to the creature's weaknesses, anatomy, and abilities. At level 7 a ranger can have up to two Favored Enemies at once.

Spells: A Ranger may forego Spellcasting, instead gaining an additional bonus feat at 4th level and every three levels thereafter. These bonus feats must be selected from among the following: Any [Item Mastery](#) or [Conduit](#) Feat, [Weapon Trick](#), or [Equipment Trick](#).
Note: Foregoing Spellcasting also grants the Ranger Combat Stamina at Level 1.

See also [Witch Hunter](#) Ranger Archetype

Sorcerer/Oracle

Gain one additional spell per day of each spell level.

Summoner

Always use Unchained Summoner Spell List

Swashbuckler/Bolt-Ace

Converted to a Rogue Archetype ([See Document](#))

Vampire Hunter & Omdura

Banned. (Setting)

Warpriest

May take Extra Lay on Hands, gaining two extra Fervor which can only be used for healing, harming, or for channeling energy, and not to enhance spellcasting.

Wizard

School Specialization: Now also grants [Spell Mastery](#) as a Bonus Feat, but only allows you to prepare a number of spells per day from your chosen school equal to the highest level of spell you can cast plus your intelligence modifier without need for a spell book. You may change the spells chosen each level. (You may still take Spell Mastery separately and the effects stack)

Arcane Bond: Must choose Item Bond (see below)

Item Bond changed as follows:

Amulet: Gain [Magic Trick](#) (See PFR) as a Bonus Feat.

Glasses: The wizard gains a single spell slot of one level higher than they could normally cast. However, this slot may only be used to prepare a metamagic spell of a lower level. (For example, a 10th level wizard would have a 6th level slot in which he could only prepare a metamagic spell, such as Widened *Fireball*.)

Hat: You may use each of your school/bloodline powers three additional times per day. You may also use one other, non-opposition school's 1st level school power three times per day.

At 11th level you may use the second school's 8th level power once per day.

Ring: Choose only a single opposition school. A character without opposition schools (such as a Universalist Wizard, or a Sorcerer with the Arcane Bloodline) who chooses a Ring Bond instead gains [Spell Focus](#) as a Bonus Feat while wearing his ring.

Staff: Each day you may prepare a number of additional spell levels of spells equal to the highest level sorcerer/wizard spell you can cast. (For example if you can cast 5th level spells you may prepare one extra 5th level spell, one 3rd and 2nd level spell, five 1st level spells, or any similar combination that adds up to a total of five spell levels.) Opposition school spells may not be prepared in this manner.

Wand: Each day you may imbue your wand with a single 1st level spell from your spellbook. You gain benefits as though it were a spell wand of the imbued spell and may cast the imbued spell from your wand a number of times per day equal to $\frac{1}{3}$ your Wizard Level (min 1). At 9th level you may instead imbue your wand with a second level spell. At 15th level you may imbue a 3rd level spell into the wand, and at 20th level you may imbue a 4th level spell. You may imbue a metamagic spell whose total level is less than or equal to the maximum spell level you can imbue. Feats and abilities, such as [Magical Lineage](#), cannot reduce the total level of a spell for these purposes. An opposition school spell may not be imbued in this manner.

Weapon: The Wizard gains Quick Draw, Arcane Strike, and proficiency with the chosen weapon.

A wizard can add additional magic abilities to his bonded object as normal, but may not use it to cast an additional spell per day, except as permitted above.

Prestige Classes Generally

Removed feat requirements from all prestige classes. Now entry only requires 6HD (i.e. you can begin taking a Prestige Class at 7th lvl)

Changes to Feats

Feat Progression: All characters now gain a Bonus Non-Combat Feat at level 1, and every three levels thereafter.

Special: At level 11 a character may retrain any number of these feats for free when selecting a Prestige Class.

Merged: The Feat is now included as part of the effects of the listed Feat.

Removed: The Feat's benefit is now available to all characters or is obsoleted by some change.

Combined: This Feat grants all listed Feats.

Combat

[Power Attack](#), [Deadly Aim](#), [Combat Expertise](#), [Spring Attack](#): Removed. Now just actions that can be taken by anyone with +1 BAB. They no longer require feats.

Special:

Feats that require both Int 13 and [Combat Expertise](#) no longer require Int 13.

[Improved Spring Attack](#): Must be taken as a separate feat still, but improves to [Greater Spring Attack](#) as indicated in the feat scaling rules. No longer requires [Dodge](#) as a prerequisite.

[Point-Blank Shot](#): Removed, becomes a state based bonus and does not require a feat.

[Precise Shot](#): To negate the -4 Penalty you must carefully aim, taking a move action. Precise Shot reduces this to a free action.

[Rapid Reload](#): Reloading any crossbow becomes a Free Action and any firearm becomes a Move Action. Reloading any weapon as a free action does not provoke an attack of opportunity.

[Crossbow Mastery](#): This instead increases the DR penetration of crossbows by +1 and gives an additional +1 to attack rolls within the first Range Increment. (Dex Pre-req removed)

[Clustered Shots](#): For each hit after the first, your attacks overcome 5 additional points of DR. Thus, on your third hit you would bypass 10 points of DR.

[Hammer the Gap](#): Removed.

[Weapon Finesse](#): Removed, can simply be done with any Weapon you'd normally be able to use it with. (Characters that would gain Weapon Finesse as a Bonus Feat gain Weapon Focus or Quick Swap [see below] as a replacement.)

[Vital Strike](#): Now works any time a character makes a single attack. Ex: Can be used with Charge, Cleave, etc.

[Improved Shield Bash](#): Merged with [Shield Focus](#)

[Mobility](#): Merged with [Dodge](#)

Weapon Focus & Specialization: Now apply to entire Fighter Weapon Groups instead of specific weapons.

[Martial Weapon Proficiency](#): Now grants proficiency with all Martial Weapons.

Combat Maneuvers Generally: Changed to permit a character to use a maneuver in place of an attack roll, permitting one to use a maneuver during a full attack, as part of a charge, or etc. (Any BAB penalties apply to such a maneuver)

Powerful Maneuvers: Combines Improved [Bull Rush](#), [Overrun](#), [Sunder](#), and [Charge Through](#).

Deft Maneuvers: Combines Improved [Disarm](#), [Trip](#), [Reposition](#), [Tactical Reposition](#), and [Ranged Disarm](#)

Cunning Maneuvers: Combines Improved [Dirty Trick](#), [Steal](#), and [Feint](#)

Unarmed Combat: Combines Improved [Drag](#), and [Grapple](#), [Unarmed Strike](#), and [Natural Attack](#)

Quick Swap: Combines [Quick Draw](#) and [Quick Stow](#)

[Mounted Combat](#): Removed. Anyone with Ranks in Ride can do this.

[Combat Stamina](#): Classes without spellcasting gain this as a bonus feat at first level.

[Gunsmithing](#): Now also reduces the misfire value for firearms with the broken condition by 2.

[Amateur Gunslinger](#): You may gain this Feat up to two times, selecting a different 1st level Deed from the Gunslinger Class each time. This Feat also increases your starting and maximum grit/panache pool by 1 each time it is selected.

[Improvisational Weapon Mastery](#): Merged with [Improvisational Focus](#) (BAB requirement must still be met before IWM abilities kick in)

Skills

[Skill Focus](#): Removed. The alternative skill feats below count as / replace Skill Focus.

Any Feats such as [Deceitful](#), [Alertness](#), [Persuasive](#), etc... which give a +2/+4 skill bonus to two skills are Removed and replaced by the below feats which give a +3 bonus on all checks involving the listed skills. If you have 10 or more ranks in a listed skill, this bonus increases to +6:

Apprenticed: Disguise, Perform, Craft, Profession, Kn (Engineering), Linguistics

Athletic: Acrobatics, Climb, Swim, Fly, Ride

Compelling: Bluff, Diplomacy, Intimidate, Appraise

Naturalist: Handle Animal, Kn (Dungeoneering, Geography, Nature)

Insightful: Perception, Sense Motive, Survival

Pious: Heal, Kn (Planes, Religion)

Sage: Kn (arcana), Spellcraft, UMD

Scrounger: Disable Device, Sleight of Hand, Stealth, Escape Artist

Socialite: Kn (History, Local, Nobility)

Incredible Healer & **Pathologist**: Removed. This is now just how the heal skill works.

Crafting

All new Crafting Feats below require CL5 and 5 ranks in a relevant Craft Skill.

Imbue Magic Items: Combines: [Craft Staff](#), [Craft Wands](#), & [Brew Potions](#)

Craft Magical Equipment: Combines: [Forge Ring](#), [Craft Wondrous Items](#), and [Craft Magic Arms and Armor](#)

Lifeshaper: Combines: Craft [Construct](#), [Ooze](#), [Poppet](#), [Grow/Cultivate Plants](#), [Fleshwarping](#), [Fleshcrafting Poison](#), [Tattoos](#), [Piercings](#), [Dragoncrafting](#), [Harvest Parts](#), [Grisly Ornament](#), and [Monstrous Crafter](#)

Esoteric Crafter: Combines: [Demon Grafter](#), [Inscribe Rune](#), [Lifecrafting](#), [Reinforced Crafting](#), [Infuse Poison](#), [Haunt Scavenger](#), [Aligned Crafting](#), Creative [Weapon](#) & [Armorsmith](#), and [Shoddy Item](#)

Technocraft: (Note: This is a Rare Feat) Combines: [Technologist](#), [Craft Robot](#), [Tech. Arms](#), [Tech. Items](#), [Pharmaceutical](#), and [Cybernetics](#)

Scribe Scroll: Removed. All casters can scribe scrolls, no feat required.

General

Staff Master: When charging a staff you gain 50% more charges, rounded down. (Ex: sacrificing a 4th or 5th level spell would provide 6 charges)

Wand Mage: Increase the bonuses of Non-Metamagic Wands you use to +2.

Dedicated Practice: +1 to one Ability Score.

Special: This feat can be selected more than once, but each time you must select a different Ability Score.

Scroll Prodigy: You may scribe a scroll without having to pay for special inks, effectively making the scroll free to craft. However, you must still provide any expensive material components used for the spell. You must have the spell scribed this way prepared at the time and doing so causes you to lose the spell for the day. You may only have a number of scrolls created this way equal to one third your caster level. Creating a new scroll this way causes the oldest scroll to lose all magical power.

Equipment Trick: You now gain all tricks for all equipment types. There is no need to take this feat multiple times.

Magic Trick: You now gain all tricks for all Spells. There is no need to take this feat multiple times. Further, you do not need to meet the additional prerequisites for tricks, though some abilities will still scale off of or otherwise interact with such prerequisites.

Endurance: Combined with [Diehard](#), [Survivor](#), and [Tenacious Survivor](#). (Orc & Con requirements removed.)

Special: Automatically provides [Heroic Recovery](#) and [Heroic Defiance](#) once fortitude save requirements are met. (Special You may meet the +8 base requirement of Heroic Defiance via Trait Bonuses and/or the Great Fortitude Feat)

Sacred Geometry:

When casting a spell enhanced by Metamagic, you may use multiple lower level slots rather than one higher level slot. You must still use a slot of the level normally needed to cast the base spell.

Each lower level spell slot pays for an amount of Metamagic equal to spell slot's level.

Ex: Casting Widened *Fireball* would normally use a 6th level slot. However, you may instead cast it with a 3rd level slot and three 1st level slots, or a 3rd, 2nd, and 1st level slot.

Using Metamagic in this way is less potent though and so such spells are cast as though the spell slot used was 1 level lower than normal, affecting their DC and spell effects as appropriate, further their effects manifest at -1 Caster Level.

Ex: Using a 3rd, 2nd, and 1st level slot to cast A Widened *Fireball* cast this way would calculate the base save DC as though it were a level 2 spell, rather than a level 3 spell.

Spell Mastery This feat now allows you to prepare a number of chosen spells per day equal to the highest level of spell you can cast plus your casting ability modifier without need for a spell book or similar. Spells must be selected when the feat is chosen, but can be changed each level.

Extra Channel / Lay on Hands: Now grant 3 extra uses.

Selective Spell: Only requires 5 ranks in Spellcraft.

Leadership: the original cohort version is considered Rare, and so cannot be selected without an in-game accomplishment. Instead the following ability replaces Leadership for all purposes, such as if a character is granted the feat via a class feature or etc:

Rallying Call: As a move action you may inspire and rally your companions, granting them a +1 competence bonus to attack, damage, AC, CMB, CMD, saves, skills, and ability checks. In addition, allies affected by this ability gain a +10ft enhancement bonus to their movement speed. Further, any bonuses the affected creatures receive from battlefield positioning or tactics (such as from flanking, high ground, teamwork feats, aid another, etc) are increased by an additional +1. You may use this ability for a number of rounds per day equal to your level in the class that granted this ability. The rounds need not be consecutive.

Twilight Summons: Combines [Moonlight](#), [Sunlight](#), and [Starlight](#) Summons. (All three effects apply to each summoned creature.)

Versatile Summon Nature's Ally: Removed. SNA now allows the caster to apply one of these templates each time the spell is cast and the effects of Augment Summoning may be applied cumulatively with these templates now.

Scaling

Feats with Improved/Greater/Master versions (Ex: [Spell Focus](#), [Two-Weapon Fighting](#), [Weapon Focus](#), [Vital Strike](#), [Master Hammer Throw](#), [Moonlight Stalker Master](#), etc) as well as Style Feats only have to be taken once, automatically acting as the advanced version whenever the player would normally qualify (ie Feats, BAB, lvl, Ability Score, Skill Ranks, etc.. pre-reqs met) or 2 levels after taking the initial feat if there are no prerequisites other than the base feat (Ex: [Greater Spell Focus](#), [Improved Iron Will](#), etc.)

Greater Combat Maneuver Feats (Greater Trip, etc..) must still be taken individually however.

Classes which gain any Feat that has been Combined with others as a Bonus Feat gain the new Combined Feat. (Ex: Monks gain Unarmed Combat as a Bonus Feat, not just Improved Unarmed Strike.)

Feat Chain Scaling Exceptions

Feats with narrow, clearly defined chains that do not specifically have "improved" or "greater" in their name, such as [Step Up](#), [Neckbreaker](#), etc.. will be evaluated over time and may be added to or removed from an exceptions list on a case by case basis.

The following list of feats are included in the "scaling" system described above. If the first feat in their "chain" is taken, then the feat will automatically upgrade to its "improved" version per the above rules.

[Acrobatic Steps](#), [Arcane Armor Mastery](#), [Deathless Zealot](#), [Deadly Stroke](#), [Dimensional Savant](#), [Disengaging Shot](#), [Fury's Snare](#), [Giant Killer](#) (from [Goblin Cleaver](#)), [Hamatula Grasp](#), [Improved Improvisation](#) (from [Fast Learner](#)), [Lightning Stance](#), [Light Step](#), [Misdirection Attack](#), [Neckbreaker](#), [Net Trickery](#), [Nightmare Striker](#), [Parting Shot](#), [Pinpoint Poisoner](#), [Ray Shield](#) (from [Missile Shield](#)), [Relic Breaker](#) (from [Gate Breaker](#)) [Smash From the Air](#), [Snatch Arrows](#), [Spellbreaker](#), [Spirited Charge](#), [Step Up and Strike](#), [Stone Sense](#), [Team Up](#), [Tripping Twirl](#), [Ultimate Mercy](#)

Special:

- [Magical Tail](#) upgrades each level.
- [Cleave](#) automatically upgrades as follows: [Cleave](#) > [Great Cleave](#) > [Cleave Through](#) (dwarf pre-req is removed) > [Whirlwind Attack](#) (pre-reqs changed to: Cleave, Power Attack, BAB +6)
- [Pack Rat](#) & [Well Prepared](#) upgrade to [Brilliant Planner](#) at lvl 5, Race requirements removed, Brilliant Planner can still be taken separately.
- [Fast Learner](#) > [Improvisation](#)

Changes to Item Rules

Animal Companion Automatic Enhancement Bonuses

Animal Companions gain a +1 Enhancement bonus to any one form of natural weapon and to their armor at level 6. The animal companion gains a +1 bonus to a second form of natural attack and the bonus to their natural armor increases to +2 at level 8. At level 11 the bonus to one of these natural attacks increases to +2.

Ability Scores

Animal Companions gain a +2 Enhancement bonus to a physical attribute every 5 lvls

Resistances

Animal Companions gain a +1 Resistance bonus to their saving throws at 6th and 10th level

Hit Points

Animal Companions always receive maximum HP at each level.

Weapon & Armor Enchantments

~~Weapon & Armor enchantments (Keen, Holy, etc) can be purchased according to the Table below. The table lists the cost for the enchantment independent of the character's Automatic Enhancement Bonus. (Ex: Flaming costs 5,000gp for a lvl 1 Fighter or a lvl 9 Fighter.) The cost to add additional enchantments does factor in previous weapon enchantments when calculating the weapon's total equivalent bonus. (Ex: Adding Bane to a Holy sword would cost 12,500 as the weapon's total bonus from enchantments would be +3) Weapons do not need to have a minimum +1 bonus to be enchanted. A weapon cannot have more than a total equivalent bonus~~

of +10, including both weapon enchantments and bonuses from Automatic Enhancement Bonuses.

Weapon Bonus	Cost in Gold Pieces	Armor Bonus	Cost in Gold Pieces
+1	5,000	+1	2,500
+2	12,000	+2	6,000
+3	25,000	+3	12,500
+4	40,000	+4	20,000
+5	62,000	+5	31,000
+6	86,000	+6	43,000

The Following Weapon/Armor Enchantments have been modified:

Flaming/Frost/Shock/Corrosive: While active, the Weapon's Enhancement bonus to damage is also converted into energy damage of the appropriate type. (ex: a +3 Flaming Longspear does 1d8 piercing damage and 1d6+3 Fire damage) This similarly applies for [Elemental] Burst Enchantments.

Flaming/Icy/Shocking/Corrosive Burst: Now creates a 10' Cone Area of Effect (Ex: 3 squares in an 'L' shape with one centered on the target of the attack) doing a number of d6 of elemental damage equal to the weapon's Enhancement Bonus on a successful hit. (Ex: a +2 Flaming Burst Weapon would deal 2d6 in its area of effect.) Creatures in the area of effect (excluding the target of the attack) can make a reflex save to take only half of this elemental damage. The Save DC is 10 + twice the weapon's total equivalent Enhancement Bonus. (Ex: a +1 Icy Burst weapon would have a Save DC of 16) Creatures directly hit by the attack automatically take the appropriate elemental damage without a save. (Ex: a +2 Icy Burst weapon deals 2d6+2 cold damage to a target hit by the attack, and 2d6 in a 10ft cone around that target.)

Impact: Price now +1.

Striking: (Price: 1,000gp) A striking weapon is able to more effectively make contact with an enemy. A striking weapon rolls two damage dice, each at half the value of the original weapon's. (Ex: A longsword does 1d8 damage, while a striking longsword does 2d4 damage.)

Note: Striking Weapons that normally do 1d10 damage instead deal 1d6+1d4 damage, and weapons that normally do 2d6 do 3d4; 3d6 > 1d10+1d8+1

Returning: Weapons now return directly to the thrower (rather than the square thrown from) at the end of the turn, rather than at the beginning of their next turn.

New Magic Items

Bolo Tie Lace: This magic cord allows the wearer to equip a (Belt) slot item in the (Neck) slot. 1,000gp

Poison

Characters with the Poison Use increase the DC of all poisons they craft by $\frac{1}{4}$ their class level (min 1) + Int Mod and reduce the cost to craft by 75%

Alternative Poisons:

These replace all existing poisons and can be crafted with a Craft (Alchemy) check.

All Poisons require 2 saves to cure and can be applied by injury or ingestion. Ingested poisons have their DC increased by 2 but have their onset delayed by 1 hour. If the first save vs the poison is successful then the target only suffers fatigue in the first round. Otherwise the poison's effects onset immediately. A second successful save negates any other ill effects of the poison.

- Weak Poison: DC14, Duration 3 rnds; target takes 1d4 poison damage /rnd. (400gp, Craft DC 15)

- Moderate Poison: DC16, Duration 4 rnds; 1d6 poison damage /rnd, victim is also confused for the duration. (800gp, Craft DC 20)

- Strong Poison: DC18, Duration 6 rnds; 1d4+1d8 poison damage /rnd, and victim entangled for the duration. (1,600gp, Craft DC 25)

- Deadly Poison: DC20, Cure 2 *Consecutive* Saves, Duration 6 Rnds; 2 Con Dmg /rnd, 1d6 poison damage /rnd, and victim is sickened for the duration. (3,600gp, Craft DC 30)

- Hemorrhagic Poison: DC 20, Duration 1 minute; target takes 1d4 cumulative bleed whenever it is damaged by a physical attack. The bleeding cannot be stopped until the poison is treated. (1,000gp Craft DC 25)

Staves

Creating a Staff requires a Masterwork Quarterstaff as a base. A magical staff continues to count as and otherwise functions as a Masterwork Quarterstaff for all purposes once created.

Cost for spells added changed to (800gp × the level of the spell)

Staves can have a maximum of 8 spells.

A spell can be removed from a staff for (200gp × spell lvl)

Staves always use the Caster's CL and Ability Scores to determine Spell Effects

To charge a staff, a spellcaster must sacrifice an open spell slot, and the staff gains a number of charges equal to that spell slot's level. If not used, these charges dissipate in 24 hours. A staff may only be charged in this way once per day.

All spells cast from a staff use a number of charges equal to the spell's level.

Note: Casting an off-list spell from a staff requires a DC 20 UMD check.

New Feat: Staff Master.

Wands

Wands now are items used to boost individual spell effects, and give the caster of the keyed spell the following benefits when casting that spell:

- +1 CL
- +1 DC
- +1 on Concentration Checks
- +1 vs SR

Spell Level	0th level	1st level	2nd level	3rd level
Cost	500 gp	1,000 gp	2,500 gp	4,000 gp

New Feat: Wand Mage

Metamagic Wands

Can be used 1/day. Only function with spells of the chosen level.

Spell Level	+0 Metamagic	+1 Metamagic	+2 Metamagic	+3 Metamagic	+4 Metamagic
1	250gp	500 gp	1,500 gp	2,300 gp	5,800 gp
2	375gp	750 gp	2,250 gp	3,500 gp	8,750 gp
3	500gp	1,000 gp	3,000 gp	4,600 gp	11,600 gp
4	900gp	1,800 gp	5,400 gp	9,000 gp	12,500 gp
5	1,375gp	2,750 gp	8,125 gp	13,500 gp	18,875 gp

6	1,800gp	3,600 gp	10,800 gp	18,000 gp	25,150 gp
7	2,050gp	4,100 gp	12,150 gp	20,250 gp	28,300 gp
8	3,065gp	6,125 gp	18,250 gp	30,375 gp	42,500 gp
9	4,100gp	8,200 gp	24,350 gp	40,500 gp	56,600 gp

Metamagic Rods

Merged with Wands.

Potions

Can be used as a move action but cannot cast a spell or activate another item in the same turn.
Pricing Changed to: 0th - 25gp, 1st - 50gp, 2nd - 175gp, 3rd - 450gp

Bows & Crossbows

Hand Crossbows: Removed

Light Crossbows Overcome 1 Point of DR and gain +1 on Attack Rolls within first Range Increment. Range increment reduced to 50ft

Heavy Crossbows Overcome 3 Points of DR and gain +1 on Attack Rolls within first Range Increment. Range increment reduced to 70ft. Critical Changed to 20 x2.

Repeating Crossbows

Can be used as a martial weapon but reloading requires a free hand.

Can be reloaded as a free action without a free hand if you have exotic proficiency.

With Rapid Reload, replacing the bolt case is reduced to a standard action.

Cost increased to 1,000gp

Heavy version Removed

Light version Removed.

Repeating Hand Crossbow: Uses the following stats:

Range increment 20ft, Crit 18-20 x2, overcomes 0 DR by default.

The intention here is primarily to compensate for the lack of being able to add an Ability Mod to damage as can be done with a composite longbow, thereby shoring up the damage numbers. As such, classes, items, feats, etc.. which grant the ability to add such a bonus to crossbow damage are removed.

Changed: Rapid Reload, Crossbow Master. (See Combat Feats Section)

(Composite) Longbow: Suffers a -1 penalty to attack rolls within 30ft. Cannot be used while mounted.

(Composite) Shortbow: The penalty when using the [Rapid Shot](#) Feat is reduced by 1.

Shields

Changed, See Table

Shield	AC	ACP	Max Dex	Spell Fail
Buckler	+1	-1	-	5%
Light Shield	+2	-1	+3	10%
Heavy Shield	+3	-2	+2	15%
Tower Shield	+5	-10	+1	50%

Minor Weapon & Armor Changes

Halfling Weapons (Ex: [Halfling sling staff](#), etc) wielded by halflings deal damage as if they were medium sized weapons rather than small.

Greatclub: Now only requires Simple Weapon proficiency.

Boomerang: Now possesses the Returning quality and counts as a martial weapon.

Double Weapons: Weapons with the Double weapon now quality have their enhancement bonus applied equally to both ends of the weapon. (You no longer need to enchant each end separately.)

Trip Weapons: Now grant a +2 bonus on trip attempts.

Alchemical Silver Weapons: No reduction in their damage dealt

Changes to Spells/Casting

[Heighten Spell](#): Removed. Any time a spell is cast from a higher level slot it is treated as being of that level. However, spells which are enhanced with metamagic only have their level/DC increased by $\frac{1}{2}$ of the increased level, rounded down. (Min 0) This also only applies to spells actually cast from a higher level slot.

(Ex: Preparing/casting [Fireball](#) in a 6th lvl slot treats it as a 6th level spell and its save DC would increase by +3 compared to casting it from a 3rd level slot. Preparing a [Quickened](#) Fireball in a 7th level slot however, would only have its DC increase by +2, as though it were a 5th level spell. Casting a [Widened](#) Fireball with a Metamagic Wand does not increase the spell's level or DC, since only a 3rd level spell slot is used to cast it. Similarly, casting an [Intensified](#) Fireball from a 3rd level slot due to some metamagic reduction effect, such as [Magical lineage](#), would have no impact on the spell's level or DC calculation.)

Scaling: Spells with advanced (Ex: Greater, Mass, Communal, etc.) versions, such as [Cure](#), [Bull's Strength](#) or [Mount](#) do not need to be relearned over and over. Just prepared in the appropriate higher (or lower) level slot.

These spells can be added to a character's spells known at a higher level if desired. (for example, a character can take "Summon Monster" as a 3rd level spell known (since Summon Monster III exists as a 3rd lvl spell) and then simply prepare it in a 1st lvl slot if they want to cast the 1st lvl version.) They do not have to be taken at any particular level.

Alignment: Alignment Descriptors are removed from all Spells. Moral/societal implications of such spells still exist, just not as a game mechanic.

Spontaneous Metamagic: Classes which can apply metamagic to spells that are cast spontaneously (Ex: Sorcerers, Bards, Clerics casting Cure spells, Druids casting Summon Nature's Ally, etc) no longer must increase the casting time of the spell when doing so.

Spell Changes

[Acid Splash/Ray of Frost/Jolt](#): Now deal 1d6 + ½ CL

Firebolt: New. Functions as Acid Splash but deals Fire damage.

Special: Class features which function similarly to the changes above, (Ex: An Elemental Bloodline Sorcerer's *Elemental Ray*, or a Fire Domain Cleric's *Fire Bolt* abilities) are changed so that the class feature now does 2d4 + 1d4 at level 3 and every 2 levels thereafter.

[Read Magic](#): Taking 1 rank in Spellcraft obviates this.

[Magic Missile](#): Number of missiles scales indefinitely (damage remains 1d4+1 per missile.)

Healing Subschool: Magic in the Healing Subschool is changed from Conjuration to Necromancy.

Elemental Damage: Conjuration Spells with the [Acid], [Cold], [Electric], or [Fire], descriptors that do damage changed to Evocation. (ex. Ice Spears becomes Evocation, but Conjure Black Pudding remains Conjuration)

Fear Descriptor: Magic in the Necromancy School with the [Fear] Descriptor Changed to Enchantment School

Cure/Inflict Wounds:

Now heal at the following rate:

Light	5 HP
Moderate	12 HP
Serious	26 HP

Mass Cure X spells heal the same amount as above to each target.

Mass Cure Light reduced to a 4th level spell

Mass Cure Moderate reduced to a 5th level Spell

Mass Cure Serious reduced to a 6th level Spell

New: Cure spells may be cast on recently slain creatures who have been dead for no longer than 1 round per spell level.

Creatures brought back to life this way gain a temporary negative level that lasts for (5 - spell level used, (min 1)) days.

Creatures slain by death effects cannot be so revived.

Breath of Life: Functions as Cure Serious but can be cast at a range of Close (25ft +5ft/2lvls) and does not incur a temporary negative level when used to revive.

Universal School: The Following spells have been changed to the Universal School:

Detect Magic, **Identify**, **Mage Armor**, **Magic Missile**, **Arcane Disruption**, **Arcane Concordance**, **Arcane Sight**, **Dispel Magic** (But Not Greater Dispel Magic), **Mnemonic Enhancer**, **Contingency**, **Mage's Lucubration**, **Numerological Evocation**, **Prismatic Wall**, **Prismatic Sphere**, **Prismatic Spray**

Anywhere But Here: May be cast spontaneously, even if it is not a spell known, and may be cast on a creature's home plane, but may only be cast once per month in this manner.

Magic Weaponry: Spells which create a weapon or other means of attacking in subsequent rounds, such as **Flame Blade**, **Holy Ice Weapon**, **Desperate Weapon**, **Force Sword**, **Instant Weapon**, etc... now grant a single attack action after casting. However, no special actions (Ex: Power Attack, Vital Strike, Cleave, etc...) may be applied to the attack.

True Seeing: No longer confers benefits against Phantasms or Patterns. Against Shadow Spells, the caster only gains a +4 bonus on their saving throw to disbelieve. No longer allows sight through Darkness or Magical Darkness, but does allow the caster to treat Magical Darkness as Normal Darkness (enabling the use of mundane illumination sources or darkvision)

Bull's Strength, Bear's Endurance, Cat's Grace, Eagle's Splendor, Fox's Cunning, & Owl's Wisdom: Now Grant a +2 Untyped Bonus to their respective attributes.
(Note: **Human Potential** has not been modified.)

Freedom of Movement: Now a 5th level spell.

Teleport: Range reduced to 1 mile per level.

Greater Teleport: Now functions as *Teleport* originally did.

Note: Similar long distance instant travel spells also have their ranges reduced in kind, but spells like **Wind Walk** which require travel time remain unaffected.

Lightning Bolt: Now the bolt can arc between multiple creatures/surfaces, but each hit reduces the remaining range by $\frac{1}{2}$, and no target can be at greater than a 90° angle from the previous target.

Dispel Magic: Now automatically Counter or Dispel any one successfully identified spell of 3rd level or lower.

Greater Dispel Magic: Automatically Counter or Dispel any one spell of 6th level or lower or Dispel any number of 3rd level or lower spells within a 20ft radius with a total combined spell level of 6 or less. (Ex: two lvl 3 spells, four lvl 1 spells and a lvl 2 spell, etc.)

Deathwatch: Duration now 1hr /level. Caster can see a creature's current hit points, the amount of ability damage a creature is suffering, any poisons or diseases affecting a creature, and whether a creature is affected by any adverse conditions. (Ex: blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, panicked, poisoned, shaken, sickened, or stunned.)

Rusting Grasp: Now a 2nd level spell.

Magic **Vestment**, **Weapon**, **Fang**: Now scale at $\frac{1}{3}$ CL rather than $\frac{1}{4}$.

Changelog

12-19-25

Changes to Magic Weapon/Fang/Vestment scaling so that they are more reasonably competitive with cash enchantments.

8-17-24

Leadership changes, now a team buff, rather than a companion. Cohort & follower version remains available via in-game accomplishments.

6-15-24

Added Twilight Summons Feat

Summon Nature's Ally applies [Versatile Summon Nature's Ally](#) Templates by default.

Rusting Grasp changed to 2nd level

5-5-24

Modified class features that grant an elemental blast type ability.

11-21-23

Reduced Selective Spell pre-reqs

Balance pass on wand pricing

10-24-23

All Combat Maneuvers permitted during full attacks.

8-22-23

Favored Prestige Class as a Bonus Feat upon taking Gestalt levels.

7-3-23

Animal Companion HP bonus

6-29-23

Leadership Feat Alternative.

Changes to Deathwatch Spell

Balance pass on Poisons

No longer designating items as "Changed" (redlines and changelog entries will remain)

6-27-23

Clarification on Weapon Proficiencies.

6-25-23

Dispel Magic Changes.

5-24-23

Conjuration > Evocation changes, various other minor changes.

3-12-23

Added Amulet Item bond to Wizard

12-2-22

Wizard weapon Arcane Bond

11-30-22

Changes to Clustered Shot

11-27-22

Changes to Wands

11-2-22

Changes to Cure Spells & Breath of Life

9-13-22

Changes to Druids

8-11-22

Removed Wizard Weapon Arcane Bond

Added Glasses Arcane Bond to Wizard

Clarification on changes to the Spell Mastery Feat

7-10-22

Changes to Critical Hits

6-3-22

Changes to Shields

5-25-22

Added Column for 0th lvl metamagic wands

4-26-22

Changes to Wands & Wand Pricing

4-23-22

Rebalancing to Retraining costs

4-22-22

Added Prismatic spells to Universal School

4-20-22

Sacred Geometry

Various editing for clarity

2-15-22

Changes to Repeating Crossbows

Minor balance on Clustered Shots Feat

Balance pass on Crossbows & Crossbow Master Feat

2-11-22

Ooblek Race Added

2-9-22

Returned Hemorrhagic poison

2-3-22

Changes to Poisons

Removed Targeted Poison Feat

1-11-22

Medium poison changed to 1d3

11-1-21

Teleport Range reduced.

10-13-21

Changes to Critical Hits

10-5-21

Changes to Freedom of Movement Spell.

8-26-21

Slight change to Elemental Burst Weapons, reducing direct damage

8-20-21

Clarification on Wand Save DCs

8-18-21

Increase to the amount healed by Cure Serious Wounds from 21-26

Removed Cure Critical Wounds

Reduced level of Mass Cure spells by 1

Minor change to Wizard School Specialization

6-27-21

Generalized formatting and clarity changes

6-23-21

Clarifications to Staves

6-19-21

Changes to the Returning Weapon Enchantment.

6-17-21

Minor changes/clarifications to gestalt material in limitations to progression section.
Additions to crafting feats.

6-15-21

Slight Changes to Witch Hunter Ranger (Water Rune)

6-14-21

Midan Race

6-11-21

Wyrmling Race

6-10-21

Minor Changes / Clarifications to Diehard and Witch Hunter Ranger Archetype

6-2-2021

Changes to Trip Weapons

Changes to Potion Pricing

Changes to Diehard

Slight Changes to Skill Feats

Added Esoteric Crafter Item Creation Feat

Changes to Improvised Weapon Mastery

6-1-2021

Changes to Equipment Trick Feat

5-30-2021

Changes to Double Weapons

4-29-2021

Changes to Rogue's Edge.

3-12-2021

Added the Gaumaeo & Usanagi Races.

3-9-2021

Changed Initiative to scale based on Wisdom, rather than Dexterity

2-22-2021

Clarification to Prestige Class Requirements / Changes

2-4-2021

Changes to Weapon Proficiencies

2-2-2021

Removed prestige class feat requirements.

2-1-2021

New Feat: Targeted Poison.

1-28-2021

Further changes to Kobolds

1-13-2021

Scroll Prodigy Feat Added

12-30-2020

Pengu Sub-Race Added

12-19-2020

Changes to Wizard School Specialization.

12-7-2020

Clarifications to Warforged

12-3-2020

Changelog now in descending order

11-23-2020

Clarifications to weapon/armor enchantment

11-22-2020

Changes to Flaming/Frost/Corrosive/Shock Enchantments.

11-20-2020

Critical Hit Changes

Greatclub is now a simple weapon

11-18-2020

New Races moved to a separate document.

Warforged Race

11-16-2020

Turtle Race

11-14-2020

Additional Swashbuckler talents

11-12-2020

Rebalance of Item Crafting Feats

Grammar etc.

11-11-2020

Change to Amature Gunslinger Feat

Balance pass on gun stats

11-10-2020

Changes to wands

Change to Staff Master Feat.

Change to Striking Weapon Enchantment

Change to Impacting Weapon Enchantment

Clarification on weapon enchantments generally

11-9-2020

Minor formatting changes

Change to Rapid Reload

11-4-2020

Clarifications/changes to Spell Cartridges

Balance on Guns

Grammar & clarity edits

10-21-2020

Gun Changes

Gunsmithing Feat Changed

10-20-2020

Bolo Tie Lace Wondrous Item added
Changes to Bows
Converted Swashbuckler and Bolt Ace Gunslinger into Archetypes for Rogue
Changes to Bleed Damage and Luck Bonuses

10-15-2020
Changes to Favored Class Bonuses

10-5-2020
Added Striking enchantment.

10-3-2020
Adjustments to Kobold Racial Ability Scores.

9-29-2020
Combat Stamina Feat given to all martial classes by default.

8-28-2020
New Feat: Dedicated Practice.
Various Formatting, Grammar, etc... changes

8-12-2020
Bull's Strength, Bear's Endurance, etc changed to better scale as the game progresses.

8-9-2020
Clarification/wording update to Arcane Bond changes to more clearly apply to other classes (Sorcerers etc) who gain the Arcane Bond class feature.

8-4-2020
Removed Spontaneous Metamagic casting time increase requirement
Changes to Clustered Shots Feat
Changes to True Seeing

6-29-2020
Balance pass on Cantrip damage values

6-1-2020
Balance pass on Time Domain
Added alternative to Spellcasting for Rangers

5-23-2020
Changes to Heal skill
Balance pass on Crossbows

5-14-2020

Added additional bonuses to Crossbows. Changes to Crossbow Master Feat

5-12-2020

Modified Wizard's Arcane Bond Class Feature

4-3-2020

Added Links to various material

Balance pass on Favored Enemy / Favored Terrain & Rangers

3-29-2020

Changes/additions to the Universal School

3-22-2020

Channel energy now affects undead and living at the same time

3-12-2020

Balance pass on time domain

2-29-2020

Adjusted scaling for $\frac{3}{4}$ BAB ability score bonuses