General Guidance

Game Rules

1. Players and GMs must use the remastered rules of the game immediately where possible.
    1. **Example**: Recall Knowledge has been updated with additional guidelines. These take effect immediately at all PFS tables.
    2. **Example**: The Refocus activity and the focus spell rules have been updated to be more intuitive. All characters immediately begin using these rules.
    3. **Example**: Monster abilities such as Grab are no longer automatic, but allow a free skill check to attempt the action. GMs immediately begin using this new version of the rules.

Character Options

1. Beginning on November 15, 2023, if a class has been reprinted in the *Player Core,* no new characters may be created using its class chassis as printed in the *Core Rulebook*. "Class chassis" means everything that all members of a class receive; roughly, this means the text in a class description which comes before the list of class feats.
    1. This affects the following classes: bard, cleric, druid, fighter, ranger, rogue, witch, wizard.
    2. Characters with at least 1 game reported prior to November 15 may be built using the *Core Rulebook* chassis.
    3. Previously-existing characters with at least 1 game reported may continue their progression using the *Core Rulebook* chassis. They may not use the chassis in the *Player Core* without rebuilding.
2. Beginning on **August 12, 2024**, if a class has been reprinted in *Player Core2,* no new characters may be created using its class chassis as printed in the *Core Rulebook* or *Advanced Player's Guide*. "Class chassis" means everything that all members of a class receive; roughly, this means the text in a class description which comes before the list of class feats.
    1. This affects the following classes: alchemist, barbarian, champion, investigator, monk, oracle, sorcerer, swashbuckler.
    2. Characters with at least 1 game reported prior to August 12 may be built using the *Core Rulebook* or *Advanced Player's Guide* chassis.
    3. Previously-existing characters with at least 1 game reported may continue their progression using the *Core Rulebook* or *Advanced Player's Guide* chassis. They may not use the chassis in *Player Core 2* without rebuilding.
3. If a character option has been reprinted with the same name, use the new version as if it were errata. No additional retraining is necessary.

    1. **Example**: *divine lance* has been reprinted with new Remaster-compatible rules. All PCs with *divine lance* must update the spell accordingly.
4. If a character option has not been reprinted, characters are free to use the option as previously printed, or to select it at any time.
    1. **Example**: the *brooch of shielding* has not been reprinted. Characters may still purchase and use a *brooch of shielding*.
    2. **Example**: the *produce flame* spell has not been reprinted, but *ignition* takes its place thematically. Characters may learn either spell anytime they would learn a new spell, and could learn both spells if they chose.
    3. **Example**: the magus class has not yet been remastered. Players may still build and play maguses using the rules in *Pathfinder Secrets of Magic*.
        1. A magus who learns *gouging claw* must still use the remastered version of the spell.

Specific Rules

1. **Alignment**: Alignment has been removed from the game. PCs and NPCs no longer have alignment.
    1. Edicts and Anathema: To replace certain aspects of alignment, edicts and anathema are being emphasized. These are voluntary and optional, though deities and classes may introduce specific edicts and anathema which are not optional.
    2. Holy and Unholy: Many previously-aligned options now have either the holy, unholy, or sanctified traits. At a GM's discretion, enemy abilities which previously had the good or evil traits may now have the holy or unholy trait.
        1. Example: A quasit's strikes previously had the evil trait. A GM may choose to give them the unholy trait, as quasits are demonic creatures. Similarly, a quasit's weakness to good should now be considered a weakness to holy.
    3. Until a full list of deity sanctifications is published, any deity without published sanctification is treated as "can sanctify to holy." Any champion may select any of the three Causes of Good from the *Core Rulebook* (Paladin, Liberator or Redeemer) regardless of deity.
2. **Spell Schools**: Spell schools have been removed from the game. "Illusion" remains as a trait, but not a spell school.
    1. Any previous item or ability which relies on the existence of spell schools to function (such as the *staff of transmutation*) may still be purchased or chosen. However, as spells printed after the Remaster do not have spell schools, the utility of these options will diminish over time.
3. **Ancestries & Heritages**
    1. The gnome feat Burrow Elocutionist (*CRB*) has been removed. Characters with this feat replace it with Animal Elocutionist (*Player Core*) at 1st level. Characters that took the 5th-level version of Animal Elocutionist (*CRB*) replace that feat with another feat of their choice immediately.

2. Some ancestries had a pair of ancestry weapon feats at 1st and 5th level. The 5th-level feats have been removed and their effect (adding critical specialization) is now including in each corresponding Remastered 1st-level feat. Characters that took one of the following 5th-level feats replace that feat with another feat of their choice immediately:
    1. Dwarven Weapon Cunning (*CRB* 37)
    2. Elven Weapon Elegance (*CRB* 41)
    3. Gnome Weapon Innovator (*CRB* 45)
    4. Goblin Weapon Frenzy (*CRB* 49)
    5. Halfling Weapon Trickster (*CRB* 53)
    6. Orc Weapon Carnage (half-orc feat, *CRB* 59)
3. The aasimar feat Celestial Strikes and the tiefling feat Fiendish Strikes are no longer legal for play. Characters with either feat must retrain it for another ancestry feat at 13th level or lower.

4. **Items**
    1. Some items are no longer available for Pathfinder Society play due to their interaction with spell schools. Please see the "Withdrawn Items" table below for a list of affected items as well as information on refunding or replacing these items.
5. **Dragons**
    1. Some options (such as draconic barbarians and sorcerers or the dragonblooded versatile heritage) require or allow players to pick a specific type of dragon, which affects spellcasting traditions, skill training, and similar choices. Players may use the options as listed in Player Core 2, or select Primal or Imperial dragons using the [xxlink]Draconic Option Table below.
        1. Characters which have been rebuilt using their Remaster Rebuild may not use the chromatic or metallic dragons for any of these options.
6. **Alchemists**
    1. Most alchemist options now make use of versatile vials instead of infused reagents. As such, alchemists are encouraged to use their Remaster Rebuild as soon as possible to take advantage of these new options.
7. **Oracles**
    1. Because they share the same name, all Oracle mysteries are automatically updated to use the new Cursebound condition. As such, oracles gain no benefit from choosing not to use their Remaster Rebuild immediately and are strongly encouraged to do so.
        1. **Exception**: The Ashes and Time mysteries have not been republished. Oracles using these mysteries **cannot** update to the Remaster chassis yet. These characters continue using the legacy class and feats (instead of using Remastered versions). Should either of these mysteries be republished, this exception is removed for those characters.
    2. The Vision of Weakness feat is no longer legal for play. Characters with this feat may freely retrain it before their next play session.
8. **Wizards**

1. Wizards built using the *Core Rulebook* chassis may continue to treat spells that had their spell school removed as part of the Remaster as if they have spell schools. They must otherwise fully update their remastered spells.
    1. Example: An evocation wizard may still select *electric arc* as an evocation cantrip. They must use the new damage as printed in the *Player Core*.
2. Wizards built using the *Core Rulebook* chassis may learn new spells printed in remastered books, but they can never treat them as having a school spell if they did not previously have one.
3. On November 15, 2023, the Runelord boon will be removed from the Achievement Points store. No new Runelords may be created after this date until/unless the archetype is reprinted.

9. **Campaign-Specific Rules and Clarifications**
    1. Pathfinder Society characters may not be sanctified to unholy. This is the spiritual successor to the previous rule forbidding PCs of evil alignment.

Rebuilding

1. On November 15, 2023, all characters with at least one game reported are granted one free rebuild. This is a full rebuild; you may completely alter a character's ancestry, class, background, and any options selected. You may not alter the adventures a character has participated in, nor may you alter a character's Reputation earned.
2. Upon rebuilding, your character starts with gold equal based on the Table Rebuild Starting Gold (below).
    1. Alternatively, a player character may sell any and all currently-held items at purchase price and purchase new items as normal.
    2. Regardless of which Remaster Rebuild option you choose, do not re-apply Downtime. Downtime earnings for adventures the character has previously completed have already been factored into the Starting Gold amounts.
3. If you use this rebuild, indicate "Remaster Rebuild" on your character's most recent Chronicle Sheet.
4. If, in the course of this rebuild, you wish to refund any purchased boons, please email orgplayreportingerrors@paizo.com with your character's name, Organized Play ID and character number, and the boon(s) you would like to refund.
5. This rebuild must be used before December 31, **2024**. A second rebuild of this type will not be granted following the release of *Player Core 2*.

Removal of Pathfinder Training

1. As of November 15, 2023, the Pathfinder Training subsystem has been removed. Characters retain any bonus lore or feats they have earned from Pathfinder Training before this date unless and until rebuilt under Remaster rules.
    - Characters who are rebuilt under Remaster rules must remove any bonus lore and feat earned from Pathfinder Training.

2. The Pathfinder Society has instituted new Pathfinder Provisions to provide all agents with free consumables prior to missions.
    - Pregenerated characters do receive Pathfinder Provisions.
3. Pathfinder Society characters receive free training in Pathfinder Society Lore (sometimes referred to as Pathfinder Lore) by default under both Legacy (pre-Remaster) and Remaster character creation. Only Legacy characters who selected a Pathfinder Training school depart from this default; click the [+] to expand the section below for details.

PFS Lore After Removal of Pathfinder Training

[-]

1. Legacy characters who selected a Pathfinder Training school replaced their free Pathfinder Society Lore with another lore indicated by their selected school. Such characters retain their school lore unless and until rebuilt under Remaster rules. Such characters do not gain an additional free training in Pathfinder Society Lore due to the Remaster.
2. Legacy characters who did not select a Pathfinder Training school retained their free training in Pathfinder Society Lore and continue to retain it even if rebuilt under Remaster rules.
3. Legacy characters who are rebuilt under Remaster rules must remove any bonus lore and feat earned from Pathfinder Training. Instead, they gain free training in Pathfinder Society Lore when rebuilt.
4. Remaster characters gain free training in Pathfinder Society Lore at character creation. This training does not automatically increase at higher levels.

Draconic Option Table

Family	Type	Tradition	Speed	Damage	Save	Bloodline Skill
Core	Adamantine	Primal	Burrow	Bludgeoning	Reflex	Nature
Core	Conspirator	Occult	Climb	Poison	Fortitude	Occultism
Core	Diabolic	Divine	–	Fire	Reflex	Religion
Core	Empyreal	Divine	–	Spirit	Reflex	Religion
Core	Fortune	Arcane	–	Force	Reflex	Arcana
Core	Horned	Primal	Swim	Poison	Fortitude	Nature
Core	Mirage	Arcane	Climb	Mental	Will	Arcana
Core	Omen	Occult	–	Mental	Will	Occultism
Imperial	Forest	Primal	–	Piercing	Reflex	Nature
Imperial	Sea	Arcane	Swim	Bludgeoning	Reflex	Arcana
Imperial	Sky	Divine	–	Electricity	Reflex	Religion

Imperial	Sovereign	Occult	–	Mental	Will	Occultism
Imperial	Underworld	Arcane	Burrow	Fire	Reflex	Arcana
Primal	Brine	Primal	Swim	Acid	Reflex	Nature
Primal	Cloud	Primal	–	Electricity	Reflex	Nature
Primal	Crystal	Primal	Burrow	Piercing	Reflex	Nature
Primal	Magma	Primal	–	Fire	Reflex	Nature
Primal	Umbral	Primal	–	Void	Reflex	Nature