

A Compilation of Feedback on the Pathfinder 2e Playtest from the /r/Pathfinder_RPG Discord

Join us at discord.gg/pathfinder

Current Editors (Discord Names):

Deatvert#1337 (Archmage of Servers)

Kesaro#1995 (Archmelee of Guinness)

Nero#6969 (Nero)

platinumCheesecake#0069 (Archmage Platty)

Disk Elemental#4444 (Archmage Disk Elemental)

Variel#3770 (Archmage Variel)

Lordcirth#3667 (Lordcirth)

ChungusUmungUs#2776 (ChungusUmungUs)

Alchemist#5943 (Alchemist)

If you would like to be added as an editor, message Deatvert on Discord. If you have any feedback to include, send it to any editor and they can add it, with credit to you.

For suggestions and other comments, you will sometimes see *Editor's Notes*. These are the editor's attempts to point out any problems or other factors that might relate to the comment in question. Feel free to point out areas where you think additional *Editor's Notes* are needed.

Confusing Rules That Need Clarifying

Stick confusingly worded rules that need clarifying in this table.

| <u>Page Number and Book</u> | <u>Quote</u> | <u>Comment</u> | <u>Author</u> |
|-----------------------------|--|--|--|
| PCRB, pg.88 | <i>Weapon Specialization 13th</i> <i>Your proficiency rank for all simple and martial weapons increases to master, and you gain access to the critical specialization effects of all weapon groups</i> | It is ambiguous whether you gain crit spec in all groups of simple/martial, or exotic too. Careful inspection of other tiers implies only simple and martial, but it is unclear. | Lordcirth#3667 |
| PCRB, pg.382 | Bag of Holding | When activating a bag of holding, does RP need to be spent each time the bag is opened/an item is added or retrieved? | Baaabuuu#7894, written by Deatvert |
| PCRB, pg.90 | <i>Enhancement Until the end of your next turn, your opponent is grabbed and must break free with the Break Grapple action if it wants to move away. Even if it successfully breaks the grapple, it remains flat-footed until it is out of your melee reach.</i> | Improved Combat Grab: When referring to the Break Grapple action, it should reference its location on page 146. | Lordcirth#3667 |
| PCRB, pg.70-71 | Cleric, Anathema Section | Does not contain a reference to where anathemas are defined (pg.288, Deities) | CivMaster#0534, written by Deatvert |
| PCRB, pg.56 | Giant Totem, Titan Mauler (Totem Ability) | Despite indicating the ability to use Large Weapons, the CRB does not contain any existing rules concerning the use of Large Weapons. | Iroh#6381, written by Kesaro |
| PCRB, pg.70 | Cleric, Deity & Domain Section. | This section does not link to the more detailed deity fluff descriptions (pg.288) | CivMaster#0534 |
| PCRB, pg.113 | Ranger Class Description | Table 1-2 on page 13 lists the key ability score for Rangers to be Dex or Str, but in their class description on page 113 only dex is listed as a key ability | Culric#9785, written by Kesaro |
| PCRB, pg.17 and pg.175 | Pg 17, Bulk Overview vs, Pg 175, Bulk Limit | The entry for Bulk on page 17, and the rules for bulk limit on 175 contradict each other. Page 17 states your encumbered when you "meet or exceed" 5+str mod, where as page 175 states that you gain the encumber condition if "you carry more" than 5+str mod | Croc64#9075, written by Kesaro |
| PCRB, pg.314 | Screening states 'If you must attack or shoot through the space of a creature that's one size smaller than you or larger, your target is screened from you...' | The section immediately above this specifies that a target 2+ sizes larger than you acts as blocking terrain, which provides cover. A more clear way to word it would be 'If you must attack or shoot through the space of a creature that's within one size category of you...' | Nero#6969 |

| | | | |
|---------------|---|--|---|
| PCRB, pg.314 | Screening mentions 'blocking terrain' when it says 'If you can't reach the center of the creature's space without passing through either blocking terrain or another creature that's one size smaller than you or larger, the target is screened against that attack.' | This is confusing, as the Cover rules explicitly state that terrain provides cover, not screening. The reference to 'blocking terrain' should be removed. | Nero#6969 |
| PCRB, pg.109 | Level 2 Paladin Feat, Vengeful Oath says the following "and you can't use (Lay on Hands) to determine a creature's alignment if you aren't sure." | How does this work? If the Paladin is unsure of the target's alignment, are they unable to use Vengeful Oath to damage the target? Or, what if the Paladin fully believes a target to be Evil, when the target isn't? Does Vengeful Oath still damage the non-evil target, because <i>not</i> doing so would reveal their alignment? | Disk Elemental#44444 |
| PCRB, pg. 58 | Level 8 Barbarian Feat, Animal Rage | It is unclear if this ability must be deployed everytime you rage or whether it is an optional state. If it is a required change, the ability appears to be more of a detriment than a benefit. If it is optional, does occupy the same action as the Rage itself, or does it require an additional action. | Kaemon#0909, Written by Kesaro#1995 |
| PCRB, pg. 81 | Storm Druid Anathema : <i>Creating unnatural weather patterns that could be damaging to the local environment (such as by using a 9th-level control weather ritual) is anathema to your order.</i> | This reads strangely, and appears too restrictive and easily misinterpreted. Some additional clarification as to what constitutes 'damage to the local environment' will be needed. Speaking colloquially, Lightning, Heavy Rainfall and Strong Winds could all be considered damaging and thereby negates the main draw of a Storm Druid. | Civmaster#0534, Written by Kesaro#1995 |
| PCRB, pg. 213 | Darkened Eyes: <i>"You infuse a creature's vision with darkness depending on its Fortitude save. The target is bolstered."</i> | Should this read <i>"The target is bolstered against the effects of this power"</i> ? | Disk Elemental#4444 |
| PCRB, pg. 214 | Death's Call: <i>"You gain temporary HP equal to the enemy's level, or twice the enemy's level if it was undead. It is bolstered against all castings of death's call."</i> | How does Bolstering work in this case? Death's Call targets the caster, not an enemy, so how can they be Bolstered against it? | Disk Elemental#4444 |
| PCRB, pg. 214 | Destructive Cry <i>"Casting Verbal Casting Requirements: Your last action was a Strike that dealt damage. You shout of glory and deal additional damage equal to your level."</i> | Shouldn't this be a Verbal reaction that's triggered by making a successful strike? If not, what kind of damage is this? Does it gain the weapon's properties? | Disk Elemental#4444 |
| PCRB, pg. 190 | Quality and Hardness: <i>Structures and items made at a quality above the minimum for their material gain additional Hardness. Table 6–19 lists the increased Hardness of an item of higher quality compared to a standard item. Structures, such as walls and doors, gain twice as much Hardness for higher quality, as shown on the table</i> | Does this bonus to hardness apply to items made of special materials as well? This fact is never directly stated or refuted, but there are examples of both that contradict each other. The Master Adamantine Greataxe listed has Hardness 10, befitting just the base hardness of a thin Adamantine item. The Master Light Adamantine Shield has Hardness 15, which is the base 10 Hardness, the +2 Hardness from being sturdy (matching the trend set by previous sturdy shields), and the +3 bonus from being Master-quality. | ChungusUmungUs #2776 |

| | | | |
|---------------|--|---|------------------------------------|
| PCRB, pg. 364 | The Elixir of Life on page 364 mentions two things: venoms and toxins. | The minor elixir describes toxins as "including Diseases, Poisons, and Venoms" but doesn't say what else. Toxin also doesn't exist as a trait or keyword anywhere else. In addition, Venom isn't a keyword or trait I see mentioned in the Appendices or Glossary. | ChungusUmungUs #2776 |
| PCRB, pg. 73 | Advanced Domain Power for Might domain is incorrectly listed as <i>Enduring Strength</i> | The actual Domain Power is <i>Enduring Might</i> found on PCRB pg. 221 | Disk Elemental#4444 |
| PCRB, Pg. 99 | Ki Strike | It does not explicitly mention that Ki Strike costs 1 Spell Point. | Lordcirth#3667 |
| PCRB, Pg. 100 | Guarded Movement: Prerequisites Monk 4 | Other feats do not list the level as a requirement, as they are already in the section. Either this is redundant, or it is intended to prevent multiclassing from taking this feat. | Lordcirth#3667 |
| PCRB, pg. 246 | Prepare for Battle Reads <i>"If you roll initiative, if you use this boon again, or if either of you rests, the spell ends"</i> | For clarity, it should read <i>"If you roll initiative, if you use this boon on another ally, or if either of you rests, the spell ends"</i> | Disk Elemental#4444 |
| PCRB, Pg. 228 | Hand of the Apprentice, Power #1 | All? other Powers cost Spell Points. Does Hand of the Apprentice cost 1 Spell Point? If all Powers cost 1 by default, this should be specified. | Lordcirth#3667 |
| PCRB, Pg. 228 | Haste | Can the target use the quick action for special actions that contain strikes, eg Double Slice? | Lordcirth#3667 |
| PCRB, Pg. 203 | Acid Splash | Does not have the Attack trait? | Lordcirth#3667 |
| PCRB, Pg. 279 | Archetypes reads, <i>"Applying an archetype requires you to spend your class feats on archetype feats instead of class feats."</i> | This sentence makes it sound like you have to take all of an archetype's feats before you can take class feats again. Should probably read <i>"Applying an archetype requires you to spend A class feat on the archetype's dedication feat."</i> | Nero#6969 |
| PCRB, Pg. 287 | Familiar Master benefits seem to be not applicable to classes that aren't prepared spellcasters, since they mention adding additional prepared spells. | Sorcerers and alchemists, which have access to familiars, do not seem to benefit from the Master benefits of familiars. Is this an oversight or is it intentional? | RedGriffyn Written by Nero#6969 |
| PCRB, Pg. 303 | Sensed: "When targeting a creature that you sense, before you roll to determine your effect, you must attempt a DC 11 flat check. If you fail that check, you don't affect the target. You're still flat-footed to the creature whether you successfully target it or not." | Never in the description for the Sensed status in this section does it say that creatures that only Sense you are flat-footed against you. | ChungusUmungUs #2776 |
| PCRB, Pg. 397 | Mattock of the Titan: "This 15-foot-long adamantine digging tool is far too big for you to wield unless you are wearing a belt of giant strength, in which case you can wield it as though it were appropriately sized for you and had 2 Bulk. When used as a weapon, the mattock of the titans has the statistics of a master-quality +4 adamantine keen great pick." | The item is described as 15-feet long but is wielded as an appropriately sized weapon. From the description, it seems it would grant reach, but normal greatpicks do not have reach. Does this magic weapon have reach? | ChungusUmungUs #2776 |

| | | | |
|----------------------|---|---|---|
| PCRB, Pg 295 | <p>"If you take damage while you're already unconscious, apply the same effects as if you had been knocked out by that damage."...</p> <p>"If the attack was nonlethal, you do not gain the dying condition or increase your dying condition, and you return to 1 Hit Point (though you remain unconscious)."</p> | By RAW, punching someone that is Dying, inflicting non-lethal damage, stabilizes them immediately. This should be fixed to say, eg "all such damage is lethal" | Lordcirth#3667 |
| PCRB, Pg 292 | <p>'Success and Critical Success' section reads:</p> <p><i>"If your enemy is far more powerful than you or a task beyond your abilities, you might roll a natural 20 and still get a result lower than the DC. In this case, you succeed instead of critically succeed or fail. If you lack the proficiency for a task in the first place, or it's impossible, you might still fail on a natural 20."</i></p> | It is unclear what is meant by 'if you lack the proficiency for a task' in this sentence. Is it talking specifically about one's level of proficiency, or can it be interpreted that anyone who simply lacks the total d20 check modifier to reach the relevant DC is 'lacking the proficiency'? If a monster has an AC of 30 and you only have a +5 to hit, can it not be interpreted that you 'lack the proficiency' to hit the monster? If so, this rule contradicts the previous paragraph that says a natural 20 on an attack roll is still a hit. | Nero#6969 |
| PCRB, Pg 217 | <p>Divine Decree:</p> <p>Choose an alignment your deity has (chaotic, evil, good, or lawful)...You deal 7d6 damage to creatures of that alignment in the area; each creature must attempt a Will save. Creatures that match the alignment are unaffected. Those that neither match nor oppose it don't suffer effects other than damage and treat their result as one degree better.</p> | I think it was intended that Divine Decree smite those of *opposing* alignment. By RAW it smites no one, since it only affects those which are unaffected. | Lordcirth#3667 |
| PCRB, pgs 135, 181 | Wizard has proficiency in "light crossbows" | There is no mention of "light crossbow" in Equipment, only the "crossbow". | Lordcirth#3667 |
| PCRB, pg 141 | You can use Drain Arcane Bond one additional time per day, but you can't use this additional use to cast a spell of your highest or second-highest spell level. | Should probably say "Drain Arcane Focus". | Lordcirth#3667 |
| PCRB, 160,165,166 | Diehard and Fleet feats | Diehard and Fleet are listed as General feats in Table 5-1, but Skill feats in their entries. | Lordcirth#3667 |
| PCRB, pg 57 | <p>[[A]] RAGING COURAGE</p> <p>You concentrate on the power of your rage, overcoming your fear. When you Rage, reduce your frightened condition by 1.</p> | It is listed as an Action with the Rage trait, not a free action with the trigger "You rage". Yet the wording implies it happens when you rage, rather than as an action. | Lordcirth#3667 |
| PCRB, pg 59 | Terrifying Howl | The wording of this ability's failure clause is poorly constructed. "...as long as it remains frightened" is an implied parenthetical and can be misconstrued. A better wording would be "The target gains the Fleeing 1 condition for 1 round if it is frightened." | willuwontu#0328 Written by Nero#6969 |
| PCRB, pg 229 | Heal Animal refers to 'spellcasting action modifier' | Should probably be spellcasting ability modifier. | @Something Wicked#7532 Written by Nero#6969 |

| | | | |
|--------------|--|---|-----------|
| PCRB, pg 299 | The rules for cover apply to auras (see page 314); an aura does not need line of effect to a target, but it must not be entirely cut off from the target (an aura in a lead box would not extend outside the box). | It is unclear here if the parenthetical is meant to be an e.g. or an i.e. (example case or clarification). What other things block an aura? The rules for auras require some additional clarification, because ignoring line of effect creates some odd issues when an aura is blocked by a wall that extends past its range. | Nero#6969 |
|--------------|--|---|-----------|

General Feedback and Comments

Formatting on Feedback and Comments should be done clearly, in a manner that makes it easy to source and identify the problem. Eg. ***Book, Page : Comment/Feedback - Username/Tag***

| | |
|----------------------------------|----------|
| Overview | 3 |
| Ancestry | 4 |
| Classes | 4 |
| Skills | 4 |
| Feats | 4 |
| Equipment | 4 |
| Spells | 4 |
| Advancement & Options | 5 |
| Playing the Game | 5 |
| Game Mastering | 5 |
| Treasure | 5 |

Editors Note: Please ensure all comments are correctly placed in their relevant section below.

Overview

1. **PCRB 15**, Character Sheet: This text blurb is the only place outside of the glossary to define what the Class DC is, despite being a common mechanic. It should be more visible and possibly added to the Class section of the rulebook. In addition, Class DCs seem to lack scaling with proficiency rank. - ChungusUmungUs#2776
2. **PCRB 17**, Hero Points: Making hero points be granted on a session-by-session basis means that in every session a player functionally has to be killed twice by a GM every time they sit down at a table. As a user of Hero Points in all of my campaigns across 6 years, my players and I found that they are only ever used defensively; usually in response to a failed saving throw or in cheating death. As it stands, there is little reason to use Hero Points offensively; this is especially true when their distribution outside of a guaranteed 1 per session is entirely up to the GM. In games where the GM isn't so liberal in handing them out, players feel little reason to "waste" their Hero Points on a skill check or attack roll when it could later be the difference between life and death. Consider some system to encourage Hero Points to be used in ways other than purely defensive ones platinumCheesecake#0069
3. **PCRB 38-39**, Backgrounds: As written, most, if not all Backgrounds grant a Skill Feat that has a prerequisite of being trained in the skill they apply to. However, the Backgrounds themselves do not grant that proficiency. - ChungusUmungUs#2776
 - a. *Editor's Note: The recommendation is to make the Backgrounds grant that proficiency as well as make those skills into Signature Skills.*
4. **PCRB 38-39**, Backgrounds: It is very clear that Backgrounds follow a simple template, so the rulebook should directly state in the background section that players can construct their own backgrounds that follow said template. - @Van Silke, written by ChungusUmungUs#2776
5. **PCRB 192**, Spontaneous Heightening: The heightening mechanics for spontaneous casters seem incredibly restrictive, especially with the base of 2 spells that can be heightened for free. This limit needs to either be increased without requiring a feat, the rule altered to allow "downcasting" for free ala Starfinder, or removed entirely. - ChungusUmungUs#2776
6. **PCRB**, General: Nowhere in the CRB is it clearly explained what benefits higher proficiency in skills provides, other than opening up Trained uses and as a prerequisite for Skill Feats. This leads people to wonder if their Master acrobat can actually do something more impressive than a mere Trained acrobat of the same level (not counting skill feats). This functionality was implied in the blogs but seems to be absent from the rules, and the GMing section of the book doesn't provide adequate guidance on how proficiency gating is meant to work. - Nero#6969
7. **PCRB**, Resonance and Spell Points: Many players discussing the system have found there to be little to no conceptual difference to Spell Points and Resonance, as well as finding the systems restrictive as they are now, especially when it comes to abilities or items that seem like they should (or shouldn't) use them but don't (or do), such as Channel Energy not using Spell Points. Suggested possible fix is to combine the two into a singular pool while reducing the amount of items that need Resonance to those with Activated Abilities (and non-consumable) and removing the charge system from wands and staves. Doing so would also allow for more opportunity to give classes such as Fighters, Rangers, and Rogues abilities that use the combined pool. -ChungusUmungUs#2776

Ancestry

1. **PCRB 23**, Allowing players only one Ancestry Feat at 1st level effectively serves to put Half-Elves and Half-Orcs permanently behind, compared to other Ancestries. This could be solved by giving Half-Elves and Half-Orcs a bonus Ancestry Feat from a curated list. List TBD - Disk Elemental#4444
 - a. *Editor's Note: Additionally, some of the non-Human races could use a boost in power for their ancestry feats to match the sheer versatility that Humans get*
2. **PCRB 24**, Dwarves can select 'Gnome' and 'Orc' as bonus languages. These should probably be 'Gnomish' and 'Orcish'. They also know 'Dwarf', not 'Dwarven'. - Nero#6969
3. **PCRB, Pages 24, 26, 28, 30, 32, 34, 38 & 40 (all Ancestry Entries)**,
The Languages field specifies very clearly "**At 1st level**, if your Intelligence score is 14 or higher, you can also select one of the following languages:" in all of the entries. This is the only time that INT correlation to Languages is shown, and the wording and where it's placed in the book heavily implies that this is an exception that only applies when creating 1st Level characters.

Is this supposed to be retroactive (if you get 14 INT at Lv5/10...) or not? Everything else in the game works retroactively, and if it doesn't it can give weird results of characters that were created directly at Lv5 or higher, with the same exact build/stats, where one could have 1 Extra Language while the other doesn't, depending if they listed they boosted INT to 14 at Lv1 or Lv5.

If it's supposed to be retroactive, the "**At 1st level**" part should just be removed from all the entries; if it's not, it may need further clarification as most people seem to think it should work retroactively. - Kaemon#0909

Classes

Alchemist

1. **PCRB 46**, Alchemist Features and Resonance: While the Studied Alchemy feature definitely helps the Alchemist with the Resonance it needs to create alchemical items, preliminary math suggests that this won't be enough for the Alchemist later on without heavily sacrificing on the use of magic items. - ChungusUmungUs#2776
 - a. *Editor's Note: Possible methods to improve the Alchemist's Resonance Pool are to make Studied Resonance add Intelligence and Charisma rather than just using Intelligence, or a class feature that just provides a static bonus to Resonance that scales with level.*
2. **PCRB 47**, Alchemical Alacrity: As the Quick Alchemy feature uses an action and items created with it become inert at the start of your next turn (without the entirely optional Enduring Alchemy feat), unless Quickened, the Alchemist will not have enough actions to actually use the three items produced. - ChungusUmungUs#2776
3. **PCRB 48**, Smoke Bomb: As written, the feat does not state how the vision of creatures within the smoke cloud is affected. Currently, it's actually strictly beneficial to be inside the cloud, as it doesn't obscure vision. - ChungusUmungUs\$2776
4. **PCRB 49-50**, Debilitating Bomb and Sticky Bomb both have the Trigger "You craft an alchemical elixir using the Quick Alchemy action." It should be "You craft an alchemical bomb using the Quick Alchemy action." as per the Smoke Bomb feat. - Alchemist#5943
5. **PCRB 49**, The Feral Mutagen trait says that "Your feral mutagen truly brings out the beast lurking within you." There is no Feral Mutagen in the game, it should be referring to the Bestial Mutagen, which it describes. - Alchemist#5943
6. **PCRB 45-46**, The number of items an alchemist begins with in their formula book could be four or eight depending on how Advanced Alchemy and Formula Book are interpreted. Clarification would be appreciated. - Alchemist#5943
7. **PCRB 46**, Advanced Alchemy has the following line
"(half a typical batch is two items, but see the Crafting Trained Activities section on **page** for more information)." This needs the page number. - Alchemist#5943
8. **CRB page 369**, Thunderstone.
The deafening effect of Thunderstone relies on a flat DC that does not scale. Alchemist can increase the damage, but not the DC. Possibly a mistake as this is the only bomb with a saving throw but might need fixing. - Alchemist#5943, from Ediwir#7664
9. **CRB page 49**, Precise Bombs - Locking this feat til level 6 seems overly penalizing to parties that have a Melee Martial in the same party as the Alchemist, as they either have to suffer damage for 6 levels or have one of the party members relegated to fighting stragglers or not at all. - Korlac#9565

Barbarian

PCRB 53 & 87, Barbarian and Fighter Skills: Both Classes could use more starting skills and signature skills - ChungusUmungUs#2776

Bard

Cleric

Druid

Fighter

1. **PCRB 89**, Power Attack: Power Attack does not seem to scale well at higher levels. Is this intentional? -Lordcirth
 - a. *Editor's Note: At around level 8, once you get a +2 weapon, Power Attack becomes worse than just two attacks (or other Fighter feats that attack) with its current scaling. Becoming essentially a dead feat.*
 - b. *Also, do other classes multiclassed into Fighter count as level 10 fighters at level 20?* -Lordcirth
2. **PCRB 89**, Point-Blank Shot: The +2 damage bonus for shortbows falls off once you have +3 potency weapons. A +3 longbow will do 4d8 (avg 18) damage, while a +3 shortbow will do 4d6+2 (avg 16) damage. If the intention of this feat is to make the shortbow more desirable over a longbow without volley, it fails to do so in a tangible way. -cchamp92#4106 written by Nero#6969
3. **PCRB 89**, A number of Fighter, Barbarian, Ranger and Rogue Feats should be moved into their own category that all Martial focused classes can draw from in place of a Class Specific Feat. Feats such as Quick Draw and Power Attack should be available to a wider array of Classes to allow greater flexibility in character creation rather than be limited to one, or two specific classes. - Elvenoob#6864
 - a. *Editor's Note - This should only be done with the more general feats, to prevent any one class losing too much of what makes it distinct.*
4. **PCRB 88**, Fighter Class Features: Fighter seems lacking in regard to 1st-level features compared to other martial classes - ChungusUmungUs#2776
 - a. *Editor's note: Every other martial class has at least two class features they can access at 1st level (e.g. paladin's retributive smite and lay on hands, rogue's surprise attack, sneak attack and dex-to-damage). Fighter has one, Attack of Opportunity.*
5. **PCRB 89-95**, Fighter Feats: Various pairs of Fighter Feats should be condensed into singular feats to help reduce feat taxes, such as making Felling Strike and Sudden Leap one feat. - ChungusUmungUs#2776
6. **PCRB 89-95**, Fighter Feats: There are no feats to support a crossbow or sling user for the Fighter.
 - a. This is disappointing to some as the Fighter is the "Weapon Master." - ChungusUmungUs#2776
7. **PCRB 53 & 87**, Barbarian and Fighter Skills: Both Classes could use more starting skills and signature skills - ChungusUmungUs#2776

Monk

1. **PCRB 101**, Whirling Throw: The Monk's Whirling Throw (p. 101) is poorly written or designed. A success on a DC 15 will throw the creature 10ft and deal 1d6+STR dmg, but if you want to do more dmg, the DC increases by leaps and bounds. To deal 2d6+STR, you need to beat an Athletics DC35 or roll a nat 20. The max damage is 4d6+STR and that requires a DC of 55 or a nat 20 and beating DC 45. Pramxnim - ChungusUmungUs#2776
2. **PCRB 102**, Monk Feat: Monk's Evasion. This feat does not feel good to take because of how the Path of Perfection class feature works. The level 11 advancement of PTP is entirely worthless if you take this feat. It does nothing. It's probably intentional because Monk's Evasion gives you an added benefit at level 11, but it feels like a waste to take feat and have it propped up on a dead class feature. - Nero#6969
3. **PCRB 98**, Monk class feature: Fierce Flurry. This kind of ability that makes you increase the weapon damage dice if both Flurry of Blows hit is very annoying for the tabletop players that are used to rolling the attack and damage at once, and for the virtual tabletop players that need to have 3 macros (attack, damage 1 and damage 2) instead of 1 for the same action. Additionally, all or nothing features like this seem antithetical to the design changes of 2e (like those to save-or-die/suck spells). Suggestion: Change it to a flat bonus or add an extra die. - Nero#6969 & Kaemon#0909
 - a. *Editor's Note: The same applies to the Fatal trait of weapons*

Paladin

1. **PCRB 105** Paladin's key stat should be Constitution or Charisma, not Strength. Forcibly keying the class off Strength precludes players from building Archer Paladins or Finesse Paladins. - Disk Elemental#4444
2. **PCRB 107** Armored Fortitude should increase Proficiency with Shields and one type of armor, stealth chosen at that level. The second half on the ability should function with any type of armor you have an expert proficiency rank in. Forcing Paladins to only use heavy armor prevents the existence of the Dex-focused Sarenite Dervishes, Stealthy Archer Paladins of Erastil, or Unarmored Paladins of Irori. - Disk Elemental#4444
3. **PCRB 108**, Paladin's Warded Touch. Was it intended that you can cast it with your weapon hand, as well as not provoking? Somatic Casting on pg 196 says you must always have a free hand.
4. **PCRB 111**, Instrument of Zeal: This feat mentions performing a critical hit with Blade of Justice, but Blade of Justice is not an attack. I believe the intent of attacks modified by Blade of Justice is clear, but the RAW is not. - ChungusUmungUs#2776
5. **PCRB 111**, Angelic Form: This feat mentions that the paladin takes on the 'angel' and 'celestial' traits, but these traits are not defined anywhere in the playtest documents. What do they mean? - Nero#6969

Ranger

1. **PCRB 116-117**, Ranger Feats: As is, the Ranger Feats regarding the creation and deployment of Snares lacks any way to craft snares at a reduced cost outside of downtime until very late, when the cost is basically negligible. One of the Feats, possibly Quick Snare (for thematic reasons), could grant the ability to instead cheaply craft Snares using the normal 1 minute craft time instead of the reduced 3 Action craft time. - ChungusUmungUs#2776
2. **PCRB 115-117**, Ranger Animal Companions: As is, the Ranger, a class known for its animal companion, strictly has the worst companion progression, lagging behind even the Cavalier archetype. In addition, unlike the Cavalier, Druid, and Paladin, the Ranger has no feat that allows their animal companions to take an action without being directed using one of the Ranger's own actions. - ChungusUmungUs#2776
 - a. *Editor's Note: In addition, several of the Ranger Feats for Animal Companions are really bad and should be combined with the actual Animal Companion progression Feats or just made vastly better.*

Rogue

1. **PCRB 119**, As it currently stands, a Rogue cannot initiate a Sneak Attack from a position of Stealth, this seems strange and counter to the fundamental features of a Rogue. Is this an intentional exclusion or an oversight? If so, the addition of a definitive ruling as to whether enemies attacked from a position of Stealth are subject to the Sneak Attack feature would be appreciated. - Kesaro#1995
 - b. *Editor's Note: The Sensed condition makes enemies flat-footed against you as per the Conditions section, but this isn't made clear in the section on senses and visibility, and is lost as soon as you attack out of Stealth*

Sorcerer

1. **PCRB 127**, Sorcerer Features: For its base features, compared to most other casters, the Sorcerer seems quite far behind, especially considering that their innate magic allows for more training elsewhere. I recommend increasing the base HP from 6 to 8 and giving them Light Armor Proficiency. - ChungusUmungUs#2776
2. **PCRB 128**, Sorcerer Feats: Sorcerers do not follow the same Class Feat pattern as all other spellcasting classes - ChungusUmungUs#2776
 - a. *Editor's Note: While it seems that the feats were "forced into" the bloodline powers, doing so severely limits character variety and customization. Recommend "unlocking" those feats and turning the bloodline powers into selectable feats akin to the Barbarian's Totem Feats*
3. **PCRB 132**, Primal and Divine Evolution: Only one of each spell per day seems lackluster compared to the prepared caster versions and the more versatile Occult and Arcane Evolution Feats. Recommend changing the number of uses to either scale with level or instead use Spell Points. - ChungusUmungUs#2776

Wizard

1. **PCRB 140**, Quick Preparation: This feat is incredibly powerful and necessary for optimal wizard play. There is no reason not to take it. It should either be moved to a higher level, made a baseline wizard feature, or, more preferably, made a baseline feature for all prepared casters. -Nero#6969

Skills

1. **PCRB 144**, Class “Signature” skills should grant Assurance in said Skills, certain backgrounds would be reworked to accommodate this. - Lakobie#3062
2. **PCRB 159**, Thievery “Steal an Object”: As written, closely guarded is poorly defined, especially in conjunction with diversionary tactics. Suggest improving the wording to allow “closely guarded” to have a more dynamic definition. - ChungusUmungUs#2776
3. **PCRB** General, Proficiency Rank: There has been a large amount of talk about the usefulness of ranking up a skill’s proficiency other than unlocking new feats. Many have expressed that these feats should simply be built into a skill and unlocked just by ranking up, rather than by ranking up *and* purchasing the feat. - ChungusUmungUs#2776

Feats

1. **PCRB 160**, There should be additional skill or general feats that add signature skills. Locking them behind classes and class feats feels extremely limiting, especially with how much functionality of skills is locked behind Master + proficiency feats.
 - a. *Editor’s Note: Alternatively, make Backgrounds provide signature skills other than Lore Skills. If this route is taken, maybe allow backgrounds to provide one of two non-Lore skills and that each skill has at least two backgrounds to choose from.*
2. **PCRB 161**, Medicine Feats: As is, there is no Master level feat for Medicine, limiting the viability of non-magical healers. - ChungusUmungUs#2776
3. **PCRB 163**, Battle Medic: The amount of healing in accordance to the level of proficiency required seems rather low. I recommend adding an expert-exclusive level of healing and increasing the healing of the master and legendary level checks to better incentivize investment into the skill. - ChungusUmungUs#2776
4. **PCRB 168**, Legendary Sneak: The rules for Exploration seem to imply that one can already engage in multiple activities at the same time. Since sneaking requires one to take 1 sneak action per turn every minute, that leaves 2 additional actions to spend. For example, 1 action to seek and 1 action to move. Is this feat contradicting the rules or are the rules intended to prohibit players from engaging in multiple tactics at once? -Nero#6969
5. **PCRB 173**, Trick Magic Item: Locking the ability for non-casters to use wands behind a feat that not only uses an action, but has a degree of failure attached to it seems counter to making martial classes more effective in more areas. Possible fix ideas are to let the current function of the feat be built into a skill and simply make the feat reduce it to a free action and/or eliminate failure penalties. - ChungusUmungUs#2776

Equipment

1. **PCRB 180, Table 6-5:** Is Bastard Sword intended to be Piercing damage? - LordCirth
 - a. *Editor's note: Bastard Sword is currently listed as Piercing Damage, this is widely believed to be an error.*
2. **PCRB 176, Table 6-3:** Armor needs to be rebalanced, currently Light Armor reaches the same AC as Heavy Armor, achieves a Higher TAC than Heavy Armor, and suffers no penalties. Even with the Heavy Armors, Half Plate is better than Full Plate in nearly every way, and will beat it out in all categories with just 14 DEX. - Lakobie#3062
 - a. *Editor's Note: This is a consistent complaint throughout the community, with a number of suggested solutions. For convenience, they will each be listed separately. However, as is, the only ways to get higher than Trained in Light/Medium armor are via features that grant it alongside better proficiency in Heavy Armor. If this should change come the full release, one of the following solutions is highly recommended.*
 - i. *Solution 1: Remove the Clumsy Trait from Heavy Armor and let Item Quality both decrease ACP and increase the Dexterity Bonus to AC/TAC*
 - ii. *Solution 2: Simply increase the base statistics for Heavy Armor*
 - iii. *Solution 3: Let Heavy Armor provide some baseline resistance that can stack with resistance from other sources*
3. **PCRB 88:** Expert in Armor for classes trained in Medium and Heavy should reduce speed penalties by 5. - Lakobie#3062
 - a. *Editor's Note: This would negate the dwarf racial ability "Unburdened". A suggested change would be to explicitly allow them to stack.*
4. **PCRB 88:** Legendary in Armor for classes trained in Heavy should remove all speed penalties and increase Max Dex allowance by 1 - Lakobie#3062
 - a. *Editor's Note: This would negate the dwarf racial ability "Unburdened".*
5. **PCRB 107:** Legendary in Heavy Armor should remove the Clumsy trait. - Lakobie#3062
6. **PCRB 177:** The Clumsy Trait should not exist. Preliminary math suggests the Clumsy Armors don't provide enough protection (even at early levels) to justify extraneous penalties. - Disk Elemental#4444
7. **PCRB 178,** Improvised Weapons: The text here does not mention using a weapon in ways not originally intended, such as hitting someone with a bow or throwing a greatsword. In addition, guidelines for range increments would be appreciated. - ChungusUmungUs#2776
8. **PCRB 47/PCRB 361,** Alchemist's Fire is listed as doing 1d6 damage in the alchemist class section while it is listed as doing 1d8 damage in the alchemical item section. - Alchemist#5943
9. **PCRB 184,** Gear: There is no Quiver or similar ammunition container for bows and crossbows listed in this section. - ChungusUmungUs#2776
10. **PCRB 372,** Anarchic Rune: "A weapon with this rune deals 1d6 additional chaotic damage against lawful targets. If you are lawful, you are enfeebled 2 while carrying or wielding this weapon.

When you critically succeed at an attack roll with this weapon against a lawful creature, add one extra weapon damage die (after doubling for the critical hit), and all your weapon damage dice are treated as the maximum result on an even roll and treated as a 1 on an odd roll. For example, if your attack with a +1 anarchic greatsword is a critical hit and you rolled a 2, 8, 9, 3, and 6, the 2, 8, and 6 would each be treated as a 10, and the 9 and 3 would each be treated as a 1, for a

total of 32 damage."

There's a couple things with this,

First, greatswords deal 1d12, and so the damage should be treated as 12 not 10.

Second, it's including the d6 in the rolled dice for one of the categories, is it supposed to get increased to the 12 if it's even or just 6? - Alchemist#5943 (suggested by willuwontu#0328)

Spells

1. Currently Spells and Powers are entirely unorganized, and shoved in the same list together. Separate Spells into their own list organized alphabetically by level, marked with class symbols. Put Class Powers in their own lists. - Disk Elemental#4444
 - a. *Editor's Note: Alternatively, use the excellent traits feature to denote which spells are in which lists*
 - b. *Editor's Note 2: Powers could also be placed in the class entry of the class belonging to them*
 - c. *Editor's Note 3: Also, please list a Power's cost in its entry*
2. **PCRB 218**, Dragon Breath Power: This Draconic Bloodline Sorcerer Power seems to be very under-par when it comes to damage, especially considering its 2 spell point cost. As is, it's strictly inferior to the Barbarian's Dragon Breath ability. Recommendations are either to decrease the spell point cost or increase the Heightening Effect to 2d6 per level. - ChungusUmungUs#2776
3. **PCRB 245**, Plant Form Spell: The heightened version of the spell decreases the bonus to damage rolls, but does not increase the number of damage dice, going against the format of similar spells such as Dinosaur Form. - ChungusUmungUs#2776
4. **PCRB 262**, *Take Its Course* is fluff incompatible with the concept of Indulgence; it would fit far better in a disease or pestilence domain. Urgathoa encompasses both domains, but Cayden Cailean, and other future gods may not. - Disk Elemental#4444
5. **PCRB 72**, Desna currently has three unique domains (Dreams, Luck, Moon) that are not shared with any other god; concentrating power in a small handful of gods is one of the major problems that plagued 1e. Consider either replacing one of these domains with an alternative, or granting it to another deity. As a side note, *Moon* is not part of Desna's domain, nor are the mechanics fluff-respecting, she's concerned with stars. - Disk Elemental#4444
6. **PCRB 242**, Obscuring Mist: As written, the spell does not state how the vision of creatures within the mist cloud is affected. Currently, it's actually strictly beneficial to be inside the cloud, as it doesn't obscure vision. - ChungusUmungUs#2776
 - a. *Additional note: Likewise, there are no mechanics in the book for describing what happens if one tries to target a creature on the opposite side of a cloud of mist or other heavy smoke. Is this cover? Screening? Does the mist/smoke block line of sight/effect entirely?*

Advancement & Options

1. **PCRB 279:** There should be some standardization of Archetype Progression. In its current state, Sorcerer & Wizard cannot effectively multiclass without sacrificing all of their base class feats. - Iroh#6381
 - a. *Editor's Note: Perhaps standardize all casters to the same feat progression and add or take away features to compensate. A standardized caster progression (or just fully standardized progression and martials just get a bonus feat) would read more smoothly.*
2. **PCRB 280:** Cleric archetype feat 'Advanced Dogma' appears to be unique among this type of archetype feat in that it treats your cleric level as equal to your full level (instead of half your level) for the purposes of taking a cleric feat. Is this intentional? - willuwontu#0328, Written by Nero#6969

Playing the Game

1. **PCRB 293,** Secret Checks: The increased number of secret checks for common actions like sneaking and search make the game less satisfying to play as a PC. It removes some feeling of player agency, the illusion of control, in an attempt to prevent metagaming. However, it makes the game less fun for those of us (maybe most of us) who just like rolling dice. It also makes the game more difficult for the GM to manage, especially when playing online or through a play-by-post environment. -Nero#6969
2. **PCRB 307,** Basic Actions: The move to the 3-action economy was supposed to simplify the rules as compared to the previous edition. However, this section features **23 distinct** actions and doesn't even consider situational and conditional exceptions to the rules presented here. Including spellcasting actions, we have 26 entirely unique 'abilities' that have to be referenced during play, if not least because each has their own 'trait' tags which affect how monsters can react to those actions. This seems to be a step backward from the previous edition, and one can imagine a future where, after more content release, we have these actions plus a thousand exceptions for each one bloating the system. - Nero#6969
3. **PCRB 290,** The Section where it discusses that the GM may sometimes determine that a different modifier may be used for a check could perhaps include some examples - eg. In a situation where hiding relies more on your wit than your dexterity, a player should use Intelligence for a stealth roll instead. - Kesaro#1995
4. **PCRB 315,** Drowning and Suffocating: As-is, the minimum of 3 actions and using an action's worth of air while doing nothing is incredibly restrictive, and frankly, hugely underestimates how long a person can hold their breath. An average person (10 Con) who holds their breath according to these rules, only lasts for 6 rounds before falling unconscious, or 36 seconds. The average person can hold their breath for much longer, especially if they stay still. - ChungusUmungUs#2776

Game Mastering

1. **PCRB 329**, Exploration Tactics: The codified rules here don't make it clear if players are intended to only perform one tactic at a time, or if they can engage in multiple tactics at once; sneaking and searching/investigating, for example, seem like they could work together. However, the existence of the Legendary Sneak feat seems to imply that players are limited to one activity at a time. If that's the case, the paragraph describing the tactic of sneaking requiring 1 sneak action every turn for a minute is confusing. And the next paragraph even says that this should be expressly forbidden. This is needlessly limiting and is not only counter-intuitive to regular play, but counterproductive as well, as it serves to make more complicated a part of the game that should flow more smoothly. -Nero#6969
2. **PCRB 329**, Fatiguing actions: It makes no sense that a PC's stats and abilities don't play into what is and isn't a fatiguing action, or for how long a character can engage in a fatiguing activity before succumbing to fatigue. A level 20 dwarf barbarian with 22 Con can hustle for just as long as a level 1 elf wizard with 8 Con. A level 20 wizard with effortless concentration still can't concentrate on a spell for more than 10 minutes without becoming fatigued. -Nero#6969
3. **PCRB 336**, Proficiency-Gate Tasks: The suggestions in this paragraph seem antithetical to the design principles of 2e skills. Allowing a player to make a check with no success condition but still include failure and fumble conditions screams of antagonistic GMing behavior, and quickly teaches players to just not attempt skill rolls with which they are not proficient and invested in - The exact same destination as 1e's skill system. -Nero#6969
4. **PCRB 337**, Ordinary Tasks and skill DCs by level: This section doesn't provide enough guidance on when to consider a task 'Ordinary' if it isn't explicitly listed in Tables 10-3 thru 10-6. The use of the word 'trivial' and 'ordinary' seems to contradict Table 10-2's use of 'Trivial' and serves only to confuse the reader on when to apply what table. -Nero#6969

Bestiary

1. **Bestiary 48**, Barbed Devil (Hamatula): This creature lacks a box listing its traits and the Barb weapon lists Shocking Strike as a trait rather than Frightful Strike. - ChungusUmungUs#2776

Treasure

1. **PCRB 376-377**, Resonance Points: The RP system in practice seems to be extremely hostile to low level play. With alchemical healing requiring the use of RP, party composition is severely limited by the mandatory requirement of a cleric. Otherwise, characters run into the problem of using their RP on utility (e.g. darkvision potions) or healing. Considering the swingy and deadly nature of low level combat, and the extremely slow natural healing provided by resting, this system only serves to prohibit versatility and encourage the '15 minute adventuring day' method of gameplay. -Nero#6969
 2. **PCRB 376-413**, Magic Items: Unlike other proficiency/level based functions, such as weapon attack rolls and saving throws, the following lack magic items that directly increase their effectiveness: Class DCs and Spell Rolls/DCs. - ChungusUmungUs#2776
 - a. *Editor's Note: This may be because of monster statistics generally having lower saves and higher DCs, but it might be better overall to equalize the two. As-is, contests between Skills and Saving Throws are differently matched by a large degree than Spells/Class Features vs Saving Throws.*
 3. **PCRB 379-380**, Trinkets: Given how much time Trinkets need to be attached and the generally minor benefit that most trinkets provide, Trinkets should either be increased in power or not require Resonance to activate. As is, many just don't offer a benefit worthwhile enough for the opportunity cost. - ChungusUmungUs#2776
 4. **PCRB 357**, Snares: The overall cost for snares seems to be quite expensive given their capabilities, especially for characters such as Rangers who invested in the appropriate feats, and Snare Kits which say that they provide materials for crafting Snares don't say which materials they provide, if any, to the process of creating Snares. In addition, higher level snares would be much appreciated. - ChungusUmungUs#2776
 5. **CRB 369**, Thunderstone: The deafening effect of Thunderstone relies on a flat DC that does not scale. Alchemist can increase the damage, but not the DC. Possibly a mistake as this is the only bomb with a saving throw but might need fixing.
 6. **PCRB, 386-387**, Demon Armor: The item description mentions that the armor's horns have the Deadly trait, but fail to mention what dice size the deadly trait uses. - ChungusUmungUs#2776
 7. **PCRB 387**, Doubling Ring: The section following the price and level listings of the standard and greater rings is unclear whether it applies to the greater ring or both rings. - ChungusUmungUs#2776
 8. **PCRB 387**, Divine Prayer Beads: The standard version of the item does not specify the level of the *heal* and *bless* spells it can cast. - ChungusUmungUs#2776
 9. **PCRB 397**, Magic Weapons: The +3 version describes the item as being an "expert weapon [that] has a +3 *Potency Rune*" despite expert weapons having a maximum of +2. The price listed is correct for a master +3 weapon. - ChungusUmungUs#2776
-

Positive Feedback

“As a Pathfinder focused community, we are highly passionate and opinionated individuals - this is often seen in negative opinions from a vocal minority, as such we believe it's important to show the good folk's at Paizo some love, both for their hard work and diligence, and the mechanics they have introduced for us to peruse, use and abuse.” - Kesaro#1995

For the sake of convenience, please label all Positive Feedback with your username. Eg. *Comment - Username/Tag*.

1. Rarity is a great mechanic, especially for spells and monsters. Allowing GMs to choose which items and spells suit their world makes an excellent option to curb inevitable power creep - platinumCheesecake#0069
2. The inclusion of the Minion descriptor is an elegant way to solve the action economy issues that come from Summoners and animal companion classes. - Disk Elemental#4444
3. The section on Trivial Checks (PCRB pg, 337) that shouldn't need to be rolled is a fantastic addition, and is of great assistance to both DMs and Players. - Civmaster#0534
4. The 3-Action System is a great feature, that helps close the Martial-Caster disparity and give a more interactive flow to combat. - Kesaro#1995
5. The Modular concept of the game is a nice, and will be of great benefit going forward. - Iroh#6381
6. The addition of Weapon Traits goes along way to making them feel distinct, and gives a unique flavour of customizability to the traditionally dull Fighter. - Lakobie#3062
7. Spell Points and powers (Especially for Storm Druids) seem fantastic for allowing players to not feel bad when taking utility spells over the spells they want to take, since now even if they spend all spells on utility (at level 1), they'll still have four 1st level spell equivalents for their gimmick (in this case, blasting) - Croc64#9075
8. The alterations made to spells are excellent. Definitely a great use of the degrees of success system. - ChungusUmungUs#2776
 - a. *The ability to heighten spells and automatically casting cantrips at higher levels is similarly excellent. platinumCheesecake#0069*
9. Traits in general are an excellent organization and codification tool. Makes it easy to know interactions and later compile abilities and spells into nice, compact lists. - ChungusUmungUs#2776
10. The system as a whole I find absolutely wonderful. Even if minimal changes are made, this will probably remain my favorite fantasy TTRPG for a long time, and I just want to make it even better. - ChungusUmungUs#2776
11. The way in which multiclassing and archetypes are handled is really interesting and cool and allows you to blend the parent class features together in a really seamless way. - Elvenoob#6864
12. Hit points being a static number clear up some common confusion between HD and a class's Hit Die. Additionally, this simplifies the “take half the die roll” math for building higher-level characters. platinumCheesecake#0069
13. The consolidation of skills streamlines more confusing aspects of the game and offers more reason for investing in previously underpowered skills. The lines between Spellcraft and Kn (arcana) were always blurry, and Climb and Swim always felt too weak to bother investing too much in. platinumCheesecake#0069

14. Moving to SP instead of GP is a smart move. In 1E, you frequently ran into the millionaire issue where a copper piece was too inconvenient so adventurers paid for bread at a hundred times the cost, and ended up carrying around thousands of heavy coins because there were no larger denominations. platinumCheesecake#0069
15. Bulk simplifies the annoying encumbrance system everyone ignored. Maybe people will actually start tracking this. platinumCheesecake#0069
16. Playing a level 1 Human Fighter had several interesting build choices and interesting tactical decisions. This is something that many systems, d20 and otherwise, have failed to accomplish. I see interesting choices for most other classes as well, that I am excited to try. Lordcirth#3667