

List of modifications from Pathfinder Alpha 1.1 to Pathfinder Alpha 2

Compiled by Guillaume Godbout

Introduction

- Replace first sentence with: *“Welcome to the second Alpha release of the Pathfinder Roleplaying Game.”*
- Replace second paragraph with: *“This is the second in a series of three Alpha releases that will culminate in a standalone rules set. This release combines the rules from the first release along with a host of changes to those rules and a number of new rules. When combined with the 3.5 rules set, these rules allow you to begin play immediately. In the coming weeks, one final Alpha release will round out the rest of the game, covering all the standard classes, spells, magic items, and everything else you need to have a complete campaign. But I don’t want this game to develop in a vacuum. I need your help to make this the best game possible.”*

History & Design Goals

- The last sentences after “When Paizo started looking for alternatives, my side project was a natural fit” now read: *“One month ago, we posted the first Alpha release of these new rules, as a free PDF. Since then, the rules have been downloaded by more than 15,000 people and our messageboards have been buzzing with ideas, concerns, and comments about the Pathfinder RPG. We have been meticulously combing through these boards, looking for places to improve the existing rules and the game as a whole. We could not have done it without you.”*

Races

Dwarves

- Replace the favored class entry with: *“**Favored Class:** The favored class of dwarves is cleric or fighter. This choice must be made at 1st level and cannot be changed.”*

Elves

- Remove the Unnatural Beauty entry.
- Replace the favored class entry with: *“**Favored Class:** The favored class of elves is ranger or wizard. This choice must be made at 1st level and cannot be changed.”*

Gnomes

- Replace the favored class entry with: *“**Favored Class:** The favored class of gnomes is bard or sorcerer. This choice must be made at 1st level and cannot be changed.”*

Half-Elves

- Replace the adaptability entry with: *“**Adaptability:** Half-elves receive Skill Focus, as a bonus feat, at 1st level.”*

Half-Orcs

- Replace the favored class entry with: *“**Favored Class:** The favored class of half-orcs is barbarian or cleric. This choice must be made at 1st level and cannot be changed.”*

Halflings

- Replace the keen senses entry with: *“**Keen Senses:** Halflings receive a +2 racial bonus on sound-based Perception skill checks.”*
- Replace the favored class entry with: *“**Favored Class:** The favored class of halflings is rogue or wizard. This choice must be made at 1st level and cannot be changed.”*

Humans

- Replace the skilled entry with: *“**Skilled:** Humans gain one additional skill rank whenever they gain a level.”*

Classes

Player Character Classes

- Replace paragraph with: *"The following modifications are designed to balance the player character classes."*
- Table 4-1. Remove the skills progression.
- Add the following Designer Notes: *"DESIGNER NOTES: RACE AND CLASS POWER These rules increase the power of the base races and classes to some extent. This was done for a number of reasons, the most important of which was to balance them with the current level of power in the game. Over the years, a number of other races and classes have been released that are a bit more powerful than the base options. Since we do not want the core races to be suboptimal choices, and we cannot change the other material, adding to the base choices seemed like the best option. We think that you will find these changes are not all that intrusive, and might even allow you to play with some of the other races and classes on an even scale."*

Barbarian

- Add the whole barbarian entry.

Cleric

- Add *Sense Motive* (Wis) to the Class Skills list.
- Replace "1st Level Skill Choices:" with "Skill Ranks Per Level:"
- Class Features:
 - Rename the Turn or Rebuke Undead entry **Chanel Energy (Su)** and replace the first part of the second paragraph up to "Once the choice is made..." with: *"A good cleric (or a neutral cleric who worships a good deity) channels positive energy, damaging undead creatures and causing them to flee. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy, healing undead and bending them to her will. A neutral cleric of a neutral deity must choose whether she channels positive or negative energy."*
- Designer Notes: Orisons. Replace the last sentence with: *"Instead, we replaced cure minor wounds with stabilize and inflict minor wounds with bleed, both of which you can find in the Spells and Magic Chapter."*

Druid

- Add the whole druid entry.

Fighter

- Replace "1st Level Skill Choices:" with "Skill Ranks Per Level:"

Paladin

- Add the whole paladin entry.

Rogue

- Add Bluff (Cha), Sleight of Hand (Dex) to the Class Skill List
- Replace "1st Level Skill Choices:" with "Skill Ranks Per Level:"

Sorcerer

- Add the whole sorcerer entry.

Wizard

- Replace "1st Level Skill Choices:" with "Skill Ranks Per Level:"
- Replace the Share Spell entry in the Familiar Ability Descriptions with : *"Share Spells: The wizard may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. A wizard may cast spells on his familiar even if the spells normally do not affect creatures of the familiar's type (magical beast)."*

Skills

- Add the following Designer Notes: *"DESIGNER NOTES: SKILL REVISION There has been a great deal of discussion about the skills system presented in the Alpha release 1 of the Pathfinder RPG. There were a number of people on both sides of the argument, both for and against the simplified system. In the end, a lot of the arguments*

against echoed some of our own concerns about the system. While it allowed you to easily create a character, it removed a great deal of the flexibility from the system, and that is not a good thing. In addition, the new system required significant conversion of monster statistics, and while this was simple, it was still extra work.

Taking all the feedback into consideration, we decided to go back to a rank system, although one that is a bit easier to use. We removed the cross-class skills, instead giving you a bonus on any class skills that you put ranks into. This bonus also allowed us to get rid of the messy multiplication at first level. The great thing about this system is that it still allows you to calculate a singleclass character easily. Just pick your skills and you have as many ranks in them as you have levels. It also does not modify monster stat blocks in an appreciable way (since they rarely had cross-class skills anyway). The only change here comes from characters and NPCs that had heavily invested in cross-class skills. Those characters will receive a bit of a boost. We hope that you enjoy this system, as many of your comments helped to shape it.”

- Add the following Designer Notes: “DESIGNER NOTES: PRESTIGE SKILLS With the changes to the skill system, the requirements to enter various prestige classes must change as well. Whenever a prestige class calls for a number of skill ranks, you can qualify for the prestige class if you meet that number of ranks –3 if you also have the skill as a class skill. If you do not have the skill as a class skill, you must possess double that number of ranks. For example, a 3.5 prestige class might require eight ranks in Move Silently. In the Pathfinder RPG, it instead requires five ranks of the Stealth skill if Stealth is one of your class skills and ten ranks if it is not.”
- Designer Notes: Add Sleight of Hand to the list.
- Replace Table 5-2 with the following table:

TABLE 5-2: SKILL CHECK BONUSES

Skill	Skill Check is Equal To ¹
Untrained	1d20 + Ability modifier + racial modifier
Trained	1d20 + Skill ranks + ability modifier + racial modifier
Trained Class Skill	1d20 + Skill ranks + ability modifier + racial modifier + 3

¹ Armor check penalty applies to all Strength and Dexterity-based skill checks.

- Table 5-3. Remove Deception from the list of altered skills. Add “Open Lock/Disable Device”.
- Table 5-4. Replace all “cc” with “–”. Remove the Deception and Theft Entries. Replace the Disable Device ability with “Dex¹”. Replace the Swim ability with “Str¹”. Add the following entries.

Bluff	–	C	–	–	–	–	–	C	C	–	Yes	Cha
Sense Motive	–	C	C	–	–	C	C	–	C	–	Yes	Wis
Sleight of Hand	–	C	–	–	–	–	–	C	–	–	No	Dex ¹

Acquiring Skills

- Replace 1st paragraph with: “At first level, your character gains a number of skill ranks dependent upon your class plus your Intelligence modifier. At every level after that, you gain additional skill ranks. These skill ranks can be spent on any skill, but you can only invest a number of ranks into a specific skill equal to your total Hit Dice. In addition, each class has a number of favored skills, called class skills. Your character is most proficient in these skills, as they represent part of his professional training and constant practice. You gain a +3 bonus on all class skills that you put ranks into. If you have more than one class and both grant you a class skill bonus, these bonuses do not stack.”
- Replace 2nd paragraph with: “The number of skill ranks you gain when taking a level in one of the base classes is shown on table 5-1. Humans gain one additional skill rank per class level. At each level after 1st, you gain a number of skill ranks dependant upon your class. If you select a level in a new class, all of its class skills are automatically added to your list of class skills, and you gain a +3 bonus on these skills if you have ranks in them.”

Skill Checks

- Replace text following “..., roll 1d20 and add the appropriate modifier.” and ending at “If you are not trained...” with “If the skill is one that you are trained in and it’s a class skill, your bonus on the skill check is equal to your character level + 3 + your relevant ability score modifier. If the skill is one that you are trained in but it’s a cross-class skill, your bonus on the skill check is equal to 1/2 (your character level + 3) + your relevant ability score modifier.”

Appraise (Int)

- In the Action entry, replace the sentence starting with “Attempting to ascertain...” with: *“Attempting to ascertain the power of magic items takes 3 rounds per item to be identified and you must be able to thoroughly examine the item.”*
- In the Try Again entry, replace the last part of the paragraph after “... to Appraise magic items,…” with *“you only attempt to ascertain the powers of an individual item once per day. Additional attempts during the same day reveal the same results.”*

Bluff (Cha)

- Add the whole Bluff entry.

Disable Device (Dex; Armor Check Penalty; Trained Only)

- Add the whole Disable Device entry.

Heal (Wis)

- Add the whole Heal entry.

Stealth (Dex; Armor Check Penalty)

- In the Check description, replace “If your observers are momentarily distracted (such as by a Deception check),” with *“If your observers are momentarily distracted (such as by a Bluff check),”*
- Replace the Creating a Diversion to Hide description with: *“You can use Bluff to allow you to use Stealth. A successful Bluff check can give you the momentary diversion you need to attempt a Stealth check while people are aware of you.”*

Feats

- Table 6-1: Combat Feats. Replace the benefits of the following feats:
 - Arcane Armor Training with: *“Reduce your arcane spell failure chance”*
 - Arcane Armor Mastery with: *“Further reduce your arcane spell failure chance”*
 - Double Slice with: *“+2 bonus on attacks made with a light weapon”*
 - Gorgon’s Fist with: *“Daze a foe whose speed is reduced”*
 - Medusa’s Wrath with: *“Make 2 extra attacks against a dazed foe”*
- Table 6-1: Combat Feats. Two-Weapon Rend is now indented under Double Slice. Replace the prerequisites with: *“Double Slice, Improved Two-Weapon Fighting, base attack bonus +11”*
- Add the following feats:

Vital Strike

Base attack bonus +11

Take one fewer attack to deal extra damage

Improved Vital Strike

Vital Strike, base attack bonus +16

Take two fewer attacks to deal significantly more damage

- Remove the Staggered Condition boxed text.

Deadly Aim

- Add *“base attack bonus +1”* to the prerequisites.

Deceitful

- Replace Deception with *Bluff* in the benefits.

Deft Hands

- Replace Theft with *Sleight of Hand* in the benefits.

Power Attack

- Add *“base attack bonus +1”* to the prerequisites.
- After “Add an amount equal to your Strength modifier” add the following provision *“(or your base attack bonus, whichever is lower)”*

Selective Channeling

- Add the Selective Channeling feat.

Turn Elemental

- Place before Turn Outsider.

Cleave (Combat)

- Add *"base attack bonus +1"* to the prerequisites.

Double Slice (Combat)

- Replace the benefits entry with: *"**Benefit:** You gain a +2 circumstance bonus on attack rolls made with one light weapon while attacking with two weapons."*

Improved Vital Strike (Combat)

- Add the Improved Vital Strike entry.

Razor Sharp Chair Leg (Combat)

- Replace after *"... damage dealt by the improvised weapon..."* with *"by one step (for example, 1d4 becomes 1d6) to a maximum of 1d8 (2d6 if the improvised weapon is two-handed). The improvised weapon has a critical threat range of 19–20, with a critical multiplier of x2."*

Two-Weapon Rend (Combat)

- Add *"Double Slice"* to the prerequisites.

Vital Strike (Combat)

- Add the Vital Strike entry.

Combat

Cover

- Under the Melee description, remove the paragraph: *"Melee attacks made with reach weapons are calculated as ranged attacks for the purposes of determining cover."*

Special Combat Actions

In the channeling energy section (old turning and rebuking undead)

- Replace the "Designer Notes: Turning Healing" with *"Designer Notes: Channeled Healing"*, and replace *"This means that turning harms undead"* with *"This means that channeled positive energy harms undead"*.
- Change the title of the "Turn of Rebuke Undead" to *"Channel Energy"*
- Change *"Turning or rebuking undead is a supernatural ability you can perform as a standard action"* to *"Channeling energy is a supernatural ability you can perform as a standard action"*
- Replace *"and can cause them to become immobilized for a number of rounds and, if sufficiently powerful, can control the undead"* with *"and can cause them to obey the will of the character"*
- Replace the title "Turning Effects" with *"Channel Positive Energy"* and the first sentence starts with *"When you channel positive energy"*
- Replace the title "Rebuking Effects" with *"Channel Negative Energy"* and the first sentence starts with *"When you channel negative energy"*
- After *"The DC of this save is equal to 10 + 1/2 your cleric level + your Charisma modifier."* add *"You can choose whether or not to include yourself in this effect."*
- After *"Hit points above the undead's total are lost."* replace *"You can choose whether or not to include yourself in this effect. Undead who are healed by this effect must make a Will save or fall under your command."* with *"Undead who are within the area of this effect must make a Will save or fall under your command."*
- After *"Commanding undead is a standard action that requires line of effect,"* replace the rest of the paragraph with: *"Intelligent undead receive a new saving throw each day to break free of from your command. If*

a commanded undead is subject to channeled positive energy, it might flee, but it also receives a new saving throw to dispel the command effect."

In the Combat Maneuvers section

- In the Performing a Combat Maneuver entry, at the end of the first paragraph, add: *"Unless otherwise stated, performing a combat maneuver provokes an attack of opportunity from the target of the maneuver. If you are hit by the target, add the damage to the DC to perform the maneuver. If your target is immobilized, stunned, unconscious, or otherwise incapacitated, your maneuver automatically succeeds."*
- In the second paragraph of the Performing a Combat Maneuver entry, replace "roll a d20 and add your CMB to the result" with *"make an attack roll adding your CMB to the result"*
- In the Determine Success, after "Some maneuvers" add *", such as bull rush,"*.

In the Grapple section

- Remove the Designer Note: Grapple boxed text.
- Add the following Designer Notes *"DESIGNER NOTES: GRAPPLE AGAIN This rule continues to be adjusted. Despite earlier changes, grapple was just too complicated. This new version turns grappled and pinned into a simple-to-reference condition, not unlike shaken. The conditions limit your actions and apply some penalties. Give these rules a try and let us know what you think."*
- Replace the grapple section with the following text:

"As a standard action, you can attempt to grapple a foe, hindering his combat options. If you do not have Improved Grapple, improved grab, or a similar ability, attempting to grapple a foe provokes an attack of opportunity from the target of your maneuver. Humanoid creatures without two free hands attempting to grapple a foe take a -4 penalty on the combat maneuver roll. If successful, both you and the target gain the grappled condition (see the Glossary chapter). If you successfully grapple a creature that is not adjacent to you, move that creature to an adjacent open space (if no space is available, your grapple fails). If you successfully grapple an opponent, you must continue to make a check each round, as a standard action, to maintain the hold. If your target does not break the grapple, you get a +5 circumstance bonus on grapple checks made against the same target in subsequent rounds. Once you are grappling an opponent, a successful check allows you to continue grappling the foe, and also allows you to perform one of the following actions.

Move: You can move both you and your target up to half your speed. At the end of your movement, you can place your target in any square adjacent to you.

Damage: You can inflict damage to your target equal to your unarmed damage. This damage can be either lethal or nonlethal.

Pin: You can give your opponent the pinned condition. Despite pinning your opponent, you still only have the grappled condition.

If you are grappled, you can attempt to break the grapple as a standard action by making a combat maneuver check (DC 15 + opponent's CMB, this does not provoke an attack of opportunity) or Escape Artist check (DC 10 + opponent's CMB). If you succeed, you break the grapple and can act normally.

If you have your target pinned or otherwise restrained, or unconscious, you can use rope to tie them up. This works like a pin effect, using your CMB + 5 to determine the DC to escape the bonds. The ropes do not need to make a check every round to maintain the pin. If you are grappling the target, you can attempt to tie them up in ropes, but doing so requires a combat maneuver check at a -10 penalty."

In the Sunder section

- Remove the Broken Condition boxed text.
- After "the object gains the broken condition" add *"(see the Glossary chapter)"*.

Spells and Magic

Polymorph Subschool

- Add the whole Polymorph subschool section
- Add the Designer Notes: Polymorph Problems boxed text.

Enchantment School

- Replace “Deception” with: “Bluff”.

Transmutation School

- 8th level power, replace “polymorph” with: “beast shape II or elemental body I”

Domains

- At the end of the first paragraph, add: “(see the Classes chapter).”

Artifice Domain

- At the end of the 1st level power description, add: “(see the Glossary chapter).”

Death Domain

- At the end of the 1st level power description, add: “This is a bleed effect (see the Glossary chapter).”

Strength Domain

- In the 1st level power description, replace: “For the next 3 rounds, the target may add an enhancement bonus to its Strength score equal to your caster level for one attack roll or Strength check” with: “For the next 3 rounds, the target may add an enhancement bonus equal to 1/2 your caster level on one melee attack roll or Strength check (minimum +1).”

Sun Domain

- Replace the 2nd level power with: “Produce Flame (Sp): You can cast produce flame 1/day per 2 caster levels you possess.”

Spells

- The spell presentation was modified.
- Add the following designer notes : “*DESIGNER NOTES: XP Costs A number of existing spells require you to expend XP to cast them. Since we are removing XP expenditure from the Pathfinder Roleplaying Game, multiply all of these costs by 5 and treat them instead as special material component costs. For example, atonement can require a 500 XP expenditure to cast the spell. In these cases, the spell requires a 2,500 gp expenditure instead.*”
- Add the following spells:

○ Align fang	○ Deeper darkness	○ Mage’s disjunction
○ Alter self	○ Dictum	○ Meteor swarm
○ Animal growth	○ Elemental body I, II, III and IV	○ Mind blank
○ Animal shapes	○ Eyebite	○ Mirror image
○ Arcane lock	○ Find the path	○ Neutralize poison
○ Astral projection	○ Fire storm	○ Plant shape I, II and III
○ Awaken	○ Forcecage	○ Polymorph other I and II
○ Baleful polymorph	○ Form of the dragon I, II and III	○ Raise dead
○ Beast shape I, II, III and IV	○ Geas/quest	○ Reincarnate
○ Blasphemy	○ Giant form I and II	○ Remove curse
○ Bleed	○ Glitterdust	○ Remove disease
○ Blink	○ Grease	○ Resurrection
○ Breath of life	○ Heroes’ feast	○ Shapechange
○ Confusion and lesser confusion	○ Holy word	○ Silence
○ Creeping doom	○ Incendiary cloud	○ Web
○ Darkness	○ Light	○ Wish
○ Death ward	○ Limited wish	○ Word of chaos
- Black tentacles
 - Add the material component “(octopus or squid tentacle)”
 - Replace “is the target of a grapple check” with: “is the target of a combat maneuver check made to grapple”

- Replace “The tentacles do not need to roll to hit and do not provoke attacks of opportunity” with: *“The tentacles do not provoke attacks of opportunity.”*
 - Replace the 3rd paragraph with : *“If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple check, it deals an additional 1d6+4 points of damage.”*
- *Crushing hand*
 - Remove components and focus from description.
- *Entangle*
 - 1st paragraph, 2nd sentence, replace with: *“Creatures that fail their save gain the entangled condition.”*
 - Replace the sentences: *“Those that fail must end their movement and are “held.” Held creatures can break free as a standard action, using the grapple rules”* with: *“Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check.”*
 - Replace the second paragraph with: *“If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save versus the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.”*
- *Find the path*
 - Add the following designer notes: *“DESIGNER NOTES: FIND THE PATH You would think that a spell called find the path would be a perfect fit for the Pathfinder RPG, but nothing could be further from the truth. As written in the 3.5 rules set, this spell was a deal breaker. It sucked all the fun out of an adventure and its level was way too low for its abilities. After a bit of transmutation, the spell now allows you to find a major location, but not the whereabouts of the lich’s treasure vault. While this is an improvement, we have been debating about pulling this spell altogether. How can you have a “lost” city when this spell would make it easy to find? We’ve let it live for now, but it only has a few hit points left. What do you think?”*
- *Forceful hand*
 - Remove components and focus from description.
- *Grasping hand*
 - Remove components and focus from description.
- *Identifiy*
 - Remove the indication that the material components must be drunk.
- *Make whole*
 - Add the following sentence at the end of the description: *“When used in this way, make whole can restore no more than 5d6 points of damage.”*
- *Stabilize*
 - Change the range to *“close (25 ft. + 5 ft./2 levels)”*
 - Change *“you touch a living creature”* to *“you target a living creature.”*

Running the Pathfinder RPG

Awarding Experience

- Second paragraph, after *“regardless of the level of the party in relation to the challenge”* add: *“Challenges that have a CR of 10 or less the APL do not award any experience points.”*

Magic Items

- Add the whole chapter on Magic Items.

Glossary

- Add the whole Glossary chapter.

Playtesting

Submitting Feedback

- At the end of the first paragraph, add: *“When starting a thread, please list the rules in question and a page reference in the subject line of the thread. Take a good look through all of the threads first to see if there is already one in progress about the rule in question. As future playtest releases become available, new forums will be added to cover those releases.”*
- Replace the Playtest Feedback section with:
 - Races and Classes: *This forum is for posting specific observations, queries, and concerns about the races and classes presented in the current release of the Pathfinder RPG. This forum is for posting specific comments and questions about the rules that currently exist. If you have ideas for new rules, or a new way of doing things, that should go in New Rules forum.*
 - Skills and Feats: *This forum is for discussing the current skills and feats system. If you have ideas for new feats, they can be posted in this forum. New skill and feat systems should be posted in the New Rules forum.*
 - Combat and Magic: *This forum is where you can post comments about the combat options and magic rules presented in this release of the Pathfinder RPG. While new spells can go in this forum, entirely new spell systems and other ideas should go in the New Rules forum.*
 - GM Toolbox: *This forum is for the discussion of rules used by the GM. This includes the XP system, rules for afflictions and conditions, and rules for building encounters. As always, brand new rules and systems should be posted in the New Rules forum.*
 - New Rules: *You can post your ideas and suggestions for new rules to this forum. If you are thinking about a completely new way of handling an existing rule (or one of the rules presented in this release), you should post that idea in this forum. While much of the game is already in design, we will be monitoring this forum for good ideas and suggestions as we move forward.*

Upcoming Releases

- Replace the Upcoming Releases section with:
 - In the coming weeks, we will post Alpha release 3 of the Pathfinder RPG. Here is just a taste of what you can expect to see.*
 - 3 PC Classes:*
 - Bard, Monk, and Ranger, rounding out the base classes*
 - Nonplayter Characters:*
 - Revisions to the NPC classes and simple rules for designing NPCs on the fly in your game*
 - Magic Items:*
 - More revisions and a redesign of cursed items*
 - Monsters:*
 - A complete guide to creating and converting monster for the Pathfinder RPG.*

OGL License

- In section 15, replace *Pathfinder Roleplaying Game Alpha Release 1.1* with *Pathfinder Roleplaying Game Alpha Release 2*.