

PATH OF WAR

PATH OF WAR ERRATA

As a general rule, when a passage in a Dreamscarred Press book contradicts itself or another rule, the most specific source takes precedence. For example, the text of an ability will override the table of a class, and an exception called out in an ability will override general rules of the game. Any exceptions to this will be explicitly noted.

Page 5-9: Stalker Initiation Modifier

Any stalker class feature that refers to the stalker's **Wisdom modifier** should instead say **stalker initiation modifier**. As noted in the Maneuvers section, a stalker's initiation modifier is Wisdom. Archetypes that alter its initiation modifier also alter any class features based on that modifier.

Page 5: Stalker Class Table

A stalker gains a new stance at 1st level and again at 2nd, 5th, 9th, 11th, 15th, and 18th levels, rather than the levels listed.

Page 6: Stalker Maneuvers

Replace "Upon reaching 4th level, and at every even numbered stalker level after that, he can choose to learn a new maneuver in place of one he already knows." with "Upon reaching initiator level 4th, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the stalker can choose to learn a new maneuver in place of one he already knows."

Page 6: Stalker Maneuvers Readied

Replace "When recovering his maneuvers as a full round action" with "When recovering his maneuvers in this way" and "The next attack or martial strike he attempts after recovering his maneuvers adds his deadly strike's damage to the attack if successful." with "In addition, the next attack he makes this encounter adds his deadly strike damage if it hits."

Page 7: Stalker Deadly Strike

Replace "The stalker's deadly strike activates whenever the stalker scores a successful critical hit against a target, and is active against that target for a number of rounds equal to his Wisdom modifier." with "Whenever the stalker scores a successful critical hit against a creature, his deadly strike ability activates against that creature for a number of rounds equal to his stalker initiation modifier."

Page 8-9: Stalker Arts

In *combat precognition*, replace "This art has a duration of 1 + the stalker's Wisdom modifier in rounds." with "This art lasts for one round."

In *murderous insight*, replace "By spending one point of ki as a swift action, the stalker makes an attack and rolls twice for that attack and uses the better of the two results due to the stalker's precognitive abilities. This art has a duration of 1 + the stalker's Wisdom modifier in rounds." with "The stalker can activate this ability by spending one point of ki as a swift action; for a number of rounds equal to 1 + his stalker initiation modifier, he can roll twice on a single attack roll each round and take the higher value."

In *phantom reach*, replace "As a swift action, the stalker may spend one ki point and initiate a melee martial strike with a range of melee attack as if" with "The stalker can activate this ability by spending one point of ki as a swift action; if he does, the next melee martial strike he initiates this turn is treated as if"

Page 10-13: Warder Initiation Modifier

Any warder class feature that refers to the warder's **Intelligence modifier** should instead say **warder initiation modifier**. As noted in the Maneuvers section, a warder's initiation modifier is Intelligence. Archetypes that alter its initiation modifier also alter any class features based on that modifier.

Page 11: Warder Maneuvers

Replace "Upon reaching 4th level, and at every even numbered warder level after that, she can choose to learn a new maneuver in place of one she already knows." with "Upon reaching initiator level 4th, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the warder can choose to learn a new maneuver in place of one she already knows."

Page 11-12: Warder Defensive Focus

Replace "When recovering maneuvers as a full round action, the warder sets up a defensive perimeter around himself to defend her allies, increasing her threatened area by 5 ft. for every 5 initiator levels she possesses." with "When recovering warder maneuvers as a full-round action, the warder sets up a defensive perimeter around himself to defend her allies, increasing her threatened area by 5 feet + 5 feet for every five initiator levels she possesses."

Replace "At 10th level, her defensive focus improves further, causing the ground within her melee reach to be treated as if it were difficult terrain, hampering her foes' movement around him." with "At 10th level, her defensive focus improves further. While her reach is increased by this ability, opponents treat her threatened area as difficult terrain."

Page 12: Warder Class Table

At 6th level, replace "improved aegis (20 ft.)" with "aegis (20 ft.)" At 12th level, replace "greater aegis (20 ft.)" with "aegis (30 ft.)"

A warder gains a new stance at 1st level and again at 2nd, 5th, 9th, 11th, 15th, and 18th levels, rather than the levels listed.

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Page 13: Warder Extended Defense

Add the following text to the end of the ability: “This ability can only be used with counters that negate attacks or allow the warder to use another roll in place of a saving throw.”

Page 14-18: Warlord Initiation Modifier

Any warlord class feature that refers to the warlord’s **Charisma modifier** should instead say **warlord initiation modifier**. As noted in the Maneuvers section, a warlord’s initiation modifier is Charisma. Archetypes that alter its initiation modifier also alter any class features based on that modifier.

Page 14: Warlord Maneuvers

Replace “Upon reaching 4th level, and at every even numbered warlord level after that, he can choose to learn a new maneuver in place of one he already knows.” with “Upon reaching initiator level 4th, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the warlord can choose to learn a new maneuver in place of one he already knows.”

Page 15: Warlord’s Gambit

Replace the Warlord’s Gambit class feature with the following. This change does not alter how the ability functions, but should clear up some confusion regarding the ability’s usage:

Warlord’s Gambit (Ex): At his core, the warlord is a warrior who relies on both skill and daring; without this he is but any other combatant. By setting himself to danger, does his true skill shine, or so the motto of the warlord goes. At 1st level, a warlord selects two gambits from the gambits available to warlords. At 4th level and every four levels thereafter, a warlord selects an additional gambit to learn. Any gambit that would normally use the warlord’s Charisma modifier to determine its effects instead uses his warlord initiation modifier, if it is a different ability. These gambits allow the warlord to recover maneuvers. Due to their reliance on the stresses of combat to bring out the best of the warlord, gambits cannot be used outside combat.

A gambit has two aspects: a risk and a reward. A gambit’s risk describes an action the warlord must take in order to play the gambit. The warlord begins a gambit as a swift action, then performs the gambit’s risk action. He may add half his warlord initiation modifier as a luck bonus on any d20 rolls made while performing this action (such as the Acrobatics check of an acrobatic gambit, or the attack roll of a brave gambit). The warlord only gets this bonus if he spent the swift or immediate action required to begin the gambit; if taking the actions normally, he gains no additional benefits. If the warlord initiates a maneuver as part of a gambit, he cannot recover that maneuver when the gambit is completed (even if it’s his only expended maneuver).

If the warlord succeeds at his gambit’s risk, he recovers a number of expended maneuvers equal to his warlord initiation modifier (minimum 2) and gains the reward

listed in the gambit’s description. Allies who would gain a benefit from the gambit’s reward must be within 60 feet of the warlord and able to see him perform the gambit’s risk. If the warlord fails his gambit (such as missing the charge attack of a brave gambit, or failing the saving throw of an unbreakable gambit), he suffers the gambit’s rake, recovering only a single expended maneuver and taking a –2 penalty on all d20 rolls for one round.

The following gambits have also been reworded to become more clear in their use and effect:

Acrobatic Gambit

Risk: The warlord makes an Acrobatics check to move through a creature’s threatened area without provoking attacks of opportunity.

Reward: The warlord and each of his allies gains a morale bonus equal to the warlord’s initiation modifier on the damage roll of the next attack they make against that creature before the start of the warlord’s next turn.

Brave Gambit

Risk: The warlord makes a charge attack (if he has the ability to make multiple attacks on a charge, only the first attack roll gains the benefits of the gambit, and that attack must be successful for the gambit to succeed).

Reward: The warlord and each of his allies gain a morale bonus equal to the warlord’s initiation modifier on the damage roll of the next attack they make before the start of the warlord’s next turn.

Cavalry Gambit

Risk: The warlord makes a mounted charge attack or overrun combat maneuver.

Reward: The warlord and each of his allies gain a morale bonus equal to the warlord’s initiation modifier on attacks of opportunity against the target of the warlord’s attack or overrun until the start of the warlord’s next turn.

Dastardly Gambit

Risk: The warlord makes a dirty trick attempt.

Reward: The warlord and each of his allies gain a morale bonus equal to the warlord’s initiation modifier on the damage roll of the next attack they make before the start of the warlord’s next turn.

Deadeye Gambit

Risk: The warlord attempts a called shot.

Reward: The warlord and each of his allies gain temporary hit points equal to his warlord initiation modifier. These temporary hit points last until the end of the encounter or until used.

Duelist’s Gambit

Risk: The warlord makes a disarm attempt.

Reward: The warlord can make an attack of opportunity against the disarmed opponent. If he hits, he gain a morale bonus on the damage roll equal to his warlord initiation modifier.

Grappler Gambit

Risk: The warlord makes a grapple attempt (but not a grapple check in response to being grappled).

Reward: When the warlord has the successfully-grappled opponent pinned, the warlord gains a morale

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bonus on damage rolls when dealing damage as part of a grapple check equal to his warlord initiation modifier. This ability lasts until the opponent escapes the grapple.

Pinhole Gambit

Risk: The warlord makes a ranged attack against an opponent that is adjacent to one of his other allies.

Reward: The warlord gains a bonus to his armor class equal to his warlord initiation modifier until the start of his next turn.

Rascal's Gambit

Risk: The warlord makes a feint attempt.

Reward: The creature the warlord successfully feinted at becomes flat-footed until the start of its next turn.

Ravager's Gambit

Risk: The warlord makes a sunder attempt.

Reward: The warlord's sundering attack ignores a number of points of the targeted object's hardness equal to his warlord initiation modifier.

Sweeping Gambit

Risk: The warlord makes a trip attempt.

Reward: The warlord can make an attack of opportunity against the tripped opponent. If he hits, he gain a morale bonus on the damage roll equal to his warlord initiation modifier.

In Gatecrasher Gambit, replace "checks" with "rolls."

Gatecrasher Gambit

Risk: The warlord makes a bull rush attempt.

Reward: The opponent is so rattled by the warlord's deft bull rush, that he suffers a penalty equal to the warlord's Charisma modifier for one round on all d20 rolls.

Outrider's Gambit only applies the bonus from its rewards to warlord's other allies, and now has its duration specified in the effect.

Outrider's Gambit

Risk: The warlord makes a ranged attack while riding a mount that has moved at least 10 feet this turn before his attack.

Reward: The warlord's other allies each gain a morale bonus on their next attack roll during this encounter against the opponent the warlord hit equal to the warlord's initiation modifier.

Unbreakable Gambit erroneously could only be used against harmless effects.

Unbreakable Gambit

Risk: The makes a Fortitude or Will save against a non-harmless extraordinary ability, maneuver, power, spell, or spell-like or supernatural ability. Unlike other gambits, unbreakable gambit can be activated as an immediate action.

Reward: The warlord regains a number of hit points equal to three times his warlord initiation modifier

Victory Gambit was not a rules-writing victory. Replace it with the following:

Victory Gambit

Risk: Unlike other gambits, the warlord must activate this gambit at the start of his turn, before taking other actions. When he does so, he chooses an opponent. If he

reduces that opponent to 0 or fewer hit points this turn, the gambit is a success. Otherwise, it is a failure. This gambit does not add the warlord's initiation modifier as a luck bonus on any d20 rolls.

Reward: The warlord and each of his allies gain a morale bonus on their next attack roll during this encounter equal to the warlord's initiation modifier.

Page 16: Warlord Class Table

A warlord gains a new stance at 1st level and again at 2nd, 5th, 9th, 11th, 15th, and 18th levels, rather than the levels listed.

Page 18: Warlord Warleader

Replace "The character may use this ability 1 + Charisma modifier times per day at 3rd level (minimum of 1), and one additional time per day for every four warlord levels the character possesses." with "The warlord can use this ability a number of times per day equal to 1 + his warlord initiation modifier, plus one additional time per day at 7th level and four warlord levels thereafter."

Page 18: Warlord Tactical Flanker

Replace "When flanking a target with an allied creature, both the warlord and the ally may use the warlord's Charisma modifier (min +2) for the bonus they receive on flanking their opponent." with "At the start of the warlord's turn, he chooses a single square adjacent to him. Until the start of his next turn, he and his allies can treat that square as if it was occupied by him for the purposes of flanking opponents."

Page 18: Warlord Tactical Assistance

Replace "and he uses his Charisma modifier for the bonus he grants to his ally's action (min +2)." with "and when he successfully uses the aid another action, it affects all allies within 30 feet"

Page 19: Advanced Study Feat

Replace Advanced Study with the following:

Advanced Study (Combat)

Prerequisites: 4th level or higher in a martial disciple class (a class that has the maneuvers readied class feature).

Benefit: Choose one martial disciple class you have at least 4 levels of. You add two maneuvers or one stance from that class' available disciplines to that class' maneuvers or stances known. Alternatively, you can instead choose a single maneuver or stance to learn from disciplines that are not available to you from that class. You must meet the prerequisites for maneuvers and stances gained with this feat as normal.

Special: You can take this feat multiple times. Each time you do, you may choose a different class and different maneuvers. Levels in prestige classes that progress maneuvers stack with your class levels for determining how many levels you have in a martial disciple class.

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Page 20: Deadly Agility Feat

Remove “base attack bonus +1” from the prerequisites line. Remove “This modifier to damage is not increased for two-handed weapons, but is not reduced for off-hand weapons.” When wielding a weapon in your off-hand, Deadly Agility will add the same fraction of Dexterity as you normally would for Strength.

Page 20: Discipline Expertise Feat

Replace “You gain a +2 competence bonus to checks with the skills associated with maneuvers available to that class.” with “You gain a +2 competence bonus on checks with the associated skills of your available disciplines in that class.”

Page 22: Extra Readied Maneuver Feat

Replace the feat’s benefits line with: “**Benefit:** Choose a martial discipline class you have levels in. Your maneuvers readied for that class increases by one. If that class has granted maneuvers (such as the mystic from *Path of War: Expanded*), the number of maneuvers you are granted at the beginning of an encounter and when you recover your maneuvers also increases by one.”

Page 23: Martial Charge Feat

Replace the feat’s benefits line with “**Benefit:** As a full-round action, you can make a special charge attack. First, move up to twice your speed in a straight line towards a creature, obeying the normal restrictions on movement during a charge, as well as applying any effects or benefits you might have to such movement. Then, at the end of your movement, you can initiate a strike on the creature you moved towards with an initiation action of 1 standard action. You gain a +2 bonus on attack rolls during the strike, and take a –2 penalty to your AC until the start of your next turn. During the strike, you do not gain any other benefits you would have gained for charging, such as pounce.”

Page 23: Martial Training I Feat

Replace “Your martial initiator level maneuvers granted by this feat (and subsequent Martial Training feats) is equal to half your character level + your attribute modifier that modifies your chosen discipline for use with this discipline (example, Dexterity for a discipline that uses Acrobatics), not to exceed your character level. Likewise, your initiation modifier is the attribute modifier that effects the associated skill of this chosen discipline (for example, Charisma if the discipline uses Diplomacy).” with “Your initiation modifier is chosen from Intelligence, Wisdom, or Charisma. Your martial initiator level maneuvers granted by this feat (and subsequent Martial Training feats) is equal to half your character level + your initiation modifier.”

Page 24: Weapon Group Adaptation Feat

Remove the following text from the feat’s benefit: “Note that this does not change the initiation requirements

of maneuvers from those disciplines (for example, a warlord who takes this feat might have heavy blades associated with Solar Wind, but still cannot make a ranged attack with them without further feats or abilities that allow him to use a heavy blade as a ranged weapon).”

Replace the feat’s Special line with the following: “**Special:** You can take this feat multiple times. Each time you take the feat, you choose a different weapon group to gain its benefits for. In addition, once you reach base attack bonus +5, this feat counts as the weapon training class feature with the chosen fighter weapon group for the purpose of weapon mastery feat prerequisites and what weapons you can use with weapon mastery feats.”

Page 26: Initiator Level

Add the **bolded** text to the rules for initiator level: “If you are a multiclass martial disciple, and you learn a new maneuver by attaining a new level in a martial disciple class, determine your initiator level by adding together your level in that class + 1/2 your levels in all other classes (**treating racial Hit Dice as class levels for these purposes**). **Your initiator level for a class cannot be higher than your character level.**”

Page 27: New Damage Types Sidebar

Replace “Attacks that inflict profane damage inflict an additional 50% damage to good-aligned opponents or opponents with the good subtype.” with “Profane damage deals full damage to incorporeal targets and deals damage as if the weapon were evil-aligned. As it is not a weapon damage type, it automatically bypasses all damage reduction.”

Replace “Attacks that inflict sacred damage inflict an additional 50% damage to evil-aligned opponents or opponents with the evil subtype.” with “Sacred damage deals full damage to incorporeal targets, and deals damage as if the weapon were good-aligned. As it is not a weapon damage type, it automatically bypasses all damage reduction.”

Page 29: Silver Crane Description

Replace “and may only be learned and used by those who have a good alignment who are” with “that is”

Page 29: Solar Wind Description

Remove the following sentences: “All maneuvers of this discipline require the use of a weapon in these groups or the firearms weapon group. Thrown weapons that also have melee applications may only be used with this discipline when used in their ranged weapon capacity.”

Page 31: Counters

Add the following text to the end of the description for counters: “If a counter is compared to an attack roll, then it is initiated after the attack roll is made and the result is revealed but before damage is rolled. A counter that replaces a saving throw or other roll is used before the

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roll in question, and cannot be used retroactively. Other counters may have specific triggers (or not have triggers at all), as noted in their descriptions.”

Page 31: Additional Special Rules

Add the following sections after the description for stances:

ATTACKS AND PATH OF WAR

For the purposes of maneuvers, stances, and other abilities in *Path of War* and related Dreamscarred Press products, an attack is a combat action that requires an attack roll. Unless otherwise noted, attacks made as part of maneuvers must be made with a weapon that can properly fulfill the maneuver’s targeting restrictions. Stances and maneuvers that grant bonus damage or effects on attacks only do so on attacks that require an attack roll; they do not do so on all offensive actions.

ADDITIONAL SPECIAL RULES

Some maneuvers allow the initiator to perform actions that they may not be able to, or interact differently with the basic rules for combat.

Acrobatic Movement: Whenever a maneuver calls for an Acrobatics check to jump or otherwise move, the initiator can move the distance indicated by their roll as part of the action of the maneuver, regardless of how far they have moved this turn.

Area Weapons: In order to initiate a strike, the initiator must have the ability to choose the proper target with their weapon (as listed in the individual maneuver descriptions). Thus, weapons that affect an area rather than making attacks against specific creatures cannot be used with most martial strikes. Splash weapons and similar weapons that choose a primary target and also affect other creatures only apply the additional effects of the strike to the primary target; for example, if an initiator is wielding a flask of acid, they could throw it directly at a creature as part of a strike. The strike would function as normal, and creatures around the primary target would be affected by the splash weapon’s effect as normal (but not the strike’s effect).

Critical Hits: Regardless of whether or not it is expressed as a bonus or as dice, extra damage from maneuvers and stances is never multiplied by critical hits or other effects that multiply an attack’s damage (though vulnerability functions as normal, as it is not a multiplication effect and increases the damage taken, rather than the damage dealt).

Flying Initiators: If an initiator gains a fly speed from a stance or maneuver, he may treat his ranks in Fly as being equal to his initiator level, and may add his initiation modifier to his Fly check.

Lethal and Nonlethal Damage: Unless otherwise noted, when a character uses a weapon to deal nonlethal damage while initiating or benefiting from a maneuver or stance, any additional damage dealt by their maneuver or stance is nonlethal damage (including

energy damage). Likewise, using a weapon to deal lethal damage will cause any additional damage to be lethal. A weapon that does not deal damage (such as a lasso) cannot deal the additional damage (including ability damage) granted by a maneuver or stance, though the attack still gains any other benefits or effects that would apply.

Maneuvers and Mounted Combat: When a character initiates a martial strike or boost during a mounted charge attack, the initiation of the maneuver overrides any damage bonuses that would be gained while performing this action (such as by the Spirited Charge feat or while wielding a lance), and the initiator deals damage as if they were not charging (the effects of the strike or boost are applied to the attack as normal). If a mounted character initiates a strike that includes a charge attack, their mount forgoes its normal actions this round and takes a full-round action to move up to twice its speed in a straight line, taking the normal penalty to its AC for charging. Martial counters and stances are unaffected by being mounted, and a character can gain their effects as normal.

Retraining: Initiators can retrain their known maneuvers and stances; this retraining takes 2 days per level of the new maneuver and requires a trainer who can initiate the desired maneuver or enter the desired stance. The new maneuver or stance must be part of the initiator’s available disciplines for the class, and must be of an equal or lower level to the maneuver or stance it replaces. Note that this is unrelated to the ability of initiators to swap maneuvers for higher-level ones at certain initiator levels; that swap represents the initiator’s evolving style of combat, does not require a trainer, cannot replace stances, and can happen only once at a given level.

Skill Checks: Unlike other Intimidate checks, Intimidate checks made as part of maneuvers are only fear effects if the maneuver has the fear descriptor, or would apply a fear condition.

Two-Weapon Fighting: Some maneuvers allow the initiator to attack with multiple weapons. Unless otherwise noted, the initiator does not take the normal penalties for fighting with two weapons (as they are not gaining additional attacks during a full attack), and does not gain any benefits they might have normally gained when fighting with two weapons. Any maneuver that specifically imposes penalties for fighting with two weapons does gain such benefits, however.

Page 22: Greater Unarmed Strike Feat

Replace the feat’s prerequisites line with **Prerequisites:** Improved Unarmed Strike, character level 3rd. Replace the feat’s benefit line with **Benefit:** Your unarmed strikes have their base damage increased to 1d8 (for a Medium-size creature). At character level 10th, this increases to 1d10 base damage. If you are a monk, brawler, or other class that gains increased unarmed damage based on your level, you instead add 4 to your effective class level to determine your unarmed strike damage dice.

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Page 32: Prerequisite

Add the following text to the end of the description of prerequisites: “A maneuver counts towards its own prerequisites; for example, if a character learned a Golden Lion maneuver with a prerequisite of “1 Golden Lion maneuver,” they would still retain that maneuver even if they exchanged all their other Golden Lion maneuvers for maneuvers of other disciplines.”

Page 49-123: Maneuver Descriptions

In the maneuver descriptions, whenever a maneuver says it has a duration of **Instant**, it should instead say **Instantaneous**. Also, maneuver descriptions should not have “**Saving Throw:**” lines; if a maneuver prompts a saving throw, it will note it in its full text.

Page 56: Broken Blade Maneuvers

Remove the following paragraph: “Maneuvers from this discipline require the initiator to be using discipline weapons or be unarmed. Use of discipline-specific weapons with Broken Blade inflict an additional 2 points of damage.”

Page 69: Iron Tortoise Maneuvers

Replace “Tower shields may be used, but cannot be used to perform shield bash maneuvers.” with “Tower shields may be used, but cannot be used to perform shield bash maneuvers unless the initiator has the ability to perform shield bashes with tower shields.”

Page 82: Scarlet Throne Maneuvers

Remove the following paragraph: “All Scarlet Throne maneuvers and stances require that the initiator not be using any kind of shield in their off-hand (including animated shields) while initiating a maneuver or while using a martial stance of this discipline. The initiator may use bucklers or rings of force shield or an effect that grants a shield bonus to his AC, just not a physical shield larger than a buckler. He must either have his off-hand empty, or be wielding a weapon two-handed to use this discipline.”

Page 89: Silver Crane Maneuvers

Add the following paragraph: “A character may also choose to strike incorporeal foes with strikes made from this discipline as if they were made manifest, including fiends and other entities who currently possess a creature. To strike a possessing creature, the body they inhabit must be also struck, but all damage from the attack is inflicted upon the possessing fiend without harming the host.”

Page 95: Solar Wind Maneuvers

Remove the following sentence: “Solar Wind maneuvers may only be performed with a weapon in the bow, crossbow, or thrown weapon groups.”

Page 102: Steel Serpent Maneuvers

Remove the following sentence “Unless expressly noted, Steel Serpent maneuvers can only be used with

throwing weapons, piercing weapons, slashing weapons, and unarmed strikes.”

Page 116: Veiled Moon Maneuvers

Add the following paragraph: “Maneuvers and stances that cause the initiator to become incorporeal also cause the initiator’s equipment, and up to 25 pounds of carried items, to become incorporeal.”

Page 124-136: Archetypes

Several archetypes within *Path of War* lose class skills as part of changing the base class’ available disciplines. As of *Path of War: Expanded*, characters do not lose class skills when losing access to a discipline.

In addition, replace the Alternate Class Features section on page 124 with the following updated rules for archetypes:

ARCHETYPES AND CLASS OPTIONS

Each alternate class feature presented in an archetype either replaces or alters one or more specific class features from the base class.

When an archetype includes multiple alternate class features, a character must take all of them—often blocking the character from ever gaining certain standard class features, but replacing them with other options. All class features of the base class that aren’t mentioned among the alternate class features of an archetype remain unchanged and are acquired normally when a character reaches the appropriate level. If an alternate class feature replaces a base class feature, the archetype doesn’t count as having that base class feature for the purpose of meeting any requirements or prerequisites. On the other hand, if an alternate class feature alters an existing class feature, it is considered to be the core class feature for the purposes of meeting any requirements or prerequisites, even if it was renamed.

A character can take more than one archetype, but none of the alternate class features can replace or alter the same class feature of the base class.

If a class feature has a series of improvements (such as a fighter’s weapon training or a ranger’s favored enemy), it can be replaced either entirely or partially. By default, an alternate class feature replaces the entire original class feature and all of its improvements. For example, if a class feature states that it replaces trap sense without mentioning a specific bonus, it replaces trap sense entirely.

If an alternate class feature replaces one instance of a class feature that’s part of a series, the next time the character would gain an improvement to that ability, the new improvement counts as the lower-level ability that was replaced by the archetype, and all subsequent improvements follow suit. For example, if the barbarian’s 3rd-level trap sense +1 were replaced, the barbarian would gain trap sense +1 at 6th level, trap sense +2 at 9th level, and so on.

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If an archetype gains a class skill as a result of a new martial discipline becoming available to them or as part of an ability that grants a martial discipline, that archetype is not considered to be incompatible with other archetypes that alter or replace class skills. An archetype that otherwise alters the base class' skill list follows the normal archetype compatibility rules.

Page 127: Dervish Defender Devish Defense

Replace "At 4th level, the dervish defender may use a counter against an enemy's attack and if she successfully counters it, she may make an immediate attack of opportunity against that foe." with "Starting at 4th level, whenever a dervish defender uses a counter to successfully negate an opponent's attack and the opponent is threatened by her, she can make an attack of opportunity against that opponent."

Page 128: Dervish Defender Grace of Blades

Replace "she increases that attack's damage by an amount equal to one of her off-hand weapons' damage (including any extraordinary and magical enhancements) plus one-half her Strength modifier." with "she deals additional damage as if she had hit with one of her off-hand weapons (including weapon special abilities and other bonuses)."

Page 129: Hawkguard Ranged Defensive Focus

Replace "When taking a full-round action to recover maneuvers the warder threatens an area within 15 ft. of himself, except for adjacent squares." with "When recovering warder maneuvers as a full-round action, the hawkguard threatens an area within 15 feet of herself, except for adjacent squares. This area increases by 5 feet for every five initiator levels the hawkguard possesses."

Page 129: Hawkguard Evasive Reflexes

Replace "(see the rogue class feature)" with "(as the rogue class feature, except it functions in medium and heavy armor in addition to light)"

Page 129: Zweihander Sentinel Disciplines

Replace the Disciplines class feature with the following ability:

Zweihander Expertise (Ex): A zweihander sentinel loses access to the Broken Blade discipline and adds Scarlet Throne to her list of available disciplines. She gains Sense Motive as a class skill. This ability does not cause zweihander sentinel archetype to be incompatible with other archetypes that alter the maneuvers class feature or her available disciplines, so long as she can still give up Broken Blade.

Page 129: Zweihander Sentinel Armament Shield

Add the following sentence to the end of the ability: "The zweihander sentinel may always use her armament shield as an off-hand weapon, even if she has already attacked with her weapon in both hands."

Page 129-130: Zweihander Sentinel

Defensive Reach

Replace "This replaces his improved aegis class feature." with "This ability replaces the aegis class feature's range increase at 6th level."

Page 130: Zweihander Sentinel Punishing Defenses

Replace "This replaces his greater aegis class feature." with "This ability replaces the aegis class feature's range increase at 12th level."

Page 130: Bannerman

Add the following sidebar to this section:

The Bannerman and his Banner

While trying to leave it to the player and GM to determine if a banner is acceptable for the character in the method of how it is carried, we wanted to be more easy and unrestricted with it. A bannerman's banner is intended to be able to be placed on any manner of item so long as it is displayed. Some official ideas for how a bannerman may carry a banner: as heraldry on a shield, on a small pole mounted to either his mount's saddle or to the back of his armor, a tabard that they wear prominently, or a standard that hangs from a polearm or spear. So long as that standard is carried upon his person where people can see it, he can inspire these allies.

Page 131: Steelfist Commando

Replace the Bonus Feat and Unarmed Combat class features with the following. This change does not alter how the abilities function, but should clear up some confusion regarding the ability's usage:

Bonus Feats: A steelfist commando can select rogue talents in place of his warlord bonus feats. Starting at 14th level, he can also select advanced rogue talents. This ability alters bonus feats, but does not cause the steelfist commando archetype to be incompatible with other archetypes that alter the bonus feats class feature.

Unarmed Combat (Ex): At 1st level, the steelfist commando learns to use his body as the best weapon he can bring to any confrontation. He gains Improved Unarmed Strike as a bonus feat. At 3rd level, he gains Greater Unarmed Strike as a bonus feat. A steelfist commando's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. This ability replaces the bonus feat gained at 1st level.

Page 132: Vanguard Defender Heightened Defense

Replace "The character gains an additional immediate action to be used for the purposes of initiating a counter on a round that he initiates a boost. He can use this additional immediate action a number of times per day equal to 1 + his Charisma modifier (minimum of 1)."

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with “A number of times per day equal to 1 + his warlord initiation modifier (minimum 1), the vanguard defender can initiate a counter without using an immediate action (even if he’s flat-footed). He can only use this ability once per round.”

Page 132: Pathwalker Maneuvers

Replace “These two disciplines will determine which warrior paths he may select as he makes his journey to martial perfection, selecting one to be his primary path and the second discipline path as his secondary at the appropriate level.” with “The pathwalker chooses one of his disciplines from this class as his warrior’s path at 1st level, and another one of those disciplines as his secondary path when he gains that ability.”

Replace “Upon reaching 4th level, and at every even numbered psychic warrior level after that, he can choose to learn a new maneuver in place of one he already knows.” with “Upon reaching initiator level 4th, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the pathwalker can choose to learn a new maneuver in place of one he already knows.

Replace “This ability replaces the psionic proficiency class feature, the bonus feats granted at 2nd level and 11th level, the path skills at 7th level and 13th level, and the path weaving class feature.” with “This ability replaces psionic proficiency, the bonus feats gained at 2nd, 8th, 14th, and 20th levels, the path skills gained at 7th level and 13th level, and pathweaving class feature.”

Page 132-133: Pathwalker Maneuvers Readied

Add the following text to the end of the pathwalker’s maneuvers readied ability: “When a pathwalker manifests a power during his maneuver recovery, the maximum level for the power manifested cannot exceed 1/2 of the maximum power level that he can manifest (rounded down, minimum of 1st level powers). Example: If the pathwalker can manifest a 5th level power, he could manifest a power during recovery with a level no greater than 2nd level. Powers with a duration greater than instantaneous have their durations shortened as well, to a number of rounds equal to 1 + the pathwalker’s initiation modifier in rounds (or the original duration, whichever is shorter).”

Page 133: Table: Pathwalker Maneuvers

Replace Table: Pathwalker Maneuvers with Table 5-1: Archetype Maneuver Progression.

Page 135: War Soul Maneuvers

Replace “Upon reaching 4th level, and at every even numbered war soul level after that, he can choose to learn a new maneuver in place of one he already knows.” with “Upon reaching initiator level 4th, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the war soul can choose to learn a new maneuver in place of one he already knows.

Page 135: Table: War Soul Maneuvers

Replace Table: War Soul Maneuvers with Table 5-1: Archetype Maneuver Progression.

Table 5-1: Archetype Maneuver Progression

Max Maneuver Level Known	Maneuvers			Level
	Stances	Readied	Known	
1	1	3	3	1st
1	1	3	4	2nd
1	1	3	5	3rd
2	2	4	6	4th
2	2	4	6	5th
2	2	4	6	6th
3	3	4	7	7th
3	3	4	7	8th
4	3	4	8	9th
4	3	5	8	10th
5	4	5	9	11th
5	4	5	9	12th
6	5	5	10	13th
6	5	5	11	14th
6	5	6	11	15th
6	5	6	12	16th
6	5	6	13	17th
6	5	6	14	18th
6	5	6	14	19th
6	5	7	15	20th

Page 135–136: War Soul Maneuvers Readied

Replace “Alternately, he may flood his psychic being with martial knowledge by expending his psionic focus to recover a number of expended maneuvers equal to his Wisdom modifier (minimum of two) as a full round action.” with “Alternatively, he may flood his being with martial knowledge as a full-round action, becoming psionically focused and recovering a number of expended maneuvers equal to his war soul initiation modifier (minimum 2).”

Page 137: Prestige Classes

Add the following section to the start of this chapter.

PRESTIGE CLASSES AND MARTIAL DISCIPLES

When a character enters a prestige class that progresses maneuvers, they gain the following benefits.

Initiator Level: A character adds their levels in a martial disciple prestige class to each of their initiator levels to determine their total initiator level for a maneuver progression (from a class or the Martial Training feats). For example, a character with 7 stalker levels and 8 umbral blade levels would have a stalker

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initiator level of 15. If that character instead had 6 stalker levels, 4 warlord levels, and 5 umbral blade levels, their stalker initiator level would be 13 (6 from stalker + 2 from the 4 non-stalker levels + 5 from umbral blade levels) and their warlord initiator level would be 12 (4 from warlord levels + 3 from 6 non-warlord levels + 5 from umbral blade levels).

Maneuvers and Stances Known: When a prestige class adds a maneuver or stance to a character, they choose which of their maneuver progressions to add it to. If the character only has one maneuver progression, they automatically add it to that progression's maneuvers and stances known. If the initiator has multiple maneuver progressions, they choose which progression to add to. They can only add a maneuver or stance up to the maximum level they have available for that progression when they do so in this way. For example, a stalker 6/warlord 4/umbral blade 5 could add their new maneuver known to their stalker maneuvers, with a maximum level of 7th. If they wanted to add the maneuver to their warlord maneuvers, the maximum level would be 6th. The same goes for stances. When determining whether or not a character meets a maneuver's prerequisites, they count all of their maneuvers and stances known, regardless of which maneuver progression they come from.

Maneuvers Readied: When a prestige class adds a maneuver readied to a character, they choose which of their maneuver progressions to add it to, exactly as with maneuvers known.

Page 137: Awakened Blade Maneuvers

Remove the following passage: "and at 2nd, 5th, and 8th levels he may exchange a known maneuver for a different maneuver that he qualifies for."

Page 137: Awakened Blade Stances

Replace "At 3rd level and again at 8th level, the awakened blade learns a new martial stance from his available disciplines." with "At 4th level and again at 6th level and 10th level, an awakened blade learns a new stance from any of the disciplines available to him as an awakened blade."

Page 138: Awakened Blade Class Table

An awakened blade gains a new stance at 4th level and again at 6th level and 10th level.

Page 140: Battle Templar Maneuvers

Remove the following passage: "and at 2nd, 5th, and 8th levels he may exchange a known maneuver for a different maneuver that he qualifies for."

Page 140: Battle Templar Stances

Replace "At 3rd level, and again at 8th level, the battle templar learns a new martial stance from his chosen disciplines (see above)." with "At 4th level and again at 6th level and 10th level, a battle templar learns a new

stance from any of the disciplines available to him as a battle templar."

Page 140: Battle Templar Maneuvers Table

A battle templar gains a new stance at 4th level and again at 6th level and 10th level.

Page 142: Bladecaster Maneuvers

Remove the following passage: "and at 2nd, 5th, and 8th levels he may exchange a known maneuver for a different maneuver that he qualifies for."

Page 142: Bladecaster Stances

Replace "At 3rd level, and again at 8th level, the bladecaster learns a new martial stance from his chosen disciplines (see above)." with "At 4th level and again at 6th level and 10th level, a bladecaster learns a new stance from any of the disciplines available to him as a bladecaster."

Page 143: Bladecaster Maneuvers Table

A bladecaster gains a new stance at 4th level and again at 6th level and 10th level.

Page 145: Dragon Fury Maneuvers

Replace "from the Broken Blade, Primal Fury, and Thrashing Dragon disciplines" with "His available disciplines for these maneuvers are Primal Fury, Thrashing Dragon, and two of his previously available disciplines, chosen when he takes his first dragon fury level."

Remove the following passage: "and at 2nd, 5th, and 8th levels he may exchange a known maneuver for a different maneuver that he qualifies for."

Page 145: Dragon Fury Stances

Replace "At 3rd level a dragon fury learns a new martial stance from the Broken Blade, Primal Fury, and Thrashing Dragon Disciplines." with "At 3rd level and again at 5th level and 9th level, a dragon fury learns a new stance from any of the disciplines available to him as a dragon fury."

Page 143: Dragon Fury Class Table

A dragon fury gains a new stance at 3rd level and again at 5th level and 9th level.

Page 147: Mage Hunter Maneuvers

Remove the following passage: "and at 2nd, 5th, and 8th levels he may exchange a known maneuver for a different maneuver that he qualifies for."

Page 147: Mage Hunter Stances

Replace "At 3rd and 8th level a mage hunter learns a new martial stance from the Scarlet Throne, Steel Serpent, Solar Wind, and Veiled Moon disciplines. He must meet the stance's prerequisites to learn it." with "At 4th level and again at 6th level and 10th level, a mage hunter learns a new stance from any of the disciplines available to him as a mage hunter."

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Page 147: Mage Hunter Maneuvers Table

A mage hunter gains a new stance at 4th level and again at 6th level and 10th level.

Page 150: Umbral Blade Maneuvers

Replace “from the Primal Fury, Steel Serpent, Thrashing Dragon, and Veiled Moon disciplines.” with “His available disciplines for these maneuvers are Steel Serpent, Veiled Moon and two of his previously available disciplines, chosen when he takes his first dragon fury level.”

Remove the following passage: “and at 2nd, 5th, and 8th levels he may exchange a known maneuver for a different maneuver that he qualifies for.”

Page 150: Umbral Blade Stances

Replace “At 5th level, the umbral blade learns a new martial stance from the Primal Fury, Steel Serpent, Thrashing Dragon, and Veiled Moon disciplines.” with “At 3rd level and again at 5th level and 9th level, an umbral blade learns a new stance from any of the disciplines available to him as an umbral blade.”

Page 151: Umbral Blade Class Table

An umbral blade gains a new stance at 3rd level and again at 5th level and 9th level.

Page 151: Umbral Blade Embrace the Shadows

Remove the following passage: “This stance is tiring for the mind to maintain, however, as the strain of maintaining one’s sanity while having a shadowy alien consciousness so close to one’s own mind challenges the umbral blade. He may only maintain this stance for a number of rounds equal to his initiation modifier +5 per encounter (minimum of 6); if this is exceeded, the character does not release from this stance but instead acts as if under a confusion spell until the end of the encounter.”

Path of War: Expanded Errata

Page 7-62: Maneuvers Class Feature

All initiating classes have the ability to swap maneuvers for newer ones as they level up. This is meant to work off of initiator level, rather than class level. In the Maneuvers section of each initiating class, replace “Upon reaching **4th level**, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on)” with “Upon reaching **initiator level 4th**, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on)”. The bolded text has been changed.

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