



Rules Update and Errata

For
Character Creation Guide V3.0
and Rules Compilation V3.0

Compiled by the LSJ Team

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General Information

LSJ Rules Update and Errata documents are published on an as-needed basis between major rules document releases. They contain the errata information for the major rules version to which they correspond, as well as additional rules and rules changes that need to be made available before the next major rules update.

Each of these documents becomes obsolete when the next major rules document revision is published.

Character Creation Guide Updates and Errata

Classes

The Monk class is updated as follows:

Monk

Monks may be a “generic” monk from the *Core Rulebook I* or may choose to belong to any one of the non-evil monastic orders described in the *LSJ Rules Compilation*. If the monk belongs to such an order, he may choose one of the monk variant: fighting styles detailed in *UA* based upon his order. This replaces the normal monk class options. You may not take both for the same PC.

Rules Compilation Updates and Errata

Races of Raia

Allowed Races

Both Lupaari and Tabreen are races freely available to PCs.

Tabreen

The correct spelling of this cat-like race is "Tabreen".

Classes and Class Options

Monk

Monk Orders have been changed to allow a choice of fighting styles for a given order. In addition, all lawful deities now are associated with monk orders.

Paladin of Freedom Orders

The following two orders are also permitted for Paladins of Freedom.

The Sacred Sect of Eternal Peace (Meneon):

Freedom paladins of this order may multiclass freely with cleric. Multiclass prerequisite: Blind-Fight feat.

The Sacred Sect of the Glorious Orb (Sorena):

Freedom paladins of this order may multiclass freely with cleric. Multiclass prerequisite: Negotiator feat.

Feats

The Urban Tracking feat is changed as follows:

URBAN TRACKING [General] [UA, LSJ]

You can track down the location of missing persons or wanted individuals within communities.

Benefit: This feat grants a +2 circumstance bonus to Gather Information and Intimidate when investigating leads in an urban environment.

The Expanded Knowledge feat is replaced with the Expanded Insight feat.

EXPANDED INSIGHT [Psionic] [PU]

You gain an insight into new psionics forms.

Prerequisites: Manifester level 3rd.

Benefit: Add to your powers known one additional power of any level up to one level lower than the highest level power you can manifest. You can choose any power from your class list (and discipline list, if a psion).

If you have multiple manifesting classes, then you must select one manifesting class when you take this feat. The chose power is added to that class's powers known, and must come from that class list (and discipline list, if a psion).

Special: You may select this feat multiple times, each time you may learn one power, subject to the above restrictions

The Overchannel feat is changed to read as follows:

OVERCHANNEL [Psionic] [SRD]

You burn your life force to strengthen your powers.

Benefit: While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage. At 8th-level, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th-level, you can increase your effective manifester level by three, but you take 5d8 points of damage. The damage dealt by this feat occurs during manifesting, and may disrupt manifesting of the power unless a Concentration check is made.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

The Psicrystal Containment feat is replaced with the Psionic Focus feat.

PSIONIC FOCUS [Psionic] [PU]

The crystal structure of your psicrystal can now store a psionics focus.

Prerequisites: Psicrystal Affinity, manifester level 3rd.

Benefit: You can spend a full-round action to transfer your psionics focus into your psicrystal (this provokes an attack of opportunity, but may be done defensively using a DC 15 Concentration check, if desired). The benefits of the Psionic Meditation feat do not apply to this action.

You may, at your desire, spend a move action to transfer the psionics focus from your psicrystal back to yourself. However, you cannot hold two psionics foci at once, and you may not transfer this focus as part of manifesting a power. Transferring the psionics focus back to yourself does not provoke attacks of opportunities.

You must be within 5 feet of your psicrystal to store or retrieve your psionics focus.

Magic

Cleric Domains

The domain power for the Subterfuge domain allows the cleric to cast *alter self* (not *change self* as is in the current document).

Psionics

Powers

The following powers are changed as described.

Bolt

Add errata: You cannot create an enhancement bonus with this power greater than +5.

Call Weaponry

Add errata: The maximum enhancement bonus you can create with this power is +5.

Control Body

Add errata: The subject of this power receives a new saving throw each round to resist this power.

Energy Missile

Add errata: Change the "Augment" section of this power description to read: "Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1."

Energy Stun

Add errata: Change the "Augment" section of this power description to read: "Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1."

Metaphysical Claw

Add errata: The maximum enhancement bonus you can provide to the natural weapon with this power is +5.

Metaphysical Weapon

Add errata: The maximum enhancement bonus you can provide to the weapon with this power is +5.

Precognition, Defensive

Add errata: The maximum insight bonus you can gain to your AC with this power is +5.

Precognition, Offensive

Add errata: The maximum insight bonus you can gain to your attack rolls with this power is +5.

Precience, Offensive

Add errata: The maximum insight bonus you can gain to your damage rolls with this power is +5.

Psychofeedback

Add errata: You cannot apply a decrease to an ability score that has reached 1, nor can you apply it to an ability score that you do not have (such as Constitution if you are undead).

Synthesete

Add errata: This power only makes you immune to gaze attacks if your eyes are closed or you are otherwise unable to see normally.

Thicken Skin

Add errata: This power provides an enhancement bonus to your natural armor bonus (not to your armor bonus). The maximum enhancement you can gain to your natural armor bonus with this power is +5.

Gameplay

The following section has been revised, and the complete section reproduced here:

New Material and Rebuilding Your Characters

When rules updates and new products are approved for LSJ campaign use, players may make changes to their characters to give them the benefit of the new rules (feats, prestige classes, etc.). This may be done ONCE for each character when a new rules update is issued, but may be done each time such an update is issued. The intent of this rebuild is to allow the player to bring the PC into line with the new rules, or to take advantage of a rules option made available.

The following specific rules are in force for a rebuild:

- The PC's name must not change.
- The PC's xp, gp, and certificates do not change.
- The PC's race must not change.
- Skills and feats used for generation of income must be retained. For skills, the number of ranks in the skill must also remain the same. Note that if you change classes, you may end up spending more skill points for that skill if it becomes a cross-class skill for the rebuilt PC.
- If the PC used Item Creation, you may not change any prerequisites used for the item creation, including feats, spells, and skills.
- Clerics may change domains but not deities.
- Arcane casters who cast spontaneously may change their spells known, and arcane caster who prepare spells may change spells in their

spellbooks, subject to the restrictions above. However, spells may ONLY be swapped on a 1-for-1 basis between spells of the same level.

- Similarly, characters with psionic powers may exchange their powers on a 1-for-1 basic with powers of the same level.
- Specialist arcane casters may change their specialties. All spells from the now-prohibited school(s) must be removed from the caster's list of spells known or spellbooks, though they may be swapped as above. Note that spells in certified spellbooks may NOT be changed.
- Similarly, psionic characters may change disciplines.
- Monks may change Orders.
- The player is responsible for making certain that all proper rules are followed for a rebuild, including proper use of prerequisites for feats, skill point spending, etc.

Note that you may NOT rebuild a character:

- In order to take advantage of a campaign enhancement such as a new metaorg
- In order to take advantage of an opportunity made available to the character via a certificate or module
- Just because you want to.

Since we are being very generous with allowing these rebuilds each time we issue new rules, we expect every player to take the time to do it properly. If you are uncertain how a rule works, feel free to contact the campaign staff for a clarification (see [Communications](#) below).

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