

Complete Warrior Errata

When the text within a product contradicts itself, our general policy is that the primary source (actual rules text) is correct and any secondary reference (such as a table or character's statistics block) is incorrect. Exceptions to the rule will be called out specifically.

Page 6: Hexblade's Starting Gold

A hexblade's starting gold is $6d4 \times 10$.

Page 6: Hexblade's Curse (class feature)

A hexblade can utter only one hexblade's curse per round, even if he gets multiple curses per day.

Page 9: Samurai's Starting Gold

A samurai's starting gold is $2d4 \times 10$.

Page 9: Samurai's Kiai Smite (class feature)

The last sentence of the samurai's kiai smite ability should change as follows:

As a samurai gains levels, he can make a kiai smite more often. **However, a samurai cannot make more than one kiai smite during any given round.**

Page 11: Swashbuckler's Starting Gold

A swashbuckler's starting gold is $6d4 \times 10$.

Page 16: Bear Warrior [[added 8/1/05]]

Whenever a bear warrior enters a rage or frenzy, he can choose to assume bear form (similar to the *polymorph* spell). He must remain in bear form until the end of his rage or frenzy. When his rage or frenzy ends, the bear warrior immediately returns to his own form.

The number of times a bear warrior can assume bear form is the number of times per day he enters a rage or frenzy. Ignore the conflicting limitations specified in the third, fourth, and fifth paragraphs of the bear form description.

Page 35: Frenzied Berserker's Improved Power Attack (class feature)

The improved power attack class feature should read as follows:

Improved Power Attack: Beginning at 5th level, a frenzied berserker deals +50% the normal damage from her use of the Power Attack feat. In other words, when using the Power Attack feat, a frenzied berserker wielding a two-handed weapon gains a +3 bonus on damage rolls (instead of a +2 bonus) for each -1 penalty she applies to her attack rolls.

Page 36: Frenzied Berserker's Supreme Power Attack (class feature)

The supreme power attack class feature should read as follows:

Supreme Power Attack: A 10th-level frenzied berserker deals +100% the normal damage from her use of the Power Attack feat. In other words, when using the Power Attack feat, a frenzied berserker wielding a two-handed weapon gains a +4 bonus on damage rolls (instead of a +2 bonus) for each -1 penalty she applies to her attack rolls.

Page 46: Invisible Blade's Uncanny Feint (class feature)

The invisible blade can use his uncanny feint ability once per round.

Page 58: Master Thrower's Thrown Weapon Trick (class feature)

The master thrower's palm throw ability counts as a volley attack, and only one instance of precision-based damage applies to the attack roll.

Page 65: Nature's Warrior Wilding Ability (class feature)

The nature's warrior's class levels stack with other class levels that grant wild shape for the purpose of determining the maximum Hit Dice of a form.

Page 97: Defensive Strike

A character that gets multiple attacks in a round applies the +4 bonus only to her first attack for the round.

Page 99: Faster Healing

The Ability Score Points Recovered per Day table is incorrect. Here are the correct numbers:

	With Faster Healing	With Faster Healing and Long-Term Care from a Successful Heal Check
Strenuous activity	2	4
Light activity	3	6
Complete bed rest	4	8

Page 153: Wield Oversized Weapon

This feat subsumes the effects of the Monkey Grip feat. The feats' effects do not stack.