

Complete Adventurer 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 11: Scout's Class Skills

Add Disable Device to the scout's list of class skills. (This addition fits with the flavor of the class.)

Page 12: Skirmish (class feature)

The second sentence of the skirmish class feature should read as follows (new text indicated in red): She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet **away from where she was at the start of her turn.** **The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used while mounted.**

This update should be made wherever the skirmish ability description is presented (see also pages 31, 56, and 177).

Page 59: Improved Wild Shape (class feature)

Add the following text to the end of the improved wild shape ability description: **The master of many forms' class levels stack with other class levels that grant wild shape for the purpose of determining the maximum Hit Dice of a form.**

Page 110: Leap Attack

The second sentence of the Benefit paragraph should read as follows:

If you cover at least 10 feet of horizontal distance with your jump, and you end your jump in a square from which you threaten your target, you deal +100% the normal bonus damage from your use of the Power Attack feat.

Page 111: Natural Bond

If a character has multiple animal companions, the bonus granted by this feat applies to one of them.

Page 117: Broadblade Short Sword

The dodge bonus to AC should be +1, not +2.