

Web Errata for *Sword and Fist: A Guidebook to Fighters and Monks*

Here are the newly revised rules corrections and official errata for *Sword and Fist: A Guidebook to Fighters and Monks*. These corrections are being incorporated into the second printing of the book. You will find revisions to Version 2 of this errata in blue text below. Additional typographical corrections and clarifications are also being made to the book, but these are not necessary to use the book in your game. As always, we're happy to address specific rules questions you have. Contact custserv@wizards.com.

General Changes

For the following prestige classes, insert the parenthetical 2-letter code listed below after the title of the class feature before the colon.

p. 13, Cavalier
Burst of Speed (Ex)

p. 14, Devoted Defender
Harm's Way (Ex)
Defensive Strike (Ex)
Deflect Attack (Ex)

p. 15–17, Drunken Master
Drink Like a Demon (Ex)
Drunken Rage (Ex)
Drunken Embrace (Ex)
For Medicinal Purpose (Sp)
Breath of Flame (Sp)

p. 19–20, Fist of Hextor
Brutal Strike (Ex)
Strength Boost (Ex)
Frightful Presence (Ex)

p. 21, Ghostwalker
Resolute Aura (Ex)
Feign Death (Sp)
Etherealness (Sp)
Shadow Walk (Sp)

p. 22, Gladiator
Exhaust Opponent (Ex)
Make Them Bleed (Ex)

p. 23–24, Halfling Outrider
Defensive Ride (Ex)
Deflect Attack (Ex)
Leap from the Saddle (Ex)

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p. 24–25, Knight Protector of the Great Kingdom
Shining Beacon (Su)
Best Effort (Ex)

p. 27, Lasher
Death Spiral (Su)

p. 28, Master of Chains
Scare (Su) Change extraordinary in description to supernatural
Chain Mastery (Su)

p. 30, Master Samurai
Ki Strength (Ex)
Ki Attack (Ex)

p. 31, Ninja of the Crescent Moon
Kuji-Kiri (Sp)
Silencing Attack (Su)
Invisibility (Sp)
Gaseous Form (Sp)
Improved Kuji-Kiri (Sp)
Blindsight (Ex)
Ethereal Jaunt (Sp)

p. 33, Order of the Bow Initiate
Banked Shot (Ex)

p. 34, Ravager
Pain Touch (Su)
Aura of Fear (Su)
Cruellest Cut (Su)
Visage of Terror (Sp)

p. 35, Red Avenger
Stunning Shout (Sp)
Ki Save (Ex)
Ki Skill (Ex)
Ki Healing (Sp)
Deadly Shout (Sp)

p. 36, Tribal Protector
Wild Fighting (Ex)
Smite (Su)

p. 37–38, Warmaster

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Battle Cry (Su)
Direct Troops (Su)
Rally Troops (Su)
Battle Standard (Su)
Die for Your Country (Su)

Specific Changes

p. 5, Insert a line of text at the end of the first paragraph saying:
Asterisked feats below are available as fighter bonus feats.
Also, insert asterisks to the title lines of the following feats:

Close-Quarters Fighting
Death Blow
Dual Strike
Expert Tactician
Hold the Line
Improved Overrun
Improved Sunder
Knock-Down
Off-Hand Parry
Pin Shield
Power Lunge
Prone Attack
Rapid Reload
Sharp-Shooting
Shield Expert
Snatch Arrows

p. 7, Expert Tactician
Change Benefit text to:

This feat allows you to make one melee attack (or anything that can be done as a melee attack) against one foe who is within melee and denied her Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied their Dexterity bonus, you can attack only one of them with this feat.

p. 7, Feign Weakness

Insert to second Benefit paragraph's end:

Using Feign Weakness is a standard action, just like a feint, except that if you succeed you get to make your attack immediately. You can only Feign Weakness once per encounter. After one use, your opponents are too wary to fall for this maneuver again.

p. 7, Knockdown

Insert to end of Benefit:

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Use of this feat cannot be combined with Improved Trip to generate an extra attack, and successful use of this feat does not grant an extra attack through the Cleave or Great Cleave feats.

Insert may into “you may make a trip attack as a free action.”

After “whenever you deal 10 or more points of damage to your opponent in melee” insert: with a single attack

p. 7, Lightning Fists

Insert to end of Benefit paragraph:

You cannot use Lightning Fists and flurry of blows at the same time.

p. 8, Pain Touch feat:

After “are nauseated for 1 round” insert: after being stunned for 1 round as usual. A stunning attack involves a monk’s stunning attack power or the use of the Stunning Fist feat.

p. 8, Power Lunge

Insert to the end of the 1st sentence in Benefit:

regardless of whether you’re using one- or two-handed weapons.

p. 13, Cavalier prestige class: Change the Knowledge (Nobility and Royalty) Class Feature to read:

[The cavalier gains a +2 bonus on all checks using this skill.](#)

p. 14, Under Deflect Attack for Devoted Defender

Delete "Once per round when your charge would normally be hit with a melee weapon, you may make a Reflex saving throw against DC 20. (If the melee weapon has a magic bonus to attack, the DC increases by that amount.) You gain a competence bonus to your Reflex save as indicated on the chart. If you succeed, you deflect the blow as a free action."

Replace with: Once per round when your charge is attacked, you may make an opposed attack roll. You gain a competence bonus to your attack roll as indicated on the table. If you beat the attacker, you deflect the blow.

p. 15, Drunken Master Table

Insert an asterisk at levels 8 through 10 with a note beneath. The note’s text is:

*Drunken masters cannot attack more than five times per round.

p. 21, Ghostwalker: Change etherealness and shadow walk to supernatural abilities (Su) (from extraordinary). Feign death is spell-like: italicize the embedded head and insert the roman (Sp) before the colon. Resolute aura is extraordinary: insert (Ex) before the colon.

p. 21, Ghostwalker

Insert per hour after the shadow walk “heals at the rate of 3 hit points per ghostwalker level per hour.”

p. 23, "Halfling Outrider" Prestige Class has no column for Base Attack Bonus.

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Insert the standard fighter advancement: +1/ level. An example can be found on p. 20's Ghostwalker table.

p. 25, Sneak attack for Lasher

After "(whether he actually has a Dexterity bonus or not)," insert: or when the lasher flanks the target

p. 29, Master Samurai

Change Hit Die from d12 to d10.

p. 31, The Ninja

Change Base Attack Bonus and Saves columns to:

Ninja Level	BAB	Fort	Ref	Will
1	+0	+0	+2	+0
2	+1	+0	+3	+0
3	+2	+1	+3	+1
4	+3	+1	+4	+1
5	+3	+1	+4	+1
6	+4	+2	+5	+2
7	+5	+2	+5	+2
8	+6/+1	+2	+6	+2
9	+6/+1	+3	+6	+3
10	+7/+2	+3	+7	+3

p. 35, Change 4th-level class ability to Ki healing on table

Change 8th-level class ability to Greater ki healing

p. 35, Ki Healing:

Change the second sentence to:

When she lays her hands on a living creature, she conducts the ki in such a way that it heals a number of hit points each day equal to her class level multiplied by her Wisdom bonus.

Cut the last sentence of the Ki healing description and insert a new paragraph:

Starting at 8th level, a red avenger can heal a number of hit points each day equal to twice her class level multiplied by her Wisdom bonus.

p. 39, Weapon Master & Ki Critical

Insert to end of Benefit: This +2 bonus is applied last, after any multipliers, such as those given by the Improved Critical feat or by keen weapons.

p. 39, Weapon Master & Ki Whirlwind

Change: "You can make a Whirlwind Attack as a standard action rather than a full attack option." To: Only one Whirlwind attack can be made per round.

p. 70, Weapons Table: Fullblade, listed as a Large weapon. Change to a Huge weapon Also, change the Fullblade damage from 1d12 to 2d8.

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p. 70, Weapons Table: Mercurial longsword—Change damage from 1d10 to 1d8. Change crit from x3 to x4.

p. 70, Weapons Table: Mercurial greatsword—Change damage from 2d8 to 2d6.

p. 70, Weapons Table: Bladed Gauntlet, change the crit from 17–20/x2 to 19–20/x2.

p. 70, Replace bladed gauntlet text with:

Bladed Gauntlet: Unlike a standard gauntlet, an attack with a bladed gauntlet is not considered an unarmed attack. The bladed gauntlet possesses two cruelly sharpened blades that extend from the back of the wrist following the line of the forearm. The cost and weight are for a single gauntlet.

p. 72, Fullblade. Replace text with:

Fullblade: A fullblade is 18 inches longer than a greatsword, and is too large for a Medium-size creature to use at all. A Large creature could use the fullblade with one hand, but would suffer the standard –4 nonproficiency penalty to its attack rolls, or with two hands as a martial weapon. A Large creature with the Exotics Weapon proficiency could use the fullblade in one hand with no penalty. A fullblade is also called an ogre's greatsword.

p. 77, Ring of Shocking Blows:

change second sentence to read:

The wearer can make one touch attack each round that does 1d8+3 electrical damage.