Manual Errata

By Pillars of Eternity Team on March 24, 2015 11:41 PM

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Attributes

* Perception now affects Interrupt, Deflection, and Reflex.
* Intellect now affects size and duration of AoE spells, and the Will defense.
* Resolve now affects Concentration, Deflection, and Will.

Combat

* Damage Threshold is now called Damage Reduction.
* Miss/Graze/Hit/Crit ranges have changed.
  + A Miss is any attack roll that is 15 or less. Does no damage and inflicts no status effects or afflictions.
  + A Graze is any attack roll that is between 16 and 50. Reduces damage and duration by 50%.
  + A Hit is any attack roll that is between 50 and 100. Standard damage with standard duration.
  + A Crit is any attack roll over 100. Damage is increased by 50%.

Races

Aumaua

**Island Aumaua**

* The Island Aumaua racial bonus has changed. They now have Armed to the Teeth - All Island Aumaua gain an additional Weapon Set.

Godlike

**Death Godlike**

* Death's Usher now affects enemies with 25% or less endurance.

**Nature Godlike**

* Wellspring of Life now grants a bonus to Might, Constitution, and Dexterity when Endurance is below 50%.

Classes

Chanter

**Chants**

* Aefyllath Ues Mith Fyr is now a 3rd level chant.

Druid

**Spells**

* Touch of Rot has been deprecated from the 1st level druid spell list and replaced with Nature's Vigor, which does regeneration (like Nature's Balm) and adds to Max Endurance.
* The 1st level druid spell Talon's Reach is now Foe-Only.

Fighter

**Abilities**

* Crippling Guard has been removed from the game. Instead, Fighters now have Disciplined Barrage.

Paladin

**Abilities**

* Flames of Devotion is now 2/per encounter.

Ranger

**Abilities**

* Driving Flight now hits creatures in a 90 degree arc.
* Master's Call now summons the pet to the ranger and can knock enemies Prone along the way.

Skills

Lore

* The Lore skill affects the ability to use scrolls.

Equipment

Flails

* Flails no longer negate deflection bonuses, but instead convert Grazes to Hits.

Arbalests

* Arbalests no longer have fast reload. Their bonus is that they can knock Prone on Crit.

Tables

Table 1: Attributes