

PATHFINDER[®]

ROLEPLAYING GAME[™]

PATHFINDER RPG CORE RULEBOOK

FIRST PRINTING

Update 1.2 — Release Date: 08/20/10

This document updates the first printing of the *Core Rulebook* to match the fourth printing. Items with **bold** page numbers are new to this update.

Updates

- **Page 12**—Change the Exceptional Abilities paragraph to read as follows:

Extraordinary Abilities (Ex): Extraordinary abilities are unusual abilities that do not rely on magic to function.

- **Page 16**—On Table 1–1: Ability Score Costs, the points listed for an ability score of nine should read “–1.”
- **Page 33**—In the Moment of Clarity barbarian rage power, after the first sentence, add the following sentence:

Activating this power is a swift action.

- **Page 34**—In the Uncanny Dodge class feature, in the first paragraph, change the second sentence to read as follows:

She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible.

- **Page 34**—After the Mighty Rage class feature, add the following paragraph:

Ex-Barbarians

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. She retains all other benefits of the class.

- **Page 38**—In the Versatile Performance bard class feature, add “Sing (Bluff, Sense Motive)” to the list of Perform types in the second paragraph.

- **Page 41**—In the Domains class feature, add the following sentence to the third paragraph:

Unless otherwise noted, activating a domain power is a standard action.

- **Page 42**—In the Domain Spells section of the Community Domain change the 4th-level spell to “*imbue with spell ability*.”
- **Page 45**—In the Good Fortune granted power of the Luck domain, change the first sentence to read as follows:

At 6th level, as an immediate action, you can reroll any one d20 roll you have just made before the results of the roll are revealed.

- **Page 45**—In the Domain section, under the Madness Domain, change the first sentence of the Aura of Madness granted power to read as follows:

At 8th level, you can emit a 30-foot aura of madness for a number of rounds per day equal to your cleric level.

- **Page 46**—In the Wooden Fist granted power of the Plant domain, add the following sentence to the end of the granted power:

These rounds do not need to be consecutive.

- **Page 47**—In the Domain section, under the Rune Domain, change the 8th-level Domain Spell to “*symbol of death*.”
- **Page 48**—In the Master’s Illusion granted power of the Trickery domain, add the following sentence before the last sentence of the paragraph:

The save DC to disbelieve this effect is equal to $10 + 1/2$ your cleric level + your Wisdom modifier.

- **Page 48**—In the Weapon Master granted power of the War domain, in the first sentence, add “as a swift action,” right after “At 8th level.”
- **Page 54**—In the Animal Choices section, under the Shark description, add “low-light vision” to the list of Special Qualities in the first paragraph. Make the same addition to the Snake, Constrictor and the Snake, Viper descriptions.
- **Page 60**—In the Smite Evil paladin class feature, change the fourth sentence of the first paragraph to read as follows:

If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses.

- **Page 69**—In the Uncanny Dodge class feature, in the first paragraph, change the second sentence to read as follows:

She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible.

- **Page 73**—In the Claws bloodline power of the Abyssal bloodline, change the power from an “(Ex)” to “(Su).” Delete the second to last sentence of this power. Add the following sentence to the end of the paragraph:

These rounds do not need to be consecutive.

- **Page 75**—In the Claws bloodline power of the Draconic bloodline, change the power from an “(Ex)” to “(Su).” Delete the second to last sentence of this power. Add the following sentence to the end of the paragraph:

These rounds do not need to be consecutive.

- **Page 80**—In the Abjuration School, under the protective ward class feature, remove the text “for 1 round” from the end of the second sentence.
- **Page 81**—In the Intense Spells school power of the Evocation school, add the following sentence after the second sentence:

This bonus damage is not increased by Empower Spell or similar effects.

- **Page 81**—In the Necromancy School, under the power over undead class feature, in the 3rd sentence, change “Outsider Channeling” to “Alignment Channel.”
- **Page 82**—In the Life Sight school power of the Necromancy school, add the following sentence to the end of the paragraph:

These rounds do not need to be consecutive.

- **Page 90**—In the Appraise skill, change the first sentence of the second paragraph in the Check section to read as follows:

You can also use this check to determine the most valuable item visible in a treasure hoard.

- **Page 99**—In the Intimidate skill, add the following sentence after the first sentence of the Demoralize paragraph:

This shaken condition doesn’t stack with other shaken conditions to make an affected creature frightened.

- **Page 103**—In the Perform skill, change the first sentence of the special paragraph to read as follows:

A bard must have ranks in specific Perform categories to use some of his Bardic Performance abilities.

- **Page 114**—In Table 5–1: Feats, change the Benefits line of the Combat Casting feat to read as follows:

+4 bonus on concentration checks for casting defensively

- **Page 118**—In the Armor Proficiency, Heavy feat, add “(Combat)” after the feat name. Make the same addition to the Armor Proficiency, Light and Armor Proficiency, Medium feats.
- **Page 120**—In the Benefit paragraph of the Command Undead feat, in the third sentence, change “ $1/2$ your caster level” to “ $1/2$ your cleric level.”
- **Page 125**—In the Greater Penetrating Strike feat, in the first paragraph, delete the second sentence. In the Benefit paragraph, change the first sentence to read as follows:

Your attacks made with weapons selected with Weapon Focus ignore up to 10 points of damage reduction.

- **Page 126**—In the Benefit paragraph of the Greater Vital Strike feat, change the second and third sentences to read as follows:

Roll the weapon's damage dice for the attack four times and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

- **Page 128**—In the Benefit paragraph of the Improved Vital Strike feat, change the second and third sentences to read as follows:

Roll the weapon's damage dice for the attack three times and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

- **Page 130**—In the Martial Weapon Proficiency feat, add "(Combat)" after the feat name.
- **Page 131**—In the Penetrating Strike feat, in the first paragraph, delete the second sentence. In the Benefit paragraph, change the first sentence to read as follows:

Your attacks made with weapons selected with Weapon Focus ignore up to 5 points of damage reduction.

- **Page 133**—In the Shield Master feat, change the last sentence of the Benefit paragraph to read as follows:

Add your shield's enhancement bonus to attack and damage rolls made with the shield as if it was a weapon enhancement bonus.

- **Page 133**—In the Shield Proficiency feat, add "(Combat)" after the feat name. Make the same addition to the Simple Weapon Proficiency feat.
- **Page 134**—In the Benefit paragraph of the Spring Attack feat, at the beginning of the first sentence, add "As a full-round action,".
- **Page 136**—In the Benefit paragraph of the Vital Strike feat, change the second and third sentences to read as follows:

Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as *flaming*), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

- **Page 199**—In the Combat Maneuver Defense paragraph of the Combat Maneuvers section, in the second paragraph, in the third sentence, change "insight, morale" to "insight, luck, morale."
- **Page 212**—In the Transmutation section, under Polymorph, change the first sentence of the second paragraph to read as follows:

In addition to these benefits, you gain any of the natural attacks of the base creature, including proficiency in those attacks.

- **Page 212**—In the Polymorph section, in the fifth paragraph, in the second sentence, change "armor bonuses" to "armor and shield bonuses."
- **Page 250**—In the Blight spell, add the following line after the Range line:

Target plant touched

- **Page 276**—In the description of the *elemental body III* spell, change the last sentence of the first paragraph to read as follows:

You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form.

- **Page 277**—In the description of the *elemental body IV* spell, change the last sentence of the first paragraph to read as follows:

You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form and gain DR 5/—.

- **Page 319**—In the description of the *permanency* spell, change the cost associated with a *wall of force* to 12,500 gp.
- **Page 341**—In the description of the *shatter* spell, change the second sentence of the second paragraph to read as follows:

All such unattended objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell.

- **Page 351**—In Table 10–1: Summon Monster, move the "Giant Frog" entry from the 4th Level list to the 2nd Level list. Move the "Giant Spider" entry from the 3rd Level list to the 2nd level list. Make the same changes to Table 10–2: Summon Nature's Ally on page 353 (the Giant Spider appears on the 5th Level list).
- **Page 351**—In Table 10–1: Summon Monster, change the Lillend azata subtype to "Chaotic, Good."

- Page 351—In Table 10–1: Summon Monster, change “Ant, drone” in the 2nd Level list to “Ant, giant (worker).” Change “Ant, soldier” in the 3rd Level list to “Ant, giant (soldier).” Add “Ant, giant (drone)*” to the 4th Level list. Make the same changes to Table 10–2: Summon Nature’s Ally on page 353 (do not include the “*” in the Ant, giant (drone) entry on this table).
- Page 352—In Table 10–1: Summon Monster, change the Ghaele azata subtype to “Chaotic, Good.” Also change the Trumpet archon’s subtype to “Good, Lawful.”
- **Page 353**—In Table 10–2: Summon Nature’s Ally, on the 1st Level list, change “Riding dog” to “dog” and move to the correct alphabetical location. On the 3rd Level list, change “Giant lizard” to “Monitor Lizard” and move to the correct alphabetical location. Move the “Giant scorpion” entry from the 6th Level list to the 4th Level list.
- Page 375—On Table 11–1: Arcane Archer, change the 9th-level Fort save from “5” to “+5.”
- **Page 382**—In the Dragon Bite class feature, change the second and third sentences to read as follows:

This is a primary natural attack that deals 1d6 points of damage (1d4 if the dragon disciple is Small), plus 1–1/2 times the dragon disciple’s Strength modifier.

- **Page 390**—In the Bardic Music class feature, change “Bardic Music” to “Bardic Performance.” Repeat this change on Table 11–9: Pathfinder Chronicler in the Special column at 3rd level.
- **Page 390**—In the Epic Tales class feature, change the second sentence to read as follows:

To create an epic tale requires the pathfinder chronicler to expend a number of rounds of her bardic performance ability equal to twice the duration of the epic tale (maximum duration of 10 rounds), and any relevant Performance skill check is made with Profession (scribe) instead.

- **Page 390**—In the Epic Tales class feature, change the sixth sentence to read as follows:

It requires 1 hour to inscribe, a full-round action to activate, and a duration equal to 1/2 the number of bardic performance rounds expended during its creation.

- Page 392—In the uncanny dodge class feature of the shadowdancer, replace the word “assassin” in the third sentence of the first paragraph with “shadowdancer.”

- Page 414—In the Doors section, under Secret Doors, remove the last sentence of the first paragraph.
- Page 417—In the first bullet point of the Magic section of the trap type rules, change the DC to locate a magic trap to “DC 25 + spell level.” In the Magic Trap paragraph of the Perception and Disable Device DCs rules, change the last sentence to read as follows:

Only characters with the trapfinding class feature can attempt a Disable Device check involving a magic trap.

- Page 445—In the Suffocation section, add the following sentence after the first sentence of the first paragraph:

If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round.

- Page 452—In the feats list for melee (finesse fighter), replace the feat “Stunned Defense” with the feat “Shatter Defenses.” In the same section under melee (sword and shield fighter), replace the feat “Deft Shield” with “Shield Focus.”
- Page 460—In the Magic Items Description section, under Caster Level, delete the last sentence of the second paragraph.
- Page 461—In the Armor section, change the third sentence of the second paragraph to read as follows:

A suit of armor cannot have an effective bonus (enhancement bonus plus special ability bonus equivalents, including those from character abilities and spells) higher than +10.

- **Page 467**—In the Slot line of the Darkwood Buckler, change the price to 203 gp. Repeat this change to the Darkwood Buckler entry on Table 15–7: Specific Shields.
- Page 468—In the Weapons section, change the third sentence of the third paragraph to read as follows:

A single weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents, including those from character abilities and spells) higher than +10.

- Page 478—In Table 15–2: Potions, change the 1st-level potion cost for Paladins and Rangers to 50 gp. Change the 2nd-level potion costs to 400 gp and change the 3rd-level potion costs to 1,050 gp.

- Page 491—In Table 15–15: Scrolls, change the 1st-level scroll cost for Paladins and Rangers to 25 gp. Change the 2nd-level scroll costs to 200 gp, change the 3rd-level scroll costs to 525 gp, and change the 4th-level scroll costs to 1,000 gp.
- Page 496—In Table 15–17: Wands, change the 1st-level wand cost for Paladins and Rangers to 750 gp. Change the 2nd-level wand costs to 6,000 gp, change the 3rd-level wand costs to 15,750 gp, and change the 4th-level wand cost to 30,000 gp.

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- Page 509—In the *deck of illusions* table, change the second "Joker" entry to "Joker (trademark)."
- Page 563—In the "Invisible Creature is..." table, change the header of second column to "Perception DC Modifier." Change the entry for "Not Moving" from "-40" to "+20."

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