

PATHFINDER

ROLEPLAYING GAME™

PATHFINDER RPG CORE RULEBOOK

SECOND PRINTING

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This document updates the second printing of the *Pathfinder RPG Core Rulebook* to match the third printing.

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 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 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 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 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 130

In the Martial Weapon Proficiency feat, add “(Combat)” after the feat name.

PAGE 133

In the Shield Master feat, change the last sentence of the benefits paragraph to read as follows.

Add your shield’s enhancement bonus to attack and damage rolls made with the shield as if it were 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 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 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, 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 414

In the Doors section, under Secret Doors, remove the last sentence of the first paragraph.

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 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 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 509

In the *deck of illusions* table, change the second “Joker” entry to “Joker (with trademark).”

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