

PATHFINDER[®]

ROLEPLAYING GAME[™]

PATHFINDER RPG CORE RULEBOOK

SECOND PRINTING

Update 2.1 — Release Date: 08/20/10

This document updates the second 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 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 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 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 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 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 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 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 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 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 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 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.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

- **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 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."

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook Update 2.1. Copyright 2010, Paizo Publishing, LLC; Author Jason Bulmahn.

Pathfinder RPG Core Rulebook. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.