Pathfinder RPG Core Rulebook

First Printing

Update 1.1 — Release Date: 05/26/10

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

Page 16

On Table 1–1: Ability Score Costs, the points listed for an ability score of nine should read "–1."

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 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 47

In the Domain section, under the Rune Domain, change the 8th level Domain Spell to "*symbol of death*."

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 81

In the Necromancy School, under the power over undead class feature, in the 3rd sentence, change "Outsider Channeling" to "Alignment Channel."

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 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 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 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 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 subtypes to "Good, Lawful."

Page 375

On Table 11–1: Arcane Archer, change the 9th level Fort save from "5" to "+5."

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 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 costs to "30,000 gp."

Page 509

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

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