PATHFINDER RPG CORE RULEBOOK

THIRD PRINTING

Update 3.1 — Release Date: 11/22/11

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

Updates

- **Page 11**—In the Common Terms section, in the Check definition, in the second sentence, change "skill checks, and saving throws" to "skill checks, ability checks, and saving throws".
- 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 Horse description, in the second paragraph, under Special Qualities, change "see the *Pathfinder RPG Bestiary*" to "see the Handle Animal skill".
- **Page 54**—In the Animal Choices section, under the Pony description, in the second paragraph, under Special Qualities, change "see the *Pathfinder RPG Bestiary*" to "see the Handle Animal skill".

- **Page 54**—In the Animal Choices section, under the Wolf description, in the first paragraph, in Special Qualities, add "low-light vision,".
- **Page 57**—In the Flurry of Blows class feature, in the first paragraph, in the next-to-last sentence, change "the monk's base attack bonus" to "the monk's base attack bonus from his monk class levels".
- **Page 61**—In the Divine Health class feature, at the end of the sentence, add ", including mummy rot."
- 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 73**—In the Arcane Bond bloodline power of the Arcane bloodline, add the following sentence before the last sentence of the paragraph:

Once per day, your bonded item allows you to cast any one of your spells known (unlike a wizard's bonded item, which allows him to cast any one spell in his spellbook).

- 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 76**—In the Laughing Touch bloodline power of the Fey bloodline, add the following sentence to the end of the paragraph:

This is a mind-affecting effect.

- 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 Enchantment school, in the Aura of Despair ability, add the following sentence to the end of the paragraph:

This is a mind-affecting effect.

- 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 82**—In the Familiars section, in the fourth paragraph, in the first sentence, change "If a familiar is lost or dies" to "If a familiar is dismissed, lost, or dies".
- **Page 88**—In the Acrobatics skill check description, in the second paragraph (which describes using the skill to avoid attacks of opportunity), add the following sentence to the end of the paragraph:

If you attempt to move through an enemy's space and fail the check, you lose the move action and provoke an attack of opportunity.

- **Page 96**—In the Escape Artist skill check description, in the Grappler paragraph, change "or to change from a pinned condition to merely grappled" to "or a pin".
- **Page 99**—In the Intimidate skill check description, in the Demoralize paragraph, in the first sentence, change "your opponents" to "an opponent." In the last sentence, change "threaten opponents in this way if they are within 30 feet" to "threaten an opponent this way if it is within 30 feet." Add the following sentence to the end of the paragraph:

Using demoralize on the same creature only extends the duration; it does not create a stronger fear condition.

- **Page 104**—In the Ride skill check description, in the Leap paragraph, replace the second sentence with the following sentence:

If the Ride check to make the leap succeeds, make a check using your Ride modifier or the mount's jump modifier, whichever is lower, to see how far the creature can jump.

- **Page 109**—In the Use Magic Device check description, in the Use a Wand, Staff, or Other Spell Trigger Item paragraph, add the following sentence to the end of the paragraph:

Failing the roll does not expend a charge.

- **Page 112**—In the Metamagic Feats section, in the first paragraph, add the following sentence to the end of the paragraph:

Metamagic feats do not affect spell-like abilities.

- **Page 113**—In the Metamagic Feats section, in the Effects of Metamagic Feats on a Spell section, in the first paragraph, in the first sentence, change "even though it is prepared and cast as a higher-level spell" to "even though it is prepared and cast using a higher-level spell slot."
- **Page 119**—In the Brew Potion feat, in the Benefit section of the Brew Potion feat, in the first paragraph, in the first sentence, change "one or more creatures" to "one or more creatures or objects".
- 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 122**—In the Empower Spell feat, in the Benefit section, in the first paragraph, at the end of the first sentence add "including bonuses to those dice rolls."
- 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 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 132**—In the Quicken Spell feat, in the Benefit section, in the first paragraph, in the third sentence, change "more than 1 full-round action" to "more than 1 round or 1 full-round action".
- 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 135**—In the Stunning Fist feat, in the Benefit section, in the fourth sentence, change "A stunned character can't take actions" to "A stunned character drops everything held, can't take actions".
- 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 137**—In the Widen Spell feat, in the Benefit section, in the first paragraph, in the first sentence, delete "line, " from the list of spell areas the feat can affect.
- **Page 144**—In the Weapon Qualities section, in the Special section, in the Double paragraph in the second sentence, replace "A double weapon can be wielded as a one-handed weapon" with "You can choose to wield one end of a double weapon two-handed".
- **Page 151**—In Table 6–6: Armor and Shields, in the buckler entry, change the Cost to 5 gp.
- **Page 152**—In the Armor Descriptions, in the Shield, Heavy; Wooden or Steel entry, in the Shield Bash Attacks section, in the first sentence, delete "using it as an off-hand weapon." Repeat this change to the Shield, Light; Wooden or Steel entry.
- **Page 162**—In the Mounts and Related Gear section, in the Horse description, in the second paragraph, change "combat-trained" to "war-trained".
- **Page 174**—In Table 7–9: Mounts and Vehicles, in the Light horse entry, change the Per Hour distance to "5 miles". Change the Per Day distance to 40 miles.

In the Light horse (175–525 lbs.) entry, change the Per Hour distance to "3-1/2 miles." Change the Per Day distance to "28 miles".

- **Page 174**—In Table 7–10: Light Sources and Illumination, in the *daylight* spell entry, change the Duration from "30 min." to "10 min./level." In the *light* spell entry, change the Duration from "10 min." to "10 min./level".

- **Page 182**—In the Attack section, in the Natural Attacks section, in the third paragraph, delete the following two sentences: "In addition, all of your attacks made with melee weapons and unarmed strikes are made as if you were two-weapon fighting. Your natural attacks are treated as light, off-hand weapons for determining the penalty to your other attacks."

- **Page 184**—In the Attack section, in the Fighting Defensively as a Standard Action section, in the second sentence, change "for the same round" to "until the start of your next turn".

- **Page 187**—In the Full Attack section, in the Fighting Defensively as a Full-Round Action section, in the second sentence, change "for the same round" to "until the start of your next turn."

- **Page 195**—In Table 8–6: Armor Class Modifiers, in the Grappling entry, delete the superscript "1" after the +0 in the Melee and Ranged columns. In the third footnote, change "flat-footed and cannot add his Dexterity bonus" to "denied his Dexterity bonus".

- 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 201**—In the Grapple section, in the If You Are Grappled paragraph, in the fourth sentence, change "any action that requires only one hand to perform" to "any action that doesn't require two hands to perform". Also in the fourth sentence, change "make an attack with a light or one-handed weapon" to "make an attack or full attack with a light or one-handed weapon".

- **Page 202**—In the Throw Splash Weapon section, in the first paragraph, add the following sentence after the fourth sentence:

If the target is Large or larger, you choose one of its squares and the splash damage affects creatures within 5 feet of that square. Splash weapons cannot deal precision-based damage (such as sneak attack).

- **Page 211**—In the Transmutation section, in the Polymorph subschool description, in the first

paragraph, in the second sentence, change "+20 bonus" to "+10 bonus".

- **Page 212**—In the Polymorph section, in the fifth paragraph, in the second sentence, change "armor bonuses" to "armor and shield bonuses".

- **Page 219**—In the Adding Spells to a Wizard's Spellbook section, in the Spells Copied from Another's Spellbook or Scroll section, in the second paragraph, in the second sentence, change "until he gains another rank in Spellcraft" with "until one week has passed."

- **Page 221**—In the Special Abilities section, in the Spell-Like Abilities section, replace the fourth paragraph with the following:

If a character class grants a spell-like ability that is not based on an actual spell, the ability's effective spell level is equal to the highest-level class spell the character can cast, and is cast at the class level the ability is gained.

- **Page 243**—In the *antimagic field* description, in the third paragraph, in the first sentence, delete "and incorporeal undead." In the fourth paragraph, in the fourth sentence, change "corporeal undead" to "undead".

- Page 250—In the Blight spell, add the following line after the Range line:

Target plant touched

- **Page 251**—In the *break enchantment* description, in the second paragraph, change "dispelled by *dispel magic*" to "dispelled by *dispel magic* or *stone to flesh*".

- **Page 259**—In the *contact other plane* description, in the fourth paragraph, add the following sentence after the second sentence:

You cannot take 10 on this check.

- **Page 283**—In the *fire trap* description, in the fifth paragraph, in the second sentence, change "rogue (only)" to "character with trapfinding".

- **Page 284**—In the *fog cloud* effect line, delete ", 20 ft. high".

- **Page 289**—In the *ghoul touch* description, add the following sentence to the end of the second paragraph:

This is a poison effect.

- **Page 294**—In the *haste* description, in the second paragraph, in the first sentence, change "one extra attack with any weapon he is holding" to "one extra attack with one natural or manufactured weapon."

- **Page 327**—In the *protection from evil* description, in the third paragraph, in the first sentence, change "(including enchantment [charm] effects and enchantment [compulsion] effects)" to "(including enchantment [charm] effects and enchantment [compulsion] effects, such as *charm person*, *command*, and *dominate person*)."

- **Page 349**—In the *stinking cloud* description, add the following sentence to the end of the first paragraph:

This is a poison effect.

- **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 374**—In the Arcane Archer class description, in the first paragraph, in the first sentence, change "Elves or half-elves who seek" to "Many who seek".

- **Page 374**—In the Arcane Archer alignment section, replace the paragraph with the following:

Arcane archers can be of any alignment. Elf or half-elf arcane archers tend to be free-spirited and are rarely lawful. Similarly, it is uncommon for elven arcane archers to be evil, and overall the path of the arcane archer is more often pursued by good or neutral characters.

- **Page 374**—In the Arcane Archer requirements section, delete the line "Race: Elf or half-elf."

- **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 Perform 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 421**—In the Summon Monster VI Trap, in the effect line, change "summons 1 Large elemental" to "summons 1d3 Large elementals or 1 Huge elemental".

- **Page 429**—In the Avalanches section, add the following sentence to the end of the fourth paragraph:

See Cave-Ins and Collapses on page 415 for rules on digging out buried creatures.

- **Page 444**—In the Lava Effects section, in the first paragraph, in the first sentence, change "2d6 points of damage" to "2d6 points of fire damage" and change "20d6 points of damage" to "20d6 points of fire damage." In the second paragraph, in the second sentence, change "serves as an immunity" to "serves as an immunity or resistance". In the last sentence, change "A creature immune to fire" to "A creature immune or resistant to fire".

- **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, delete the Damaging Magic Weapons paragraph. Add the following paragraph in its place:

Hardness and Hit Points: Each +1 of a magic weapon's enhancement bonus adds +2 to its hardness and +10 to its hit points. See also Table 7–12 on page 175.

- **Page 468**—In the Weapons section, in the Activation paragraph, in the first sentence, change "by attacking with it" to "by wielding (attacking with) it".

- **Page 477**—In the Potions section, in the first paragraph, in the fifth sentence, change "one or more creatures" to "one or more creatures or objects".

- **Page 484**—In the Metamagic Rods description, in the first paragraph, in the first sentence, change "to spells as they are cast" to "to spells (but not spell-like abilities) as they are cast".

- **Page 488**—In the *rod of the python* weight entry, change "5 lbs." to "10 lbs."

- **Page 521**—In the Ioun Stone table, at the end of the *scarlet and blue sphere* Effect entry, add a superscript "1". In the *pale lavender ellipsoid* entry, change the "*" footnote symbol to a superscript

"2". In the *lavender and green ellipsoid* entry, change the "**" footnote symbol to a superscript "3". In the footnotes section, add the following footnote before the existing footnotes and renumber them accordingly:

1 This stone has one skill associated with it, as a +2 *headband of vast intelligence*.

- **Page 549**—In the Magic Item Creation section, in the second paragraph, in the last sentence, change "you cannot create spell-trigger and spell-completion magic items without meeting" to "you cannot create potions, spell-trigger, or spell-completion magic items without meeting".

- **Page 562**—In the Energy Immunity and Vulnerability section, delete the sentences that read as follows. " If a creature has fire immunity, it also has vulnerability to cold. If a creature has cold immunity, it also has vulnerability to fire."

- 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".

- **Page 567**—In the Grappled condition, in the first paragraph, in the fifth sentence, change "cast a spell must make" to "cast a spell or use a spell-like ability must make".

- **Page 568**—In the Pinned condition, in the second sentence, change "flat-footed" to "denied its Dexterity bonus." In the seventh sentence, change "to cast a spell must make" to "to cast a spell or use a spell-like ability must make".

- **Page 568**—In the Staggered condition, in the second sentence, change "swift and immediate actions" to "free, swift, and immediate actions".