

PATHFINDER[®]

ROLEPLAYING GAME[™]

PATHFINDER RPG CORE RULEBOOK

FIFTH PRINTING UPDATE

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This document updates the fifth printing of the *Core Rulebook* to match the sixth printing.

Updates

- **Page 36**—In the Bardic Performance class feature, in the fifth paragraph, in the first sentence, change “and such performances are language dependent” to “and many such performances are language dependent (as noted in the description)”.
- **Page 42**—In the Artifice domain, in the Domain Spells paragraph, change the 8th-level spell “*instant summons*” to “*statue*”.
- **Page 57**—In the Flurry of Blows class feature, in the first paragraph, replace the second sentence with the following:

When doing so, he may make one additional attack, taking a –2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (he does not need to use two weapons to utilize this ability).

- **Page 58**—In Table 3–10: Monk, in the Special column, in the 7th level entry, change “Wholeness of body” to “Ki pool (cold iron/silver), wholeness of body”.
- **Page 59**—In the Ki Pool class feature, in the first paragraph, delete the fifth sentence. Add the following sentence after the fourth sentence:

At 7th level, his unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction.

- **Page 64**—In the Track class feature, change “made to follow or identify tracks” to “made to follow tracks”.

- **Page 78**—In the Arcane Bond class feature, in the second paragraph, in the fifth sentence, change “weapons must be wielded” to “weapons must be held in one hand”.
- **Page 106**—In the Stealth skill, in the Check section, in the first paragraph, add the following sentence after the first sentence:

Creatures that fail to beat your Stealth check are not aware of you and treat you as if you had total concealment.

- **Page 106**—In the Stealth skill, in the Check section, change the second paragraph to read as follows:

Creatures gain a bonus or penalty on Stealth checks based on their size: Fine +16, Diminutive +12, Tiny +8, Small +4, Medium +0, Large –4, Huge –8, Gargantuan –12, Colossal –16.

- **Page 106**—In the Stealth skill, in the Check section, add the following paragraph after the third paragraph:

Breaking Stealth: When you start your turn using Stealth, you can leave cover or concealment and remain unobserved as long as you succeed at a Stealth check and end your turn in cover or concealment. Your Stealth immediately ends after you make an attack roll, whether or not the attack is successful (except when sniping as noted below).

- **Page 174**—In the Smashing an Object section, in the Immunities paragraph, delete the second sentence.
- **Page 206**—In the Concentration section, replace the Grappling or Pinned paragraph with the following:

Grappled or Pinned: Casting a spell while you have the grappled or pinned condition is difficult and requires a

concentration check (DC 10 + the grappler's CMB + the level of the spell you're casting). Pinned creatures can only cast spells that do not have somatic components.

- **Page 219**—In the Adding Spells to a Wizard's Spellbook section, in the Spells Gained at a New Level paragraph, delete the last sentence of the paragraph.
- **Page 334**—In the *restoration* spell, in the casting time entry, change "1 minute" to "3 rounds".
- **Page 351**—In Table 10-1: Summon Monster, on the 3rd Level list, change "Giant lizard*" to "Monitor lizard*" and reorder the entry alphabetically on the table.
- **Page 376**—In the Imbue Arrow class feature, change "(Sp)" to "(Su)". Repeat this change for the Seeker Arrow, Phase Arrow, Hail of Arrows, and Arrow of Death class features.
- **Page 382**—In the Canny Defense class feature, change the first sentence to read as follows:

When wearing light or no armor and not using a shield, a duelist adds 1 point of Intelligence bonus (if any) per duelist class level as a dodge bonus to her Armor Class while wielding a melee weapon.

- **Page 496**—In the *amulet of mighty fists*, change the price line to read as follows: "Price 4,000 gp (+1), 16,000 gp (+2), 36,000 gp (+3), 64,000 gp (+4), 100,000 gp (+5)". Change

the cost line to read as follows "Cost 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5)"

- **Page 497-499**—In Tables 15-18, 15-19, and 15-20, adjust the price of the *amulet of mighty fists* as per the correction above and rearrange the table to put the entries in their proper location.
- **Page 498**—In Table 15-19, correct the price of the *cape of the mountebank*, changing it from "10,080 gp" to "10,800 gp".
- **Page 505**—In the *cape of the mountebank*, in the Price entry, change "10,080 gp" to "10,800 gp".
- **Page 522**—In the *lens of detection*, in the Slot entry, change "none" to "eyes".
- **Page 523**—In the *maul of the titans*, in the Cost entry, change "12,305 gp" to "12,805 gp".
- **Page 538**—In the *armor of rage*, in the description, in the first sentence, change "armor of command" to "breastplate of command" and change "suit of +1 full plate" to "+1 breastplate". In the Creation section, in the Magic Items entry, change "armor of command, +1 full plate" to "breastplate of command, +1 breastplate".
- **Page 558**—In the Poison section, in the fourth paragraph, delete the fifth sentence and replace it with the following sentence:

This poison is consumed when the weapon strikes a creature or is touched by the wielder.

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