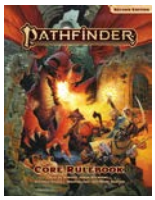

Pathfinder Core Rulebook

FIRST PRINTING

UPDATE 1.0—RELEASE DATE 10/30/19

Chapter 2: Ancestries and Backgrounds

Dwarf

Page 35: Add to the sidebar of ancestry benefits:

> CLAN DAGGER
>
> You get one clan dagger (page 280) of your clan for free, as it was given to you at birth. Selling this dagger is a terrible taboo and earns you the disdain of other dwarves.

Page 37: In Mountain's Stoutness, change the third sentence to "When you have the dying condition, the DC of your recovery checks is equal to 9 + your dying value (instead of 10 + your dying value)." Change the second paragraph to "If you also have the Toughness feat, the Hit Points gained from it and this feat are cumulative, and the DC of your recovery checks is equal to 6 + your dying value."

Gnome

Page 44: Gnome Weapon Familiarity grants access to kukris as well as all uncommon gnome weapons. Change the first sentence of the second paragraph to "In addition, you gain access to kukris and all uncommon gnome weapons."

Human

Page 55: Change the second entry of the Languages section of the sidebar of ancestry benefits to "Additional languages equal to 1 + your Intelligence modifier (if it's positive)."

Chapter 3: Classes

All Classes for Unarmed Attack Proficiency and Benefits

For any class feature that improves the proficiency rank or grants the critical specialization effect access for simple weapons or a specific set of weapons, that ability also grants that benefit for unarmed attacks.

Changes to Greater Juggernaut, Greater Resolve, Improved Evasion, and Third Path to Perfection

All four of these abilities grant a two-tier benefit on a failed saving throw of the specified type, but (as always) no ability will ever change your degree of success by more than one step. To clarify, we're making the following clarification to all four abilities. Change the beginning of the last sentence from "When you fail" the listed saving throw to "When you roll a failure on" the listed saving throw.

Alchemist

Page 73: In the Chirurgeon section, change "lesser elixir of life" to "minor elixir of life." The lesser elixir of life is a 3rd-level item that a 1st-level character can't create.

Page 73: In the Mutagenist section, remove the second paragraph, which provides an obsolete benefit. Replace it with the following free action.

MUTAGENIC FLASHBACK ◆

ALCHEMIST

Frequency once per day

You experience a brief resurgence of a mutagen. Choose one mutagen you've consumed since your last daily preparations. You gain the effects of that mutagen for 1 minute.

Pages 79, and 81: Several feats reference benefits for alchemical items "you created," which isn't relevant in the wider rule set. Remove "you created" from Feral Mutagen, Elastic Mutagen, Invincible Mutagen, Expanded Splash, Genius Mutagen, Persistent Mutagen, and Mindblank Mutagen.

Page 79: In Merciful Elixir, add to the end of the last

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sentence "using the item's level and a counteract modifier equal to your class DC – 10."

Page 81: In Improbable Elixirs, change the third and fourth sentences to read "You gain formulas to create these potions as alchemical items with the elixir trait. When making these alchemical elixirs, you can substitute alchemical reagents for an equal value of magical components, and you can use alchemist's tools (for Quick Alchemy) or an alchemist's lab (for the Craft activity) instead of any other required tool kits."

Barbarian

Page 86: In Table 3–3: Animal Instincts, change the deer's Damage entry to 1d10 P and replace the charge trait with the grapple trait.

Page 87: In Titan Mauler (Instinct Ability), change "You gain access to a weapon one size larger than you" to "You gain access to this larger weapon" This accounts for Small creatures using a weapon built for a Large creature, as stated in the previous sentence.

Page 90: In Wounded Rage, remove the rage trait.

Page 91: Add the ◆◆ glyph to the Sudden Leap action to indicate that it is a two-action activity.

Page 91: In Terrifying Howl, change "each creature" to "each enemy."

Page 93: Dragon Transformation uses your class DC for the breath weapon at 16th and at 18th levels, rather than the DC listed for 18th level.

Page 93: In Brutal Critical, change the second sentence to read "On a critical hit with a melee Strike, add one extra damage die."

Bard

Pages 101–102: In Eclectic Skill, change the second sentence to "Your proficiency bonus to untrained skill checks is equal to your level." This matches the language of the Untrained Improvisation general feat and prevents unintended stacking of benefits.

Champion

Page 107: In deific weapon, change the second sentence to read "If it's an unarmed attack with a d4 damage die or a simple weapon, increase the damage die by one step (d4 to d6, d6 to d8, d8 to d10, d10 to d12).

Page 108: In divine ally, change the first three sentences to read "A spirit of battle dwells within your armaments. Select one weapon or *handwraps of mighty blows* when you make your daily preparations. In your hands, the item gains the effect of a property rune." This supports champions with a deity that has an unarmed attack as a favored weapon.

Druid

Page 132: In Table 3–11: Druid Spells per Day, change the Cantrips entry at each level from 4 to 5.

Page 135: Remove the ◆ glyph from Poison Resistance. This benefit is perpetual.

Fighter

Page 151: In Incredible Ricochet, change the second sentence to "Make a ranged weapon Strike against a creature you previously attacked this turn."

Monk

Page 156: In the powerful fist class feature, in the second sentence, replace "changes" with "increases" to make it clear the normal rules on increases to die sizes apply.

Page 157: In the Key Terms sidebar, under the Ki Spells entry, add "and your key spellcasting ability is Wisdom" to the end of the second paragraph.

Pages 159 and 163: In Mountain Stance and Tangled Forest Stance, change the "Trigger" heading to "Requirements." The content of each entry remain the same.

Page 164: Change the action glyph for Stance Savant to ◇ instead of ↷.

Ranger

Page 169: In the nature's edge class feature, remove "on natural uneven ground."

Page 172: Change the action glyph for Disrupt Prey to ↷ instead of ◇.

Page 174: In Terrain Master, remove "wild stride" from the Prerequisites entry.

Page 175: In Lightning Snares, add "Quick Snares" to the Prerequisites entry.

Page 176: In Stealthy Companion, add "an animal companion" to the Prerequisites entry.

Rogue

Page 184: In Minor Magic, add the following sentence. "Your key spellcasting ability is Charisma, and you're trained in spell attack rolls and DCs for the tradition of your chosen cantrips."

Page 185: In Poison Weapon, remove "and have a free hand" from the Requirements and remove "and have a free hand" from the Requirements entry and change the first sentence to read "You apply a poison to the required weapon; if you're not holding a poison and have a free hand, you can Interact to draw a poison as part of this action."

Sorcerer

Page 194: Add the following sorcerer class feature:

RESOLVE **17TH**

You've steeled you mind with resolve. Your proficiency rank for Will saves increase to master. When you roll a success at a Will save, you get a critical success instead.

Page 197: In the Elemental Type section, change the last sentence to read "Replace any existing elemental traits with the trait of the element you chose."

Page 199: In the Sorcerer Feats sidebar, change the level of "Bespell Weapon" from 4 to 6 to match the feat itself.

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Page 201: Remove the arcane trait from Greater Mental Evolution and the divine trait from Greater Vital Evolution.

Wizard

Pages 204 and 206: Wizards gain their first class feat at 2nd level. On page 204, in Table 3-18: Wizard Advancement, remove "wizard feat" from the 1st-level entry. On page 206, in the Wizard Feats section, change the first sentence to "At 2nd level and every even-numbered level thereafter, you gain a wizard class feat."

Animal Companions and Familiars

Page 214: In the first paragraph, replace the first two sentences with the following to clarify the specific action required to command your animal companion, and that it doesn't require a check.

An animal companion is a loyal comrade who follows your orders. Your animal companion has the minion trait, and it gains 2 actions during your turn if you use the Command an Animal action to command it; this is in place of the usual effects of Command an Animal, and you don't need to attempt a Nature check.

Page 214: Under Young Animal Companions, add the sentence "An animal companion has the same level you do." Change the maximum item bonus to AC from +2 to +3.

Page 217: In the ambusher section, remove "It gains a +2 circumstance bonus to initiative rolls using Stealth" since a companion acts on your initiative and therefore this clause provides no benefit.

Archetypes

Page 219: Under Spellcasting Archetypes, in the Basic Spellcasting Feat, change the second sentence to "At 6th level, they grant you a 2nd-level spell slot, and if you have a spell repertoire, you can select one spell from your repertoire as a signature spell." In the Expert Spellcasting Feat, after the first sentence, add "If you have a spell repertoire, you can select a second spell from your repertoire as a signature spell." In the Master Spellcasting Feat, after the first sentence, add "If you have a spell repertoire, you can select a third spell from your repertoire as a signature spell."

Spellcasting Dedication Feats (pages 222, 224, 225, and 230) In the spellcasting dedication feats, you can prepare or add to your repertoire common cantrips of your spellcasting tradition, whether from this book or other cantrips of that tradition you learn or discover.

Page 230: In the Sorcerer Dedication feat, replace the second sentence of the second paragraph with "You gain a spell repertoire with two common cantrips from the spell list associated with your bloodline, from the spells granted by your bloodline, or any other cantrips of that tradition you learn or discover." This grants access to the bloodline-granted cantrips as well as those on the associated spell list.

Chapter 4: Skills

Page 244: The Craft downtime activity requires an alchemist's lab, not just alchemist's tools. See the errata for page 287.

Chapter 5: Feats

Page 255: In Table 5–2: General Skill Feats, change the description of Automatic Knowledge from "once per day" to "once per round."

Page 258: In Battle Medicine, change the second sentence to "Attempt a Medicine check with the same DC as for Treat Wounds, and restore a corresponding amount of Hit Points; this does not remove the wounded condition."

Page 268: In Toughness, change the last sentence to read "The DC of recovery checks is equal to 9 + your dying condition value (page 459)."

Chapter 6: Equipment

Page 275: Under the Armor Traits heading, change the entry for Noisy to "**Noisy:** This armor is loud and likely to alert others to your presence. The armor's check penalty applies to Stealth checks even if you meet the required Strength score."

Page 278: Under Improvised Weapons, add the sentence "Improvised weapons are simple weapons." This dictates the proficiency modifier you use.

Page 280: Under the Ammunition heading, add the sentence "Using ammunition destroys it."

Page 283: In the definition for the thrown weapon trait, change the first sentence to "You can throw this weapon as a ranged attack, and it is a ranged weapon when thrown."

Page 292: On Table 6–11: Alchemical Gear and under the Elixirs heading, change "lesser elixir of life" to "minor elixir of life." The other statistics for this item remain unchanged.

Page 293: In Table 6–12: Magical Gear, change the Price of the *minor healing potion* from 3 gp to 4 gp.

Page 293: Under Consumable Magic Items, change holy water to deal "1d6 good damage and 1 good splash damage." Change unholy water to deal "1d6 evil damage and 1 evil splash damage" instead of "1d6 good damage."

Changes to Make Bulk Less Restrictive

The following changes make Bulk limits less restrictive for your character.

Page 287: Add the following entry for an alchemist's lab:

Alchemist's Lab: You need an alchemist's lab to Craft alchemical items during downtime. An expanded alchemist's lab gives a +1 item bonus to Crafting checks to create alchemical items.

Page 287: Amend the Alchemist's Tools entry to the following:

Alchemist's Tools: This mobile collection of vials and chemicals can be used for simple alchemical tasks.

Page 287: In the Backpack description, add this sentence: "The first 2 Bulk of items in your backpack don't count against your Bulk limits."

Page 288: Make the following changes on Table 6–9: Adventuring Gear.

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- Change the Bulk of the adventurer's pack from 2 to 1.
- Change the Bulk of formula book (blank) and spellbook (blank) from 1 to L
- Add "Alchemist's Lab" (**Price** 5 gp, **Bulk** 6, **Hands** 2)
- Change "Expanded Alchemist's Tools (level 3)" to "Expanded Alchemist's Lab" as a sub-entry to the new alchemist's lab, and change the Bulk from 1 to 6
- Change the alchemist's tools Price from 5 gp to 3 gp, and the Bulk from 2 to 1

Page 292: The waterskin is always light Bulk, whether full or empty.

Page 289: The Bulk, Price, and Money Left Over entries for some class kits change based on the adjustments above.

CHAPTER 7: SPELLS

Page 303: In the Component Substitutions sidebar, replace the second paragraph with the following to avoid implying changes to action traits.

If you're a bard Casting a Spell from the occult tradition, you can usually play an instrument for spells requiring somatic or material components, as long as it takes at least one of your hands to do so. If you use an instrument, you don't need a spell component pouch or another hand free. You can usually also play an instrument for spells requiring verbal components, instead of speaking.

Pages 316–407: Remove the attack trait from the spells *Abyssal plague*, *chill touch*, *death knell*, *ghoulish cravings*, *goblin pox*, *mariner's curse*, *outcast's curse*, *spider sting*, *savor the sting*, *touch of undeath* (the cleric focus spell), and *force bolt*.

Page 318: In *animal messenger*, change the duration to "see text." Change the spell description to state that the spell ends after 24 hours or when a creature removes the attached object, whichever happens first.

Pages 322 and 390: In the success entries for *charm* (page 322) and *charming touch* (page 390), replace references to Identify Magic with a reference to the Identifying Magic section on page 305.

Page 330: Add the attack trait to *disintegrate*.

Page 331: Add the cantrip trait to *disrupt undead*.

Page 336: In *enlarge*, change the **Heightened (6th)** entry to read "Choose either the 2nd-level or 4th-level version of this spell and apply its effects to 10 willing creatures."

Page 343: In *harm*, change the description of the 3-action version to read "you disperse negative energy" instead of positive energy.

Page 348: In *light*, change the Targets entry to read "1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally"

Page 349: In *magic fang*, change the Targets entry to "1 willing creature." Change the first sentence to "Choose one of the target's unarmed attacks." Change the last sentence to "The unarmed attack becomes a *+1 striking* unarmed attack, gaining a +1 item bonus to attack rolls and increasing the number of damage dice to two if it had only one." This makes the spell less restrictive and more versatile.

Page 370: In *sound burst*, change the critical failure entry to read "The creature takes double damage, is deafened for 1 minute, and is stunned 1."

Page 377: In *telekinetic projectile*, change the second sentence to read "Make a spell attack roll against the target."

Page 391: In *death's call*, replace "your Wisdom modifier" with "your spellcasting ability modifier."

Page 399: Replace the existing *goodberry* focus spell with the following.

GOODBERRY — FOCUS 1

UNCOMMON | DRUID | HEALING | NECROMANCY

Cast ❖❖ somatic, verbal

Range touch; **Targets** 1 ripe berry

Duration 10 minutes

You imbue the target berry with the bounty of nature, turning it into a goodberry that can heal and sustain far beyond its normal capacity. A creature can eat the goodberry with an Interact action to regain 1d6+4 Hit Points. A berry not consumed during the duration withers away. Every six goodberries consumed gives as much nourishment as one square meal for a typical human.

Heightened (+1) You can target an additional berry. A creature can consume any number of goodberries from the same casting with a single Interact action.

Page 409: In the *atone* ritual, change the Heightened entry to "Heightened (+1)."

CHAPTER 8: THE AGE OF LOST OMENS

Page 438: Under Desna, change "3rd: *dream message*" to "4th: *fly*."

Page 438: Under Iomedae, change "2nd: *see invisibility*" to "2nd: *enlarge*."

Page 441: Add to the Whispering Way "**Follower Alignments** LE, NE, CE"

CHAPTER 9: PLAYING THE GAME

Page 451: Following the formulas for calculating damage rolls, add the sentence "If the combined penalties on an attack would reduce the damage to 0 or below, you still deal 1 damage."

Page 457: In the Emanation section, add the following sentence to the end. "An emanation effect includes the target of the emanation, but the creature creating the effect can exclude the target if desired."

Page 459: In the first bullet point under Knocked Out and Dying, change the sentence to "You immediately move your initiative position to directly before the turn in which you were reduced to 0 HP."

Page 460: Under Heroic Recovery, replace the first sentence with the following to align with other places in the text that discuss spending Hero Points. "If you have at least 1 Hero Point (page 467), you can spend all of your remaining Hero Points at the start of your turn or when your dying value would increase. You lose the dying condition entirely and stabilize with 0 Hit Points.

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You don't gain the wounded condition or increase its value from losing the dying condition in this way, but if you already had that condition, you don't lose it or decrease its value."

Page 461: Add a new section after Temporary Hit Points:

FAST HEALING AND REGENERATION

Some abilities grant fast healing, and some creatures have regeneration. A creature with either ability regains the listed amount of Hit Points each round at the beginning of its turn. A creature with regeneration has additional benefits: its dying condition never increases beyond dying 3 as long as its regeneration is active. However, if it takes damage of a type listed in the regeneration entry, its regeneration deactivates until the end of its next turn, including against the triggering damage.

CHAPTER 11: CRAFTING & TREASURE

Page 546: Under the Mutagens heading, add the following sentence to the end of the second paragraph. "Mutagens are polymorph effects (page 301), and a subsequent polymorph effect attempts to counteract an existing effect; the counteract check for a mutagen uses the item's level and a modifier equal to the that level's DC – 10, as found on Table 10–5: DCs by Level (page 503)."

Page 550: Under Method of Exposure, in the Injury section, change the first sentence to read "An injury poison is activated by applying it to a weapon or ammunition, and it affects the target of the first Strike made using the poisoned item." This allows you to poison ammunition as well as weapons.

Pages 551–554: Injury poisons require 2 actions to apply, allowing you to draw a poison and apply it to a weapon on the same turn. Change the Activate entries for the following poisons from a ◆◆◆ glyph to a ◆◆ glyph: belladonna, black adder venom, cytillesh oil, giant centipede venom, giant scorpion venom, giant wasp venom, graveroot, hunting spider venom, lethargy poison, purple worm venom, shadow essence, and wyvern poison.

Page 566: In *dispelling sliver,* add "(counteract modifier +29)" to the end of the first paragraph of the effect.

Page 584: In the *grievous* rune entry for a spear, change "enfeebled" to "clumsy" to match the spear's critical specialization effect.

Page 586–587: In mithral shield, change the Bulk entries for the standard-grade mithral shield and the high-grade mithral shield from "1" to "L."

Page 592: Under Staves, change the fourth sentence to "Many staves can be found in multiple versions, with more powerful versions that contain more spells—such a staff always contains the spells of all lower-level versions, in addition to the spells listed in its own entry."

Page 592: Under Preparing a Staff, in the second sentence change "highest level of spell you're able to cast" with "highest-level spell slot you have."

Page 602: In the entry for *greater storm flash*, add a spell DC of 38 to the end of the last sentence.

Page 604: Under Companion Items, replace the third sentence with "Normally these are the only items a companion can use. Other items may qualify, at the GM's discretion, but an animal can never Activate an Item."

APPENDIX

Page 618: In the definition for the broken condition, change the second sentence to "An object is broken when damage has reduced its Hit Points to equal or less than its Broken Threshold."

Pages 620–623: In the definitions for the friendly, helpful, hostile, indifferent, and unfriendly conditions, change the first sentence to read "This condition reflects a creature's disposition toward a particular character, and only supernatural effects (like a spell) can impose these conditions on player characters."

Pages 631–632: In the definition of the evil trait and the good trait, remove the last sentence. Creatures can use abilities of an opposing alignment, but they might be anathema or change a creature's alignment over time with repeated use.

UPDATED TERMINOLOGY

Several ability names changed slightly between the Pathfinder Playtest and the final *Pathfinder Core Rulebook*, and while we tried to catch them all, we missed a few. Make the changes on the table below.

Change this...	...to this	Page(s) and location
Elven Longevity	Ancestral Longevity	41, Universal Longevity
Adapted Spell	Adapted Cantrip	57, Adaptive Adept
Battle Medic	Battle Medicine	62, field medic background
Lesser liquid ice	lesser frost vial	75, perpetual infusions (bomber option)
Ferocious specialization	weapon specialization	91, Thrash
Smite Evil	Blade of Justice	115, Instrument of Zeal
Wild Focus	Primal Focus	139, Primal Wellspring
Handwraps of mighty fists	*handwraps of mighty blows*	156, mystic strikes class feature
Weapon expertise (ranger only)	ranger weapon expertise	168, class features
Touch of undeath (sorcerer)	*undeath's blessing*	198 (undead bloodline), 405
Study aura	*read aura*	206 sidebar, 349 (*magic aura*)
Quick Recognize	Quick Recognition	212, Clever Counterspell
Sluggish	clumsy	397, *splash of art*
Enervation	*vampiric touch*	594, *greater staff of necromancy* (4th level)

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