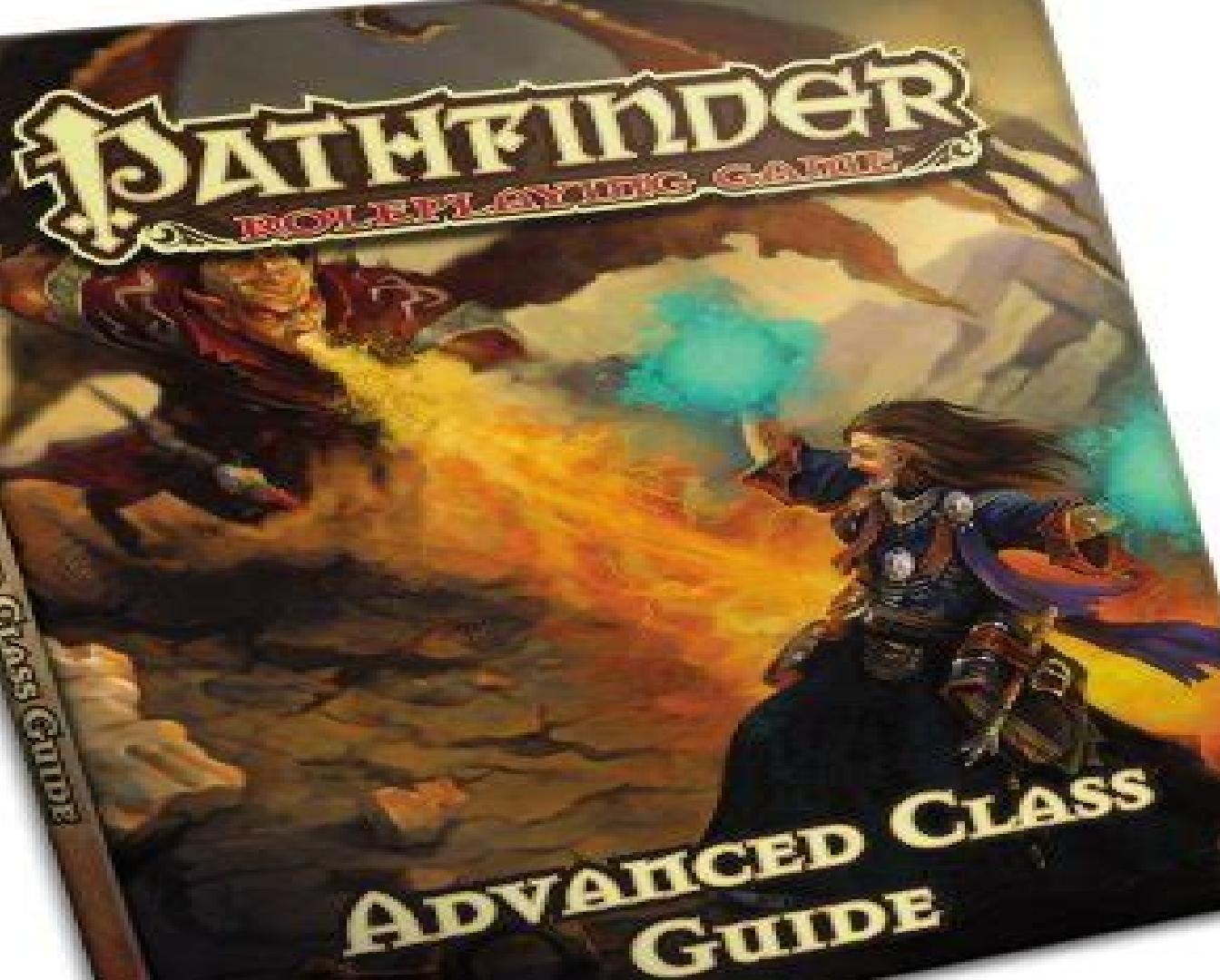


PATHEFINDER

Roleplaying Game

Advanced Class Guide



ADVANCED CLASS
GUIDE

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Pathfinder RPG: Advanced Class Guide Jason Bulmahn,2014-09-02 Time to roll up a new character Pathfinder Roleplaying Game Advanced Class Guide gives you 10 brand new classes to play each offering new opportunities and exciting new abilities Will you take on the role of the hunter stalking your foes alongside a trusted animal friend or maybe the mysterious shaman calling upon the spirits to smite your foes and help your allies Each class in this book is fully supported with a wealth of new rules from archetypes and feats to spells and magic items including tons that work perfectly with the existing Pathfinder RPG classes The ten new character classes featured are the arcanist bloodrager brawler hunter investigator shaman skald slayer swashbuckler and the warpriest **Advanced Player's Guide** Jason Bulmahn,2010 Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson Title page verso **Pathfinder**

Roleplaying Game Paizo,Paizo Staff,2017-11-07 A good Game Master never has enough monsters and a good player always has time to kill a few more The newest hardcover rulebook for the Pathfinder Roleplaying Game presents more than 300 new creatures for all your fantasy RPG needs From classic creatures like undead dragons hippogriffs and the Jabberwock to denizens of the outer planes like daemons proteans and the all new aeons the Pathfinder RPG Bestiary 2 is packed from cover to cover with exciting surprises and fuel for a thousand campaigns **Pathfinder Roleplaying Game** Jason Bulmahn,2015 Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook Jonathan Tweet Skip Williams Richard Baker and Peter Adkison Title page verso

Ultimate Intrigue Jason Bulmahn,2016-04-19 A sharp sword and a powerful spell are not the answer to every problem an adventurer is bound to face Ultimate Intrigue the latest hardcover rules reference for the Pathfinder Roleplaying Game arms players with every bit of charm grace innuendo and insult necessary to defeat even the most difficult social encounters This expansive 256 page hardcover book delves into the shadowy world of intrigue giving both players and GMs alike plenty of rules to add to their game Engage in social combat dueling with words instead of steel Participate in a heist working as a team to steal a valuable object or vital piece of information Curry favor with the local churches guilds and royals with a complete influence system Give your character an edge in social situations with a wide variety of new archetypes feats spells and gear Ultimate Intrigue also introduces a new Pathfinder RPG class the vigilante Influential socialite by day avenging warrior by night the vigilante is ready for anything but he must take care to ensure that no one learns about his secret life Ultimate Intrigue includes The vigilante a new character class that lives two lives one as a respected member of the community another as a crusader willing to do anything to get the job done Character options for every class that relies on skills to win the day including the alchemist bard druid hunter inquisitor investigator mesmerist ranger rogue slayer spiritualist and more A complete system of influence giving the GM a new way to reward players for helping out an organization or community Rules for social combat and verbal dueling using words as weapons to accomplish goals and

defeat foes Dozens of feats and spells that can be used in a social setting some to spy with and some to hide the truth and much much more **Pathfinder Roleplaying Game** Jason Bulmahn,2019-06-18 Wild untamed lands hold a wealth of mystery and danger providing the perfect backdrop for heroic adventure Whether adventurers are climbing mountains in search of a dragon s lair carving their way through the jungle or seeking a long lost holy city covered by desert sands Pathfinder RPG Ultimate Wilderness gives them the tools to survive the wilds A new 20 level base class the shifter puts animalistic powers into the hands or claws of player characters and villains alike with new class features derived from animalistic attributes Overviews of druidic sects and rituals as well as new archetypes character options spells and more round out the latest contribution to the Pathfinder RPG rules Pathfinder RPG Ultimate Wilderness is an invaluable hardcover companion to the Pathfinder RPG Core Rulebook This imaginative tabletop game builds upon more than 10 years of system development and an open playtest featuring more than 50 000 gamers to create a cutting edge RPG experience that brings the all time best selling set of fantasy rules into a new era Pathfinder RPG Ultimate Wilderness includes The shifter a new character class that harnesses untamed forces to change shape and bring a heightened level of savagery to the battlefield Archetypes for alchemists barbarians bards druids hunters investigators kineticists paladins rangers rogues slayers witches and more Feats and magic items for characters of all sorts granting mastery over the perils of nature and enabling them to harvest natural power by cultivating magical plants Dozens of spells to channel protect or thwart the powers of natural environs New and expanded rules to push your animal companions familiars and mounts to wild new heights A section on the First World with advice spells and other features to integrate the fey realm into your campaign Systems for exploring new lands and challenging characters with natural hazards and strange terrain both mundane and feytouched and much much more **Pathfinder Roleplaying Game** Jason Bulmahn,Sean K. Reynolds,2013 Contains an introductory adventure over 20 pages of monsters rules for building your own adventure and magic items

Pathfinder Roleplaying Game Jason Bulmahn,2011 This comprehensive reference unveils the magical secrets of the Pathfinder rules like never before Tons of new tricks and techniques for every spellcasting class in the game fill the book along with more than 100 new spells for all spellcasting classes **Pathfinder RPG: Pathfinder Player Core Special Edition (P2)** Logan Bonner,Jason Bulmahn,Stephen Radney-MacFarland,Mark Seifter,2023-11-28 The Pathfinder Player Core presents a new entry point to Pathfinder Second Edition with everything a player needs to learn how to play the game Choose from eight ancestries eight complete character classes and hundreds of feats and spells to make unique characters ready for deadly adventures in a world beset by magic and evil This 464 page hardcover tome is the definitive rules resource for all Pathfinder Second Edition players Pathfinder Player Core is the first core rulebook for the fully remastered Pathfinder Second Edition RPG These rules are compatible with previous Pathfinder Second Edition rulebooks incorporating comprehensive errata and rules updates and some of the best additions from later books into new easier to access volumes with new presentations inspired by years of player feedback

Along with the GM Core Monster Core and Player Core 2 these books provide a new foundation for the future of tabletop gaming. This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound in ribbon bookmark. Pathfinder Player Core includes Easier to Learn. We've taken feedback from the Beginner Box and the Core Rulebook and made this new entry into the Pathfinder Roleplaying Game easier to navigate and get right into the fun. Complete character creation rules walking you through building a character by selecting your Ancestry, Background, and Class with a focus on the bard, cleric, druid, fighter, ranger, rogue, witch, and wizard. Core ancestry options include human, dwarf, elf, gnome, goblin, halfling, leshy, and orc. A mountain of options allowing you to customize your character including versatile heritages like the changeling and nephilim, skills and feats, and hundreds of spells including dozens of new ones ensuring that the character you build represents your hero not just in story but in rules as well. Everything you need to know to start playing from advice on how to explore the world to tips on surviving deadly combats with terrifying foes. A primer on the world of Lost Omens so that your character can be a part of an exciting and diverse world. Rules and tools to advance your character through play taking them from a fresh faced adventurer ready to take on the world to a veteran hero wielding powerful magic that can reshape reality. Fully integrated errata from the first 4 years of Pathfinder Second Edition including revisions to the witch, expanded options for every character class, streamlined spells, new equipment, and more. This is the first Pathfinder product published under the new Open RPG Creative ORC license giving players and Game Masters even more freedom for making their own creations based on Pathfinder Second Edition.

Pathfinder RPG: Pathfinder Player Core (P2)
Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter, 2023-11-28

The Pathfinder Player Core presents a new entry point to Pathfinder Second Edition with everything a player needs to learn how to play the game. Choose from eight ancestries, eight complete character classes, and hundreds of feats and spells to make unique characters ready for deadly adventures in a world beset by magic and evil. This 464 page hardcover tome is the definitive rules resource for all Pathfinder Second Edition players. Pathfinder Player Core is the first core rulebook for the fully remastered Pathfinder Second Edition RPG. These rules are compatible with previous Pathfinder Second Edition rulebooks incorporating comprehensive errata and rules updates and some of the best additions from later books into new, easier to access volumes with new presentations inspired by years of player feedback. Along with the GM Core, Monster Core, and Player Core 2, these books provide a new foundation for the future of tabletop gaming. Pathfinder Player Core includes Easier to Learn. We've taken feedback from the Beginner Box and the Core Rulebook and made this new entry into the Pathfinder Roleplaying Game easier to navigate and get right into the fun. Complete character creation rules walking you through building a character by selecting your Ancestry, Background, and Class with a focus on the bard, cleric, druid, fighter, ranger, rogue, witch, and wizard. Core ancestry options include human, dwarf, elf, gnome, goblin, halfling, leshy, and orc. A mountain of options allowing you to customize your character including versatile heritages like the changeling and nephilim, skills and feats, and hundreds of

spells including dozens of new ones ensuring that the character you build represents your hero not just in story but in rules as well Everything you need to know to start playing from advice on how to explore the world to tips on surviving deadly combats with terrifying foes A primer on the world of Lost Omens so that your character can be a part of an exciting and diverse world Rules and tools to advance your character through play taking them from a fresh faced adventurer ready to take on the world to a veteran hero wielding powerful magic that can reshape reality Fully integrated errata from the first 4 years of Pathfinder Second Edition including revisions to the witch expanded options for every character class streamlined spells new equipment and more This is the first Pathfinder product published under the new Open RPG Creative ORC license giving players and Game Masters even more freedom for making their own creations based on Pathfinder Second Edition

Advanced Race Guide Jason Bulmahn,2012-07-03 This definitive sourcebook for the Pathfinder Roleplaying Game provides tons of new character options for all seven core player character races from archetypes that allow elf characters to explore their connection to nature and magic to feats and spells that let a dwarf character carry on the legacy of his multi generational clan or a gnome explore her connection to the First World or delve deep into her weird obsessions Additionally the Advanced Race Guide offers meaty sections on a dozen spotlight races that make interesting and exciting player character options such as goblins aasimar tieflings dhampyrs drow the elemental races from Bestiary 2 and several others and for the first time allows players to create and play characters like merfolk gripli duergar stryx and every other appropriate monster currently in the Pathfinder game Lastly the Advanced Race Guide includes an extensive section that allows players and GMs to build their own custom races either to emulate more powerful creatures that already exist in the game or to create wholly original characters unique to their campaign [Pathfinder RPG Core Rulebook Pocket Edition \(P2\)](#) Logan Bonner,Jason Bulmahn,Stephen Radney Macfarland,Mark Seifter,2021-02-09 This comprehensive 640 page guide to the Pathfinder roleplaying game provides everything you need to set out on a world of limitless fantasy adventure Choose from ancestries like elf human and goblin and classes like alchemist fighter and sorcerer to create a hero of your own design destined to become a legend Based on more than 20 years of active development and playtest feedback from more than 125 000 gamers the new Pathfinder rules are easy to learn and exciting to master This indispensable volume contains all rules for players and Game Masters and is your first step on a heroic new journey The Pathfinder Core Rulebook includes More than 600 pages of game rules advice character options treasure and more for players and Game Masters Six heroic player character ancestries including elf dwarf gnome goblin halfling and human with variant heritages for half elf and half orc More than 30 backgrounds like bartender soldier or apprentice to further immerse yourself in your hero s backstory Twelve character classes including the alchemist barbarian bard champion cleric druid fighter monk ranger rogue sorcerer and wizard Hundreds and hundreds of spells class feats and other exciting abilities to help you customize your character to become the hero YOU envision them to be Streamlined and revised rules to help ease new players into the game while

providing the depth of character options and tactical interest that have defined Pathfinder from the beginning

Advanced Class Origins Dennis Baker, Ross Byers, Tom Phillips, Stephen Radley-Macfarland, Owen K. C. Stephens, 2014-11-04 Bring the 10 new classes from the Pathfinder RPG Advanced Class Guide to life with this comprehensive guide to getting the most out of these exciting new character options. With all new archetypes, traits, feats, magic items, spells, and more, this volume is the ultimate resource for players to integrate new classes like the bloodrager and warpriest into their Pathfinder campaigns with specific attention to fitting the classes into the Pathfinder Campaign Setting. Take your character from the forge to the fray with Advanced Class Origins

Core Rulebook Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter, 2019 This comprehensive guide to the Pathfinder roleplaying game provides everything you need to set out into a world of limitless fantasy adventure. Choose from ancestries like elf, human, and goblin, and classes like alchemist, fighter, and sorcerer to create a hero of your own design destined to become a legend. The new Pathfinder rules are easier to learn and faster to play, and they offer deeper customization than ever before. This indispensable volume contains the core rules for players and Game Masters, and is your first step on a heroic new journey.

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Ultimate Campaign Jason Bulmahn, 2013-06-11 Take Charge. Where the dungeon ends, another adventure begins. Pathfinder RPG Ultimate Campaign takes you on a guided tour through the parts of the game that happen between monster attacks and quests for ancient artifacts. As some of the most powerful and prestigious heroes around do your player characters want to build up a kingdom of their own or lead an army against a neighboring nation? Perhaps they want to start a business, craft magic items, or embark on a quest that will come to define them. Whether you're looking for help generating a young character or seeking ways to challenge adventurers who've grown bored of fighting monsters one on one, this book has everything you need. Pathfinder RPG Ultimate Campaign is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds on more than 10 years of system development and an open playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into a new era.

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- New rules for retraining and switching classes, honor, reputation, and fame.
- Young characters, investment, magic item creation, and other key adventuring topics.
- Rules for building up a kingdom, including construction and technological advancements governing your people, and more.
- Mass combat rules to help you lead clashing armies and conduct epic battles in a fun and efficient manner without losing sight of the PCs themselves.

AND MUCH MORE

Pathfinder RPG Gamemastery Guide Pocket Edition (P2) Logan Bonner, Jason Bulmahn, Mark Seifter, Stephen

Radney MacFarland,2021-02-09 Whether you are a new Game Master or experienced storyteller you can always find new ways to hone your craft This 256 page Pathfinder Second Edition rulebook contains a wealth of new information tools and rules systems to add to your game Inside you will find handy advice for building your own adventures designing towns and creating vibrant characters alongside rules systems for dramatic chases thrilling tournaments and deadly duels This book also includes more 40 pages of sample nonplayer characters from the simple town guard to the vile cultist presented to make your job as GM that much easier The Pathfinder Gamemastery Guide includes Rules advice and guidelines to build adventures campaigns and the denizens and treasures that lurk within from settlements to nations to infinite planes Creative variant rules to customize the rules to make the game your own including variant bonus feat and magic item progressions characters gaining the power of multiple classes at once and more All sorts of new and variant magic items including intelligent items cursed items artifacts quirks you can add to items and a brand new type of item called a relic that scales with your character A catalog of subsystems to handle unique situations from thrilling chases to researching mysteries to vehicle combat to elaborate duels to sandbox style hexploration and more Plus a universal victory point system to help you design your own subsystems More than 60 new NPCs to use in your game designed for maximum usefulness to all Pathfinder campaigns

Pathfinder Advanced Player's Guide Special Edition Paizo Staff,2020-08-11 Ready to go beyond the basics Expand the limits of what's possible with the Pathfinder Advanced Player's Guide This 272 page Pathfinder Second Edition rulebook contains exciting new rules options for player characters adding even more depth of choice to your Pathfinder game Inside you will find brand new ancestries heritages and four new classes the shrewd investigator the mysterious oracle the daring swashbuckler and the hex slinging witch The must have Advanced Player's Guide also includes exciting new options for all your favorite Core Rulebook classes and tons of new backgrounds general feats spells items and 40 flexible archetypes to customize your play experience even further This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound in ribbon bookmark The perfect way to commemorate Pathfinder's new edition Cover color and design subject to change The Pathfinder Advanced Player's Guide includes Four new classes the investigator oracle swashbuckler and witch Five new ancestries and five heritages for any ancestry celestial aasimars curious catfolk hagspawned changelings vampiric dhampirs fate touched duskwalkers scaled kobolds fierce orcs fiendish tieflings industrious ratfolk and feathered tengu 40 new archetypes including multiclass archetypes for the four new classes Pathfinder favorites like the cavalier dragon disciple shadowdancer and vigilante and brand new archetypes like the familiar master and the shield bearing iron wall New class options for all twelve classes from the Pathfinder Core Rulebook including champions of evil genie and shadow sorcerers zen archer monks rogue masterminds spellcasting rangers and more Even more exciting new rules from rare and unique backgrounds to investigative skill feats from spells and rituals like reincarnate and create demiplane to new items including special wands with unusual effects and exciting potions worthy of a witch's cauldron

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Roleplaying Game Paizo Publishing, 2018-02-20 Adventure like never before with the Pathfinder Roleplaying Game Advanced Class Guide Explore new heights of heroism with 10 new base classes each with 20 levels of amazing abilities Incredible powers also await existing characters with more than a hundred new archetypes and class options Prepare characters for their most legendary adventure ever with massive selections of never before seen spells magic items and more The Pathfinder Roleplaying Game Advanced Class Guide is a must have companion volume to the Pathfinder Roleplaying Game Core Rulebook This imaginative tabletop game builds upon more than 15 years of system development and an open playtest featuring more than 50 000 gamers to create a cutting edge RPG experience that brings the all time best selling set of fantasy rules into the new millennium Pathfinder RPG Advanced Class Guide includes Ten new base classes the magic twisting arcanist the ferocious bloodrager the cunning investigator the daring swashbuckler the formidable warpriest and others Variant class abilities and thematic archetypes for all 29 base classes such as the counterfeit mage and the mutagenic mauler Nearly a hundred new feats for characters of all classes including style feats teamwork feats like Coordinated Shot and more Hundreds of new spells and magic items such as feast on fear and skullcrusher gauntlets An entire armory of amazing equipment from vital new adventuring gear to deadly alchemical weapons and much much more [The Inner Sea World Guide](#) James Jacobs, Erik Mona, Jason Bulmahn, 2011 The exciting world of the Pathfinder Roleplaying Game comes alive in this giant 320 page full color hardcover campaign setting Fully revised to match the new Pathfinder RPG rules this definitive volume contains expanded coverage of the 40 nations in the world of Golarion's Inner Sea region from ruin strewn Varisia in the north to the sweltering jungles of the Mwangi Expanse in the south to crashed sky cities savage frontier kingdoms powerful city states and everything in between A broad overview of Golarion's gods and religions new character abilities magic items and monsters flesh out the world for both players and Game Masters Plus a beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory [Ultimate Equipment](#) Jason Bulmahn, 2016-07-19 Choose your weapon and stride boldly into battle with in this handy all in one reference book Thousand of items both magical and mundane

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