

SECOND EDITION

PATHFINDER

CORE RULEBOOK

LOGAN BONNER, JASON BULMAHN,
STEPHEN RADNEY-MACFARLAND, AND MARK SEIFTER

Pathfinder Core Rulebook Guide

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Pathfinder Core Rulebook Guide:

Pathfinder 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 Back cover *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 *Pathfinder Society* Barrett Williams, ChatGPT, 2025-01-28 Unlock the Adventure of a Lifetime with Pathfinder Society Dive into a universe where your imagination knows no bounds and adventure awaits at every turn Pathfinder Society is your ultimate guide to joining a global phenomenon that connects players in thrillingly orchestrated tabletop role playing Whether you're a fresh faced beginner or a seasoned veteran this eBook is your key to mastering the intricacies of the Pathfinder Society Explore the Mysteries Within Start your journey by understanding what makes the Pathfinder Society a cornerstone of organized play worldwide Learn how aspiring adventurers like yourself become integral to this vibrant community ready to tackle epic quests and forge unforgettable stories Master the Art of Character Creation

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adventures Get ready to lead your players through an epic journey of fantasy and imagination *Dark Revelation - The Role Playing Game - Player's Guide* C.N. Constantin, Jason Cable Hall, 2014-12-07 The Hodgepocalypse takes North America and the d20 system and makes it a diverse world filled with magical rites modern technology and bizarre cultures **Pathfinder Society Field Guide** Paizo Publishing, 2011 Optimally used with the Pathfinder Roleplaying Game Core Rulebook this guide can be used in any fantasy game setting and particularly a Pathfinder world Breaks down what it means to be a Pathfinder and gives players and GMs the tools they need to build characters and campaigns Find an overview of game geography political factions Pathfinder archetypes a guide to threats and building PCs prepared to fight them rules for character customization dozens of new spells magic items and tools and more **Revisiting Imaginary Worlds** Mark Wolf, 2016-12-08 The concept of world and the practice of world creation have been with us since antiquity but they are now achieving unequalled prominence In this timely anthology of subcreation studies an international roster of contributors come together to examine the rise and structure of worlds the practice of world building and the audience's reception of imaginary worlds Including essays written by world builders A K Dewdney and Alex McDowell and offering critical analyses of popular worlds such as those of Oz The Lord of the Rings Star Trek Star Wars Battlestar Galactica and Minecraft Revisiting Imaginary Worlds provides readers with a broad and interdisciplinary overview of the issues and concepts involved in imaginary worlds across media platforms **Roleplaying Game** Paizo Publishing (Firm), 2017-06-20 Explore new and uncharted depths of roleplaying with the Pathfinder RPG Advanced Player's Guide Empower your existing characters with expanded rules for all 11 Pathfinder Roleplaying Game core classes and seven core races or build a new one from the ground up with one of six brand new 20 level base classes Whether you're designing your own monstrous helpers as an enigmatic summoner brewing up trouble with a grimy urban alchemist or simply teaching an old rogue a new trick this book has everything you need to make your heroes more heroic The Pathfinder RPG Advanced Player's Guide is a must have companion volume 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 the new millennium The 336 page Pathfinder RPG Advanced Player's Guide includes Six new base classes the monster hunting inquisitor the explosive alchemist the noble cavalier the prophecy haunted oracle the monster crafting summoner and the hex weaving witch More than a hundred innovative new feats and combat abilities for characters of all classes including Steal Point Blank Master and Bouncing Spell Variant class abilities rules subsystems and thematic archetypes for all 11 core classes such as the antipaladin the hungry ghost monk and the urban ranger Hundreds of new spells and magic items from phantasmal revenge to the Storm King's Cloud Castle A wealth of fantastic equipment such as fireblast rods and fortune tellers cards New prestige classes like the Master Chymist and the Battle Herald and much much more **Pathfinder: Wake the Dead #4** Fred Van Lente, 2023-11-22 In this issue A startling

revelation threatens the fragile harmony of our increasingly fractious group as the true purpose of their quest comes painfully into focus Written by FRED VAN LENTE illustrated by EMAN CASALLOS and featuring stellar cover art by EMAN CASALLOS STEVE ELLIS and BIAGIO D ALESSANDRO Pathfinder Wake the Dead 4 also includes playable character stats officially sanctioned by the Pathfinder Society Pathfinder Advanced Player's Guide Paizo Publishing,2020 Expand the limits of what's possible with this collection of exciting new options for your Pathfinder character Choose from 10 brand new ancestries and four new classes the shrewd investigator the mysterious oracle the daring swashbuckler and the hex slinging witch Plus over 40 new archetypes more options for every ancestry and class in the Pathfinder Core Rulebook and new backgrounds feats spells and items provide more opportunities for customization than ever before Page 4 of cover

Pathfinder Vol. 3: City of Secrets Jim Zub,2015-05-20 The Pathfinder heroes head to the city of Magnimar and danger isn't far behind As the wizard Ezren seeks an audience with the Pathfinder Society his adventuring allies explore the city's ancient magic well hidden secrets and deep political divides The dangers and opportunities of the big city could bring the adventurers closer together or tear them apart Ezren ambushed Kyra targeted Merisiel tempted by her past will the group endure With a captivating story written by Jim Zub Samurai Jack Skullkickers and explosive artwork by Leandro Oliveira this third volume in the Pathfinder graphic novel series expands upon the mythos of Paizo's award winning fantasy world fiction line and tabletop RPG Bonus materials include over thirty pages of encounters and world detail for the Pathfinder Roleplaying Game *Ice Kingdoms Campaign Setting* C.S. Barnhart,2016-12-31 Welcome to the Ice Kingdoms a fantasy role playing game setting for old school games Compatible with most modern D20 based role playing games and specifically aimed for classic games the Ice Kingdoms provides all the information need to run adventures in the Thanelands Including New racial variants for Humans based on culture New rules for class modifications Detailed gods and pantheon and rules for priests of every deity Monsters History Geography and more Pick up your sword and face the cold **Dragons in the Stacks** Steven A. Torres-Roman,Cason E. Snow,2014-10-17 A one stop complete guide to tabletop role playing games for novice librarians as well as seasoned players Tabletop role playing games RPGs are a perfect fit for library teen services They not only hold great appeal for teen patrons but also help build important skills ranging from math and literacy to leadership and dramatics Role playing games are cost effective too Dragons in the Stacks explains why RPGs are so effective at holding teenagers attention identifies their specific benefits outlines how to select and maintain a RPG collection and demonstrates how they can enhance teen services and be used in teen programs Detailed reviews of role playing games are included as well with pointers on their strengths weaknesses and library applications Coauthored by an experienced young adult librarian and an adult services librarian this is the definitive guide to RPGs in the library and the only one currently available *Pathfinder: Goblins!* Various,2014-12-02 The goblins from Paizo's Pathfinder RPG are pint sized psychopaths wreaking havoc across the land Infamous for their unpredictable attacks catchy raiding songs hatred of dogs and fear of horses goblins

blend mischief and murderousness like no other monsters Collecting the entire Goblins comic book series this fantastic collection includes an exclusive eight page bonus short story as well as an extensive gallery of all cover illustrations and more than 20 pages of official Pathfinder Chronicles with world and character details **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 **Pathfinder Tales: Song of the Serpent** Hugh Matthews,2015-08-18 To an experienced thief like Krunzle the Quick the merchant nation of Druma is full of treasures just waiting to be liberated Yet when the fast talking scoundrel gets caught stealing from one of the most powerful prophets of Kalistrade the only option is to undertake a dangerous mission to recover the merchantlord s runaway daughter and the magical artifact she took with her Armed with an arsenal of decidedly unhelpful magical items and chaperoned by an intelligent snake necklace happy to choke him into submission Krunzle must venture far from the cities of the merchant utopia and into a series of adventures that will make him a rich man or a corpse At the Publisher s request this title is being sold without Digital Rights Management Software DRM applied **Pathfinder: Wake The Dead** Fred Van Lente,2025-03-19 Lured by the tantalizing prospect of new lands of Golarion to explore a rendezvous with a Geb defector in possession of priceless secrets from that undead nation brings a diverse group of adventurers to the Nexian metropolis of Ecanus But when they find themselves cornered by the city s remorseless Deathsealers can this new group of Iconics band together for survival and escape a city full of hostile wizards alive Written by FRED VAN LENTE and illustrated by EMAN CASALLOS this archival 8 5 x 11 hardcover collects the original five issue series in its entirety and features playable character stats for Seelah the iconic paladin as well as new character options for inhabitants of the magical military city of Ecanus all officially sanctioned by the Pathfinder Society

Ponyfinder: Campaign Setting David Silver, 2014-02-14 Adventure in the world of Everglow nestled in delicate balance between the elemental planes. It is a world of magic and mystery where the fey are in control and the humanoid races are secondary. Foremost of the fey are Ponykind who rallied behind their Queen to form the greatest empire Everglow had ever seen. We've brought ponies, griffons, felines, and other strange creatures to life in a world all of their own where they are the primary PCs. Don't want to run a game all about ponies? That's alright. Use our post-empire suggestions to add ponies to any other existing world. Many spells, archetypes, and bloodlines are also usable by non-ponies or other settings. New gods, New spells, New class archetypes, New equipment, New bloodlines, New races. Compatible with Pathfinder and 5E. **Aspect Core Rulebook FC 2015 SC** Heather Gunn, 2014-06-19 Aspect is not your ordinary dungeon-crawling, dragon-slaying role-playing game. Aspect focuses on freedom of character development, not linear progression. Its rich mechanics allow for sharpened words as well as sharpened blades, duels of social wit and mental cunning as well as strategic physical combat familiar to veteran gamers. **City of the Fallen Sky** Tim Pratt, 2012-05-23 Secrets of the Ancients. Once an alchemical researcher with the dark scholars of the Technic League, Alaeron fled their arcane order when his conscience got the better of him, taking with him a few strange devices of unknown function. Now in hiding in a distant city, he's happy to use his skills creating minor potions and wonders at least until the back-alley rescue of an adventurer named Jaya lands him in trouble with a powerful crime lord. In order to keep their heads, Alaeron and Jaya must travel across wide seas and steaming jungles in search of a wrecked flying city and the magical artifacts that can buy their freedom. Yet the Technic League hasn't forgotten Alaeron's betrayal, and an assassin armed with alien weaponry is hot on their trail. From Hugo Award winner Tim Pratt comes a new fantastical adventure set in the award-winning world of the Pathfinder Roleplaying Game.

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