

Pathfinder Core Rulebook

Logan Bonner, Jason Bulmahn, Stephen Radney Macfarland, Mark Seifter

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.

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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.

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 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

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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

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Core Rulebook Jason Bulmahn, 2016 Presents the revised rules for playing the seven classic races; updated rules for NPCs, domains, specialty schools, and familiars; and new rules for curses, poisons, and diseases.

Pathfinder RPG: Pathfinder GM Core (P2) Logan Bonner, Mark Seifter, 2023-11-28 Pathfinder GM Core is the second 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 Player Core, Monster Core, and Player Core 2, these books provide a new foundation for the future of tabletop gaming!--Publisher website.

Pathfinder Rpg: Player Core 2 (P2) Logan Bonner, Mark Seifter, 2024-08-27 Survival in a world beset by magic and evil takes more than a lucky roll of the dice. Pathfinder Player Core 2 significantly expands options available to Pathfinder players, giving them the edge to take on any adventure. This 320-page hardcover rulebook remasters 8 classes from Pathfinder Second Edition, providing everything you need to create a wide array of new characters, ready to take on the world. It also includes more than 40 archetypes, expanded ancestries, and tons of feats, spells, and alchemical items to provide a near-endless array of exciting options for every Pathfinder character! Pathfinder Player Core 2 is the fourth 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 Player Core, GM Core, and Monster Core, these books provide a new foundation for the future of tabletop gaming! The ideal character option resource for players looking to move beyond Pathfinder Player Core. Pathfinder Player Core 2 includes: - Eight fully detailed classes, including the alchemist, barbarian, champion, investigator, monk, oracle, sorcerer, and swashbuckler, each with multiple character paths, multiclassing options, and dozens of feats! - Expanded ancestry options include the catfolk, hobgoblin, hyena-like kholo, kobold, lizardfolk, ratfolk, tengu, and frog-like tripkee alongside three versatile heritages--the dhampir, duskwalker, and all-new dragonblood heritage! - More than 40 archetypes, allowing you to further customize your character's story and abilities. Turn your hero into an aerial acrobat, a high-riding cavalier, a treacherous pirate, and so much more! - Spells, alchemical items, and magic items to round out the new classes and to provide some new tricks to the classes from Pathfinder Player Core.

Pathfinder RPG: Pathfinder GM Core Special Edition (P2) Logan Bonner, Mark Seifter, 2023-11-28 Pathfinder GM Core is the second 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 Player Core, Monster Core, and Player Core 2, these books provide a new foundation for the future of tabletop gaming!--Publisher website.

Role-Playing Games of Japan Björn-Ole Kamm, 2020-08-28 This book engages non-digital role-playing games—such as table-top RPGs and live-action role-plays—in and from Japan, to sketch their possibilities and fluidities in a global context. Currently, non-digital RPGs are experiencing a second boom worldwide and are increasingly gaining scholarly attention for their inter-media relations. This study concentrates on Japan, but does not emphasise unique Japanese characteristics, as the practice of embodying an RPG character is always contingently realised. The purpose is to trace the transcultural entanglements of RPG practices by mapping four arenas of conflict: the tension between reality and fiction; stereotypes of escapism; mediation across national borders; and the role of scholars in the making of role-playing game practices.

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.

Master of Devils Dave Gross, 2011-08-04 Journey to the East On a mysterious errand for the Pathfinder Society, Count Varian Jeggare and his hellspawn bodyguard Radovan journey to the distant land of Tian Xia, on the far side of the world. When disaster forces him to take shelter in a warrior monastery, Brother Jeggare finds himself competing with the disciples of Dragon Temple as he unravels a royal mystery. Meanwhile, Radovan—trapped in the body of a devil and held hostage by the legendary Quivering Palm attack—must serve a twisted master by defeating the land's deadliest champions and learning the secret of slaying an immortal foe. Together with an unlikely army of beasts and spirits, the two companions must take the lead in an ancient conflict that will carry them through an exotic land, all the way to the Gates of Heaven and Hell and a final confrontation with the nefarious Master of Devils! From fan-favorite author Dave Gross comes a new fantastical adventure

set in the award-winning world of the Pathfinder Roleplaying Game.

Pathfinder RPG: Pathfinder GM Core Pocket Edition (P2) Logan Bonner, Mark Seifter, 2024-03-12 Unleash your imagination, creating worlds and stories beyond measure with the new Pathfinder GM Core for Pathfinder Second Edition! This comprehensive 336-page softcover rulebook gives Game Masters everything they need to craft thrilling tales of adventure, from a single-night's dungeon delve to complex epics spanning years. Within these pages you'll find clear guidelines for creating new hazards and monsters, tools to design challenging, balanced encounters, and rules for rewarding characters for the dastardly challenges you array before them! Pathfinder GM Core also contains a dragon's hoard of magic items and treasure to entice and reward your players, from simple healing potions to magic weapons and armor and legendary artifacts, including dozens of brand-new items! Pathfinder GM Core is the second 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 Player Core, Monster Core, and Player Core 2, these books provide a new foundation for the future of tabletop gaming! The pocket edition presents the same contents as the standard edition in a smaller sized softcover for a lower price and better portability. Pathfinder GM Core includes: * The rules needed to run a game of Pathfinder, including guidelines for creating challenging encounters, determining success, and giving out rewards. * Advice aimed at making you an incredible Game Master, along with tools to ensure you and everyone else at your table has a safe and enjoyable experience. * Guidelines to help you create your own content, from campaigns and adventures to hazards and monsters. * Rules subsystems to help you handle a wide array of game situations, including rules for chases, duels, research, infiltration, and more! * A guide to the world of Lost Omens, with a look at several important regions, an examination of the peoples and cultures of the world, and a glimpse into what lies beyond the veil of the universe! * Fully integrated errata from the first 4 years of Pathfinder Second Edition, including improvements to staves and talismans and all-new apex magic items! * 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.

Roll to Hit Harry Slater, 2025-08-30 "It might be unauthorized, but this book sure is comprehensive. This isn't just a book about a game. The author focuses on the people who created it and expanded it over the decades as well as the people whose contributions have been hidden in the shadows. A richly detailed, exciting, and frequently surprising history." -Booklist *Roll to Hit: An Unofficial History of Dungeons and Dragons* is a deep dive into the story behind the world's most popular tabletop roleplaying game. From its humble beginnings in a basement in a house in a small town in Wisconsin, through the Satanic Panic and the boom and bust of the 90s, all the way to a modern resurgence that has seen the game become a true pop-

culture phenomenon, the book tells the tale of the people who have shaped D&D through every step of its development. But more than that, it's a story of leaps of imagination, of shocking circumstances and tragedies, of conflicts and comings-together both on the table and off. From HG Wells playing with toy soldiers to multi-million dollar movie deals, from early war simulations to crazy homebrew campaigns, the book explores the history of D&D and asks why, even after all this time, its name remains a shorthand for the tabletop roleplaying experience. As Dungeons & Dragons reaches its fiftieth birthday, and with the game is as popular as it's ever been, regular players, old school gamers and newcomers are going to find something here to excite and entice. After all, without them, without the players, there'd be no Dungeons & Dragons at all.

Plague of Shadows Howard Andrew Jones, 2011-02-16 A Desperate Quest The race is on to free Lord Stelan from the grip of a wasting curse, and only Elyana, his old elven adventuring companion and former lover, has the wisdom and reflexes to save him. When the villain turns out to be another of their former companions, Elyana and a band of ragtag adventurers must set out on a perilous race across the revolution-wracked nation of Galt and the treacherous Five Kings Mountains, bound for the mysterious Vale of Shadows. But even if they can succeed in locating the key to Stelan's salvation in a lost valley of weird magic and nightmare beasts, the danger isn't over. For Elyana's companions may not all be what they seem. From sword and sorcery icon Howard Andrew Jones comes a fantastic new adventure set in the award-winning world of the Pathfinder Roleplaying Game.

Death's Heretic James L. Sutter, 2011-11-16 Nobody Cheats Death A warrior haunted by his past, Salim is a problem-solver for a church he hates, bound by the death goddess to hunt down those who would rob her of her due. Such is the case in the desert nation of Thuvia, where a merchant on the verge of achieving eternal youth via a magical elixir is mysteriously murdered, his soul stolen from the afterlife. The only clue is a magical ransom note offering to trade the merchant's spirit for his dose of the fabled potion. But who could steal a soul from the boneyard of Death herself? Enter Salim, whose unique skills should make solving this mystery a cinch. There's only one problem: The investigation is being financed by the dead merchant's stubborn and aristocratic daughter—and she wants to go with him. Together, the two must embark on a tour of the Outer Planes, where devils and angels rub shoulders with fey lords and mechanical men, and nothing is as it seems. From noted author and game designer James L. Sutter comes an epic mystery of murder and immortality, set in the award-winning world of the Pathfinder Roleplaying Game.

Song of the Serpent Hugh Matthews, 2012-04-25 A Reluctant Hero To an experienced rogue 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 powerful prophets of Kalistrade, his only option is to undertake a dangerous mission to recover the merchant lord'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. From veteran author Hugh Matthews comes a rollicking tale of captive trolls, dwarven revolutionaries, and serpentine magic, set in the award-winning world of the Pathfinder Roleplaying Game.

Winter Witch Elaine Cunningham, 2010-11-10 Fury of the North In a village of the frozen north, a child is born possessed by a strange and alien spirit, only to be cast out by her tribe and taken in by the mysterious winter witches of Irrisen, a land locked in permanent magical winter. Farther south, a young mapmaker with a penchant for forgery discovers that his sham treasure maps have begun striking gold. This is the story of Ellasif, a barbarian shield maiden who will stop at nothing to recover her missing sister, and Declan, the ne'er-do-well young spellcaster-turned-forgery who wants only to prove himself to the woman he loves. Together they'll face monsters, magic, and the fury of Ellasif's own cold-hearted warriors in their quest to rescue the lost child. Yet when they finally reach the ice-walled city of Whitethrone, where trolls hold court and wolves roam the streets as men, will it be too late to save the girl from the forces of darkness? From New York Times best seller Elaine Cunningham comes a fantastic new adventure of swords and sorcery, set in the award-winning world of the Pathfinder Roleplaying Game.

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