

# Pathfinder Core Rulebook Pdf

**Chris Constantin, Jason Cable Hall**

**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! -- Back cover.

**Pathfinder Roleplaying Game** Jason Bulmahn, 2009 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.

**Roleplaying Games in the Digital Age** Stephanie Hedge, Jennifer Grouling, 2021-03-08 The Digital Age has created massive technological and disciplinary shifts in tabletop role-playing, increasing the appreciation of games like Dungeons & Dragons. Millions tune in to watch and listen to RPG players on podcasts and streaming platforms, while virtual tabletops connect online players. Such shifts elicit new scholarly perspectives. This collection includes essays on the transmedia ecology that has connected analog with digital and audio spaces. Essays explore the boundaries of virtual tabletops and how users engage with a variety of technology to further role-playing. Authors map the growing diversity of the TRPG fandom and detail how players interact with RPG-related podcasts. Interviewed are content creators like Griffin McElroy of The Adventure Zone podcast, Roll20 co-creator Nolan T. Jones, board game designers Nikki Valens and Isaac Childres and fan artists Tracey Alvarez and Alex Schiltz. These essays and interviews expand the academic perspective to reflect the future of role-playing.

**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.

*Dark Revelations - The Role Playing Game - The Book of Adventure* Chris Constantin, Jason Cable Hall, Dark Revelations - The Role Playing Game - Book of Adventure Ever Need help with your Game? From G.M.s advice, to Plot Hooks, and even some new material, this book will be a valued contribution to your game:

*Dark Revelations - The Role Playing Game - Monster Manual* Chris Constantin, Jason Cable Hall, 2014-12-07 Dark Revelations - The Role Playing Game - Monster Manual & Book of Danger The Hodgepocalypse is not a safe place to be and this book tells you why. Almost 300 monsters to use with your adventures.

*Fifty Years of Dungeons & Dragons* Premeet Sidhu, Marcus Carter, Jose P. Zagal, 2024-11-19 On the fiftieth anniversary of Dungeons & Dragons, a collection of essays that explores and celebrates the game's legacy and its tremendous impact on gaming and popular culture. In 2024, the enormously influential tabletop role-playing game Dungeons & Dragons—also known as D&D—celebrates its fiftieth anniversary. To mark the occasion, editors Premeet Sidhu, Marcus Carter, and José Zagal have assembled an edited collection that celebrates and reflects on important parts of the game's past, present, and future. Each chapter in *Fifty Years of Dungeons & Dragons* explores why the nondigital game is more popular than ever—with sales increasing 33 percent during the COVID-19 pandemic, despite worldwide lockdowns—and offers readers the opportunity to critically reflect on their own experiences, perceptions, and play of D&D. *Fifty Years of Dungeons & Dragons* draws on fascinating research and insight from expert scholars in the field, including: Gary Alan Fine, whose 1983 book *Shared Fantasy* remains a canonical text in game studies; Jon Peterson, celebrated D&D historian; Daniel Justice, Canada Research Chair in Indigenous Literature and Expressive Culture; and numerous leading and emerging scholars from the growing discipline of game studies, including Amanda Cote, Esther MacCallum-Stewart, and Aaron Trammell. The chapters cover a diverse range of topics—from D&D's adoption in local contexts and classrooms and by queer communities to speculative interpretations of what D&D might look like in one hundred years—that aim to deepen readers' understanding of the game.

**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 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 Core Rulebook, 2021

**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: 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 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 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.

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 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.

*Pathfinder Rpg: Player Core 2 Special Edition (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! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. 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 (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: 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.

**Starfinder** James L. Sutter,Alexander Augunas,Rob McCreary,Amanda Hamon-Kunz,Owen K. C. Stephens,2017 Open Game License version 1.0a--4th unnumbered page.

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