

Pathfinder 2e Rulebook

Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter

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.

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 Playtest Rulebook Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter, 2018 The evolution of the Pathfinder Roleplaying Game begins here! This 416-page rulebook contains everything you need to create and advance your Pathfinder Playtest character from level 1 to 20, as well as hundreds of new and updated spells, magic items, feats, and Game Master rules necessary to run a complete Pathfinder Playtest campaign! Delve the deepest dungeons with a brand-new goblin alchemist hero, or convert your favorite existing characters to the new system! With gorgeous interior art from Pathfinder cover artist Wayne Reynolds and new rules concepts on nearly every page, the Pathfinder Playtest Rulebook is your gateway to the future of Pathfinder. The only thing missing is your playtest feedback! (Note: The public playtest begins August 2 and runs through the end of 2018. Due to this limited time window, this book will NEVER be reprinted!)

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 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 RPG: Secrets of Magic Pocket Edition (P2) Paizo Publishing, 2021-07 Discover the untold potential of magic! Secrets of Magic, the newest hardcover rulebook for the Pathfinder Roleplaying Game! Secrets of Magic brings the

popular magus and summoner classes into Pathfinder Second Edition, unlocking heroes who combine magical might with martial prowess and offering command of a powerful magical companion creature. The lavishly illustrated, 256-page rulebook contains hundreds of new spells with potent offerings for all spellcasting character classes, magic items for any player character, and lore detailing the fundamental structure and theories of magic. A special section within the volume--the Book of Unlimited Magic--presents new methods of spellcasting, with elementalism, geomancy, shadow magic, rune magic, and even pervasive magic to give every place and creature in your game a magical spin! The pocket edition presents the same contents in a smaller sized softcover for a lower price and better portability.

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 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 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 Core Rulebook ,2021

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.

Bestiary 2 Jason Bulmahn, 2011 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 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: 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 Module Jason Keeley, Lyz Liddell, Ron Lundeen, 2021 Onward to adventure! This exciting adventure anthology expands the realm beyond the hometown introduced in the Pathfinder Beginner Box and brings thrilling new dangers to the heroes' doorstep! Designed for use with the rules in the Pathfinder Beginner Box and the perfect bridge to the exciting options of the full Pathfinder Core Rulebook, these adventures take your hero to 4th level and beyond as they venture further into the nearby wilderness and face fearsome foes lurking all too close to home! The anthology's three

adventures introduce a number of play styles, including clearing out an abandoned fishcamp, a sandbox romp to get to the bottom of sabotage, and a classic puzzle-filled dungeon crawl. Troubles in Otari is a deluxe adventure for 4th-level characters written by Jason Keeley, Lyz Liddell, and Ron Lundeen.

Pathfinder RPG: Bestiary 3 Pocket Edition (P2) Logan Bonner, Lyz Liddell, Mark Seifter, 2021-06-08 With more than 300 classic and brand-new monsters, this 320-page beautifully illustrated softcover rulebook completes the collection of creatures begun in the first two Pathfinder Bestiary volumes. From classic creatures like clockworks and tooth fairies, returning favorites like imperial dragons and mighty titans, to brand-new menaces found all over Golarion, this must-have tome of monsters designed to challenge characters of any level is an essential companion to your Pathfinder game! The pocket edition presents the same contents in a smaller-sized softcover for a lower price and better portability. Pathfinder Bestiary 3 Pocket Edition includes: - More than 300 monsters drawn from mythology and folklore, genre classics, and more than a decade of Pathfinder, with plenty of new monsters too! - Gorgeous full-color illustrations on nearly every page! - Comprehensive monster lists sorted by level, type, and rarity to help you find the right monster for any situation! - Universal monster rules to simplify special attacks, defenses, and qualities like grab, swallow whole, and regeneration. - Detailed lore sidebars offering additional information about even more of Pathfinder's most popular friends and foes!

Pathfinder Gamemastery Guide Special Edition [P2] Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter, 2020-03-10 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

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