
Pathfinder Roleplaying Game

Advanced Players

PATHFINDER 2E ADVANCED PLAYER'S GUIDE ARCHETYPES: ACROBAT - BEASTMASTER Overview + HOW TO USE the Pathfinder Remaster books, Player Core and GM Core! (Rules Lawyer) PATHFINDER 2E ADVANCED PLAYER'S GUIDE ARCHETYPES: BLESSED ONE - DRAGON DISCIPLE PATHFINDER 2E ADVANCED PLAYER'S GUIDE - ALL NEW LEVEL 1 CLASS FEATURES! EVERY SINGLE CHANGE; Player Core 2 Archetypes Remaster Part 1. Pathfinder 2 Pathfinder Player Core 2 Player Core 2 Versatile Heritages Deep Dive. Dhampir, Duskwalker, and Dragonblood! Pathfinder 2 Paizo Pathfinder 2e Advanced Players Guide First Thoughts PREVIEW Pathfinder Advanced Players Guide Playtest: The Swashbuckler | GameGorgon Pathfinder 2e Advanced Players Guide Playtest: The Witch | GameGorgon The Pathfinder 2E Acrobat, Advanced Player's Guide Archetypes | GameGorgon Pathfinder 2E Advanced Player's Guide Review | GameGorgon

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THE OPTIONS! Pathfinder 2e The Catfolk Ancestry From The Advanced Players Guide
Savage Pathfinder: Advanced Player's Guide + Curse o/t Crimsone Throne Launch
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Pathfinder Gamemastery Guide (P2)

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Mythic Magic
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War for the Crown
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Starfinder
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Pathfinder Roleplaying Game
Crownfall
Earthdawn Player's Guide (Savage Worlds Edition)

Pathfinder Roleplaying Game
The Inner Sea
Player Character Folio
Fall of Plaguestone
Book of Heroic Races
Pathfinder RPG: Guns & Gears (Pocket Edition) [P2]
Pathfinder Lost Omens

*Pathfinder
Roleplaying
Game
Advanced
Players*

*OMB No.
5959366778201
edited by*

POTTS SHELDON

*Pathfinder Gamemastery
Guide (P2)* Simon and
Schuster
Get the most out of your
heritage with the
Pathfinder RPG Advanced

Race Guide! Embrace your inner monster by playing one of 30 iconic races from mythology and gaming history, or build an entirely new race of your own. If classic races are more your style, go beyond the stereotypes for elves, dwarves, and the other core races with new options and

equipment to help you stand out from the crowd. The Pathfinder RPG Advanced Race Guide is a bold new companion to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds on more than 10 years of system development and an Open Playtest featuring more

than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. The 256-page Pathfinder RPG Advanced Race Guide includes: * New rules and options to help you customize all seven of the classic core races, including new racial traits, racial subtypes, and racial archetypes. * 30 exotic races, from mischievous goblins and reptilian kobolds to crow-headed tengus and deadly drow, each with complete rules for use as

player characters, plus archetypes, alternate racial traits, and other options for maximum customization. * A complete and balanced system for creating an unlimited number of new races, mixing and matching powers and abilities to form characters and cultures specific to your campaign. * Tons of new race-specific equipment, feats, spells, and magic items for each of the races detailed! * ... and much, much more!
Pathfinder Roleplaying

Game Paizo Pub Llc
"Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison."--T.p. verso.

PROMPTS AND ACTIVITIES TO CREATE THE MOST INTERESTING STORY FOR YOUR CHARACTER

Roleplaying

GameAdvanced Player's GuideExplore 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! Advanced Player's Guide

Adventure like never before with the Pathfinder Roleplaying Game Advanced Class Guide! Explore new heights of heroism with 10 new base classes, each with 20 levels of amazing abilities. Incredible powers also await existing characters, with more than a hundred new archetypes and class options. Prepare characters for their most legendary adventure ever with massive selections of never-before-seen spells, magic items, and more! The Pathfinder Roleplaying Game

Advanced Class Guide is a must-have companion volume to the Pathfinder Roleplaying Game Core Rulebook. This imaginative tabletop game builds upon more than 15 years of system development and an open playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. Pathfinder RPG Advanced Class Guide includes: * Ten new base classes--the magic-twisting arcanist, the

ferocious bloodrager, the cunning investigator, the daring swashbuckler, the formidable warpriest, and others. * Variant class abilities and thematic archetypes for all 29 base classes, such as the counterfeit mage and the mutagenic mauler. * Nearly a hundred new feats for characters of all classes, including style feats, teamwork feats like Coordinated Shot, and more. * Hundreds of new spells and magic items, such as feast on fear and skullcrusher gauntlets. * An entire armory of

amazing equipment, from vital new adventuring gear to deadly alchemical weapons. * ... and much, much more!

BESTIARY 4

Sword & Sorcery Studios Pathfinder's classic first Adventure Path campaign now available in softcover! In the sleepy coastal town of Sandpoint, evil is brewing. An attack by crazed goblins reveals the shadows of a forgotten past returning to threaten the town--and perhaps all of Varisia. The Rise of the Runelords

Adventure Path begins with this goblin raid and takes players on an epic journey through the land of Varisia as they track a cult of serial killers, fight backwoods ogres, stop an advancing army of stone giants, delve into ancient dungeons, and finally face off against a wizard-king in his ancient mountaintop city. This hardcover compilation updates the fan-favorite campaign to the Pathfinder Roleplaying Game rules with revised and new content in more than 400 pages packed

with mayhem, excitement, and adventure! Revised and updated 5 years after its original publication, this new edition expands the original campaign with new options and refined encounters throughout, incorporating years of community feedback!

ULTIMATE INTRIGUE

Paizo Pub Llc
Unleash a world of monsters! Bestiary 3 presents hundreds of new creatures for use in the Pathfinder Roleplaying Game. Within this

collection of creatures you'll find grave knights and savage cyclopes, kappa and colossal kaiju, clockwork killers, mysterious sphinxes, imperial dragons, and so much more! The Pathfinder RPG Bestiary 3 is the latest indispensable volume of monsters for use with the Pathfinder Roleplaying Game and serves as a companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary. The 320-page Pathfinder RPG Bestiary 3 includes: - More than 300 different

monsters - New creatures drawn from the best-known beasts of legend, literature, and Pathfinder RPG adventures - Challenges for any adventure and every level of play - Hordes of new templates and variants, including simple templates for on-the-fly creature customization - Numerous lists of monsters to aid in navigation, including lists by Challenge Rating, monster type, and habitat - Expanded universal monster rules to simplify special attacks, defenses,

and qualities - New familiars, animal companions, and other allies - And MUCH, MUCH MORE!

Roleplaying Game Paizo Pub Llc

This definitive sourcebook for the Pathfinder Roleplaying Game provides tons of new character options for all seven "core" player character races, from archetypes that allow elf characters to explore their connection to nature and magic, to feats and spells that let a dwarf character carry on the legacy of his

multi-generational clan, or a gnome explore her connection to the First World or delve deep into her weird obsessions. Additionally, the Advanced Race Guide offers meaty sections on a dozen "spotlight" races that make interesting and exciting player character options, such as goblins, aasimar, tieflings, dhampyrs, drow, the elemental races from Bestiary 2, and several others, and, for the first time, allows players to create and play characters like merfolk,

gripli, duergar, stryxx, and every other appropriate monster currently in the Pathfinder game. Lastly, the Advanced Race Guide includes an extensive section that allows players and GMs to build their own custom races, either to emulate more powerful creatures that already exist in the game or to create wholly original characters unique to their campaign.

PATHFINDER RPG BESTIARY 3 (P2)

Createspace Independent

Publishing Platform Players may be the heroes of the Pathfinder Roleplaying Game, but whole worlds rest on the Game Master's shoulders. Fortunately for GMs, the Pathfinder RPG GameMastery Guide is here to back you up. Packed with invaluable hints and information, this book contains everything you need to take your game to the next level, from advice on the nuts and bolts of running a session to the greater mysteries of crafting engaging worlds and

storylines. Whether you've run one game or a thousand, this book has page after page of secrets to make you sharper, faster, and more creative, while always staying one step ahead of your players. The 320-page Pathfinder RPG GameMastery 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 Pathfinder RPG GameMastery Guide includes: * Tips and tricks for preparing and running a better game, suitable for beginning GMs and battle-hardened veterans. * Step-by-step walkthroughs for creating campaign worlds, cities, cosmologies, feudal systems, and alternate dimensions. * Difficult player types, and how to handle them gracefully. *

New rules for subsystems like hauntings, chase scenes, fortune-telling, gambling games, mysteries, and insanity. * Charts to help you generate everything from interesting NPCs and fantastic treasures to instant encounters in any terrain. * Advanced topics such as PC death, game-breaking rules, overpowered parties, solo campaigns, and derailed storylines. * Sample NPC statistics for dozens of common adventuring situations, such as cultists, guardsmen,

barmaids, and pirates. * ... and much, much more! *Ultimate Campaign* Paizo Pub Llc
This comprehensive 136-page hardcover overview of the world of Pathfinder provides everything you need to know for a lifetime of adventure in the Age of Lost Omens! The god of prophecy is dead, leaving heroes just like you to carve their own destinies out of an uncertain future! The Lost Omens World Guide is your key to understanding the big picture and your hero's role within it! A

gorgeous two-sided giant poster map of the Pathfinder world provides a beautiful accompaniment to a gazetteer featuring 10 geographically and thematically contiguous regions that combine to create a fantasy world packed with diverse and deadly possibilities! Each region also includes suggested character backgrounds and archetypes to more deeply root your character in their surroundings. Designed for both players and

Game Masters, this indispensable guidebook is your first look at the future of the Pathfinder world!

Mythic Magic CreateSpace
Gear Up and Throw Down!
When sword and spell just won't be enough to win the day, it's time to power up your game with clockwork gears, lightning coils, and black powder!

Guns & Gears, the latest hardcover rulebook for the Pathfinder Roleplaying Game (Second Edition), brings the excitement of firearms and fantasy technology to your

tabletop! Unravel the secrets of clockworks with the new inventor class or blow away your opposition as a firearm-wielding gunslinger! In addition to new classes, a plethora of archetypes, backgrounds, vehicles, siege engines, gadgets, and the new automaton ancestry are all ready to expand your game with options for battlefields large and small.

Pathfinder RPG: Guns & Gears features:

- * Two new classes: the clever inventor and the sharpshooting gunslinger

- * The brand-new automaton ancestry for players who want to play a customizable construct
- * Firearms of all stripes, from the simple and effective flintlock pistol to versatile gunblades *
- Dozens of new archetypes
- * Scores of new gadgets and vehicles *
- Siege engines and accompanying rules *
- A gazetteer of Golarion revealing how firearms and technology fit into the Age of Lost Omens, including a look at the technology of the continents of Arcadia and

Tian Xia and never-before-revealed secrets of the rough-and-tumble, gritty city of Alkenstar The pocket edition presents the same contents in a smaller sized softcover for a lower price and better portability.

Advanced D20 Paizo Pub Llc

Mythic Magic: Advanced Spells I completes the mythic rules for every spell in the Pathfinder Roleplaying Advanced Player's Guide. All of them. If it's not already in Pathfinder Roleplaying Game Mythic Adventures,

it's right here, from absorbing touch to wrathful mantle and all spells in between.

Whether you're an arcane or a divine caster, Mythic Magic: Advanced Spells I contains 235 mythic spells of every level and every kind, from orisons and cantrips to the mightiest 9th-level magics. You will find combat spells like ball lightning, cacophonous call, and mass suffocation right alongside defensive magic like corruption resistance and life bubble, spells to aid your allies like gallant inspiration and

bestow grace, and utility spells like amplify elixir and touch of the sea.

They are all here, every one, developed with flair and function in mind as only Legendary Games can bring it, by the same designers that wrote most of the mythic spells in Pathfinder Roleplaying Game Mythic Adventures in the first place.

War for the Crown Paizo Pub Llc

Roleplaying Game Advanced Player's Guide

Advanced Players Guide P2 Paizo Pub Llc

This manual of martial mastery presents the greatest fighting styles and deadliest combat techniques of the Inner Sea region. Learn who numbers among the most formidable martial characters in the Inner Sea, discover the practices of peerless masters like the Aldori swordlords and cunning Lion Blades, and hone your skills at the greatest fighting schools in Golarion. New archetypes, feats, and martial rules subsystems unlock new ways to do battle and

differentiate your favorite fighting style from common brawling.

Pathfinder Campaign Setting: Inner Sea

Combat Paizo Pub Llc

This supplement for the D & D game presents more than 500 new magic items that no adventurer should be without.

Pathfinder Rpg Paizo Pub Llc

With a cover from fan-favorite artist Wayne Reynolds and lavish full-color interior illustrations, the 320-page hardcover Pathfinder RPG Advanced Player's Guide is an

essential volume for gamers eager to take the next step in their Pathfinder journey. New Classes in the Advanced Player's Guide include: The Alchemist: An arcane mystic who brews salves and unguents to modify his body in freakishly effective ways. The Cavalier: A noble warrior who weaves through high society as easily as he does the most treacherous battles. The Inquisitor: An agent of faith trained to root out the dark secrets and even darker monsters that

haunt the forgotten corners of the world. The Oracle: A divine mystic dedicated to a mysterious occult tradition that grants her fantastic powers-but at great cost. The Summoner: An arcane spellcaster who conjures powerful servitor creatures from beyond the veil of reality to serve his whims. The Witch: A versatile caster who gains her spells from the eldritch whispers of her bonded familiar and casts potent hexes to aid allies and vex foes.

Pathfinder Roleplaying

Game Player Character Folio Paizo Pub Llc
The exciting world of the Pathfinder Roleplaying Game comes alive in this giant 320-page full-color hardcover campaign setting! Fully revised to match the new Pathfinder RPG rules, this definitive volume contains expanded coverage of the 40+ nations in the world of Golarion's Inner Sea region, from ruin-strewn Varisia in the north to the sweltering jungles of the Mwangi Expanse in the south to crashed sky cities, savage frontier

kingdoms, powerful city-states and everything in between. A broad overview of Golarion's gods and religions, new character abilities, magic items, and monsters flesh out the world for both players and Game Masters. A beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory. The two-time ENnie Award-winning Pathfinder world provides classic adventuring style and cutting-edge game design perfectly suitable for any fantasy roleplaying game!

Paizo Publishing Incorporated
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 CHARACTER SHEET PACK

Paizo Pub Llc
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 smash hit 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! The Pathfinder RPG Bestiary 2

includes: - More than 300 different monsters including new golems, giants, dragons, planar denizens, and classic creatures from mythology and gaming tradition - An innovative format that gives each creature its own page or two-page spread for complete ecological detail and ease of reference - Dozens of monstrous variants to modify creatures and keep players on their toes - Numerous lists of monsters to aid in navigation, including lists by Challenge Rating,

monster type, and habitat
- Universal monster rules to simplify special attacks, defenses, and qualities like breath weapons, damage reduction, and regeneration -
Suggestions for monstrous cohorts -
Plenty of new animal companions and familiars
- AND MUCH, MUCH MORE!

Starfinder Paizo Pub Llc
The Pathfinder Society is a globe-trotting organization of adventurers, scholars, and warriors all dedicated to exploration, collecting lost

knowledge and treasure, and sharing it with the world. Lost Omens: Pathfinder Society Guide details everything players and GMs need to know about the Pathfinder Society, from the basics of membership, to the Society's various factions, to the various lodges littered throughout the Inner Sea region. This book is the go-to source for the history and lore of the Pathfinder Society and features new rules content including new equipment, wayfinders, and support for

Pathfinder-related archetypes! A useful book in its own right, this helpful volume is a must-have for participants in Paizo's massive Pathfinder Society worldwide organized play campaign, and a great way to get involved in the international campaign!

GAMEMASTERY GUIDE

"A group of new adventurers, traveling through the small community of Plaguestone, must come together to solve the murder of a friend. What

starts as simple investigation quickly turns sinister with the discovery of forbidden alchemy, mutant animals, and a nearby forest rotting away due to a mysterious blight. It becomes clear that if these young heroes don't get to the heart of the plot, then the fall of Plaguestone is all but certain! The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with

wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and

much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. "-Provided by publisher.

Pathfinder Roleplaying Game

Go beyond a single sheet with the Pathfinder Roleplaying Game Player Character Folio, a 16-page deluxe character record that covers absolutely everything you need to know about your Pathfinder hero! Features

include expanded space for your hero's ability scores, feats, and class features; space for familiar, henchmen,

animal companion, and cohort statistics; a magic item "slot" diagram; space to track your character's

history and backstory; a complete adventure record of your hero's accomplishments, and more!

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