

# **PATHFINDER**

ROLEPLAYING GAME



# **CORE RULEBOOK**

# Pathfinder Rpg Core Rulebook

**L Cohen**



## **Pathfinder Rpg Core Rulebook:**

*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 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 (P2)** Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter, 2023 Your Story Starts Here 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 RPG: Pathfinder GM Core Pocket Edition (P2)* Logan Bonner,Mark Seifter,2024-03-12 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

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**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 **Slayers of the Great Serpent I (Pathfinder)** David Caffee,2013-10-25 Pathfinder Edition A Tale of Terrible Danger A Monster From Prehistoric Times An Impossible Quest To the Edge of the Map is the first installment of a classic fantasy adventure series called Slayers of the Great Serpent The story begins when a messenger arrives at the royal court with a warning of apocalyptic magnitude A terrible menace that is about to awaken heroes are needed to cross the ocean and travel to the distant East in order to search for the lair of a gargantuan snake known as The Destroyer and The Eater of Worlds These heroes must travel far from their homes and try to find the country where the Great Serpent lives Very little is known about this land save for rumors that it lies to the east of distant Xi a strange and romantic kingdom on the other side of the ocean **Prince of Wolves** Dave Gross,2010-08-05 Howls in the Dark For half elven Pathfinder Varian Jeggare and his devil blooded bodyguard Radovan things are rarely as they seem Yet not even the notorious crime solving duo is prepared for what they find when a search for a missing Pathfinder takes them into the gothic and mist shrouded mountains of Ustalav Beset on all sides by noble intrigue mysterious locals and the deadly creatures of the night Varian and Radovan must use both sword and spell to track the strange rumors to their source and uncover a secret of unimaginable proportions aided in their quest by a pack of sinister werewolves and a mysterious mute priestess But it ll take more than merely solving the mystery to finish this job For shadowy figures have taken note of the pair s investigations and the forces of darkness are set on making sure neither man gets out of Ustalav alive From fan favorite author Dave Gross comes a new fantastical mystery set in the award winning world of the Pathfinder Roleplaying Game **Slayers of the Great Serpent II (Pathfinder)** David Caffee,2017-09-30 A classic fantasy adventure for Pathfinder Beyond the Forest of Night is the second installment of a globe spanning adventure series called Slayers of the Great Serpent This series of adventure modules draws inspiration from H P Lovecraft s Dreamlands stories the fairy tales of Oscar Wilde the works of Romantic poets like Coleridge and Byron and the myths and folktales of cultures the world over The vision behind the Slayers of the Great Serpent series is about creating a story about heroes and their great deeds but also about making a world that is majestic and awe inspiring *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      **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      **The Worldwound Gambit** Robin D. Laws, 2011-05-18 Thieves and Madmen In the foreboding north the demonic hordes of the magic twisted hellscape known as the Worldwound encroach upon the southern kingdoms of Golarion Their latest escalation embroils a preternaturally handsome and coolly charismatic swindler named Gad who decides to assemble a team of thieves cutthroats and con men to take the fight into the demon lands and strike directly at the fiendish leader responsible for the latest raids the demon Yath the Shimmering Putrescence Can Gad hold his team together long enough to pull off the ultimate con or will trouble from within his own organization lead to an untimely end for them all From gaming legend and popular author Robin D Laws comes a fantastic new adventure of swords and sorcery set in the award winning world of the Pathfinder Roleplaying Game      **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 **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

**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 never do well young spellcaster turned forger 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 **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* Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter, 2024-04-09 Fight for Glory Inside the 376 page Pathfinder Monster Core you'll find over 400 creatures including fantasy classics like elves ogres and all new dragons wild animals from giant ants to ferocious wolves and the unique monsters that threaten the world of Pathfinder like sinspawn and noxious needlers These creatures cover all levels of play from the slow and mindless zombie shambler to the ultra powerful demonic Treerazer The ideal resource for Game Masters planning their next battles and player characters looking for monstrous allies to summon Pathfinder Monster Core is the definitive monster 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 Player Core 2 these books provide a new foundation for the future of tabletop gaming Pathfinder Monster Core includes More than 400 monsters Gorgeous full color illustrations on nearly every page Detailed monster lists sorted by level type and rarity to help you find the right monster for any situation Detailed lore sidebars offering additional information about Pathfinder s most popular monstrous friends and foes 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

## Unveiling the Power of Verbal Beauty: An Mental Sojourn through **Pathfinder Rpg Core Rulebook**

In some sort of inundated with displays and the cacophony of quick conversation, the profound power and psychological resonance of verbal beauty usually diminish into obscurity, eclipsed by the regular barrage of noise and distractions. However, located within the musical pages of **Pathfinder Rpg Core Rulebook**, a fascinating perform of fictional splendor that impulses with raw thoughts, lies an wonderful trip waiting to be embarked upon. Written by a virtuoso wordsmith, that enchanting opus books readers on a psychological odyssey, gently exposing the latent potential and profound impact stuck within the delicate internet of language. Within the heart-wrenching expanse of this evocative examination, we shall embark upon an introspective exploration of the book is main subjects, dissect its fascinating publishing design, and immerse ourselves in the indelible effect it leaves upon the depths of readers souls.

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