

[Pathfinder Guide Of Guides](#)



Pathfinder Guide of Guides: Your Ultimate Resource for Golarion Adventures

Are you ready to embark on epic adventures across the vibrant world of Golarion? Whether you're a seasoned Pathfinder veteran or a curious newcomer eager to delve into the rich lore and tactical gameplay, this Pathfinder Guide of Guides is your indispensable resource. We've compiled the ultimate collection of essential guides, tips, and tricks to help you master every aspect of the Pathfinder RPG system. From character creation and combat strategies to navigating the intricacies of the rules and uncovering hidden secrets, this comprehensive guide will empower you to conquer any challenge Golarion throws your way.

Mastering Character Creation: Building Your Ideal Pathfinder Hero

Choosing the right class and building a well-rounded character is crucial for success in Pathfinder. This section breaks down the key aspects to consider:

Selecting Your Class: The Foundation of Your Adventure

Pathfinder boasts a diverse range of classes, each with its unique strengths and weaknesses. From the versatile Fighter to the mystical Sorcerer and everything in between, understanding the nuances of each class is paramount. Consider your preferred playstyle: Do you prefer melee combat, ranged attacks, or spellcasting? Do you want to be a support character or a damage dealer? Carefully weighing these factors will help you choose the class that best aligns with your vision for your character.

Allocating Attributes: Maximizing Your Potential

Understanding ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma) is crucial. Each ability score directly impacts different aspects of your character's performance, influencing everything from combat effectiveness to spellcasting capabilities. Learn how to effectively allocate points to maximize your character's potential based on your chosen class and preferred role. Consider using online calculators or character building tools to optimize your attribute allocation.

Choosing Your Ancestry: Embracing Your Heritage

Your ancestry significantly shapes your character's physical and mental characteristics. Each ancestry provides unique bonuses and penalties, influencing your character's starting abilities and potential growth. Research the various ancestries to find one that fits your character's background and playstyle.

Conquering Combat: Tactical Strategies for Victory

Pathfinder combat is strategic and demanding. Understanding the rules and implementing effective tactics is key to achieving victory.

Understanding the Initiative System: Striking First

The initiative system determines the order of actions in combat. Learning to prioritize actions and understanding how to optimize your turn is critical for success.

Mastering Action Economy: Every Second Counts

Pathfinder's action economy is complex, requiring careful planning and efficient resource management. Understanding the various actions available (standard, move, swift, immediate) is crucial for maximizing your character's effectiveness in battle.

Utilizing Skills and Feats: Specializing Your Character

Skills and feats are powerful tools for customizing your character. Choosing the right skills and feats can significantly impact your character's performance in combat and out. Understanding the interplay between your class, ancestry, and chosen skills and feats will allow you to develop a truly unique and powerful character.

Navigating the Rules: Mastering the Pathfinder System

The Pathfinder rulebook can seem daunting at first. However, with a little patience and dedication, you can master its intricacies.

Understanding the Core Rulebook: A Foundation of Knowledge

The core rulebook contains the foundational rules of the game. Familiarizing yourself with these rules is essential before embarking on your adventures.

Utilizing Online Resources: Supplementing Your Knowledge

Numerous online resources, including community forums, wikis, and dedicated websites, can provide additional assistance and clarification on the rules. Don't hesitate to utilize these resources to solve your questions and enhance your understanding.

Playing with Experienced Players: Learning by Doing

The best way to learn Pathfinder is by playing. Join a group of experienced players who can guide you and teach you the ropes.

Beyond the Basics: Exploring Advanced Pathfinder Concepts

As you progress in your Pathfinder journey, you'll encounter more advanced concepts and mechanics.

Magic System Deep Dive: Spells and Spellcasting

Pathfinder's magic system is rich and complex. Understanding the different schools of magic, spell components, and the intricacies of spellcasting will help you harness the power of magic effectively.

Advanced Combat Tactics: Utilizing Synergies

Mastering advanced combat tactics involves understanding character synergies and exploiting enemy weaknesses. Learning to combine the strengths of your party members will lead to greater success in battle.

Conclusion

This Pathfinder Guide of Guides provides a solid foundation for your Pathfinder RPG adventures. By mastering character creation, combat strategies, and the core rules, you'll be well-equipped to face any challenge Golarion throws your way. Remember to utilize online resources and play with others to deepen your understanding and enhance your enjoyment of the game. Happy adventuring!

FAQs

Q1: What is the best class for beginners in Pathfinder?

A1: The Fighter and Cleric are often recommended for beginners due to their relatively straightforward mechanics and strong survivability. However, the best class depends on your preferred playstyle.

Q2: Where can I find Pathfinder rulebooks and resources?

A2: Paizo, the publisher of Pathfinder, is the best place to find official rulebooks and resources. Many online retailers also carry these products.

Q3: Are there any online communities for Pathfinder players?

A3: Yes! Numerous online forums and communities exist, such as the Paizo forums and Reddit's r/Pathfinder.

Q4: What are some essential accessories for playing Pathfinder?

A4: Dice, character sheets, pencils, and miniatures are common accessories used by Pathfinder players to enhance their gaming experience.

Q5: How do I create a compelling backstory for my Pathfinder character?

A5: Consider your character's motivations, relationships, past experiences, and their goals within the game world. This will create depth and bring your character to life.

pathfinder guide of guides: 100 OUTSTANDING BRITISH WALKS. , 2018

pathfinder guide of guides: Path of War Chris Bennett, Andreas Rönnqvist, 2014-09-08 Let slip the hounds of war! Make martial combat more interesting with the Path of War, a maneuver-based combat system designed and playtested to work side-by-side with all of the standard classes. Path of War offers new base classes, feats, archetypes, and much more. Want to use the maneuver-based combat system with your standard Pathfinder Roleplaying Game classes like the fighter or rogue? Feats allow you to do just that. Inside of the pages of Path of War, you will find: Three new base classes - the stalker, warder, and warlord. Dozens of new feats for both the new classes and the core classes. Thirteen martial disciplines full of dozens of maneuvers. Archetypes for the new base classes, as well as two psionic archetypes. Six new prestige classes. Martial traditions to help you introduce maneuver-based combat to your campaign. Now martial characters get to have fun, too, with the Path of War!

pathfinder guide of guides: Modern Pathfinders Jason Puckett, 2015 Whether you call them research guides, subject guides or pathfinders, web-based guides are a great way to create customized support tools for a specific audience: a class, a group, or anyone engaging in research. Studies show that library guides are often difficult, confusing, or overwhelming, causing users to give up and just fall back on search engines such as Google. How can librarians create more effective, less confusing, and simply better research guides? In *Modern Pathfinders: Creating Better Research Guides*, author Jason Puckett takes proven ideas from instructional design and user experience web design and combines them into easy-to-understand principles for making your research guides better teaching tools. It doesn't matter what software your library uses; the advice and techniques in this book will help you create guides that are easier for your users to understand and more effective to use--

pathfinder guide of guides: *Pathfinder: Rise of the Runelords, Part 2* Richard Pett, 2007-10-01 The Rise of the Runelords Adventure Path continues with the second adventure: The Skinsaw Murders. A sudden string of brutal killings terrorizes Sandpoint, and the killer's mark bears a disturbing similarity to the strange rune the goblins in the previous adventure had taken as their tribal totem. Investigation leads the heroes to confront a sinister murderer who has claimed a notorious haunted mansion as his lair. Yet this murderer is one of many, a member of a group of killers who call themselves the Skinsaw Men and have adopted an ancient magic involving the seven deadly sins. The PCs must travel to the bustling city of Magnimar to unravel the truth behind the rune, but in so doing may become prime suspects in the killings themselves! This volume of Pathfinder includes a detailed description of the city of Magnimar, several new monsters, and rules for new types of wizardly specialists who focus their studies on sin magic.

pathfinder guide of guides: Pathfinder Lost Omens , 2020-10-27 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! Written by: Kate Baker, James Case, John Compton, Vanessa Hoskins, Mike Kimmel, Ron Lundeen, Dennis Muldoon, Kieran T. Newton, Michael Sayre, Clark Valentine, Tonya Woldridge, and Linda Zayas-Palmer

pathfinder guide of guides: Guide's Greatest Angel Stories Helen Lee Robinson, 2005 Heavenly angels walk the earth today. Sometimes they assume human form--usually in answer to desperate prayer. These true stories from Guide Magazine--not an urban legend among them--will renew your faith. The angel of the Lord still encamps around those who fear Him.

pathfinder guide of guides: Roleplaying Game Paizo Publishing, 2017-06-20 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--Title page verso.

pathfinder guide of guides: Guide's Greatest Rescue Stories Lori Peckham, 2011 Falling into a bear trap on top of the bear. Being chased by a hungry crocodile. Tumbling headfirst into a barrelful of icy water. Stepping on a snake in the dark. Plunging 275 feet down a 16-inch pipe. Living with four family members for two and a half years in a trench five feet wide, seven feet long, and just 20 inches deep. These stories will remind you that even in the worst situations, we can depend on God for help. After all, He's leading the greatest rescue mission in history!

pathfinder guide of guides: Guide's Greatest Miracle Stories Helen Lee, 2001 The silent swish of paddles in the darkness told Karsatoa that his enemies had him surrounded. Suddenly his canoe began to fly over the water atop a giant stingray. The God of the Bible is still in the miracle business. These thrilling reports from around the world show that He still reveals His power and care today. You will read of dollar bills that multiplied. A prayer written on a kite. Prison doors that opened. A self-healing radiator, and a self-filling gas tank. Rain that fell only on mission property. A book that refused to burn. A clock that struck 13. Manna from heaven--in Africa. A gentle ride inside a tornado. Invisible hands that lift a car. And lots mysterious strangers, sometimes visible only to some and not others. But always protecting, guiding, saving.

pathfinder guide of guides: Inner Sea Primer Paizo, Paizo Publishing, 2010-12-21 This beautiful, affordable volume of the Pathfinder Player Companion provides everything a player needs to know about the world of the Pathfinder Roleplaying Game. Short overviews of the more than 40 nations of Golarion's Inner Sea region will help players choose a homeland for their character, with plenty of character traits to reward players for immersing themselves in the campaign world. Brief descriptions of the gods and religions of the Inner Sea expand the list of deities from the Pathfinder Core Rulebook and offer tips to help players pick an appropriate patron deity. Easy color reference maps on the book's inside covers give players an at a glance look at their world, allowing them to better chart their destinies.

pathfinder guide of guides: 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 guide of guides: Prince of Wolves Dave Gross, 2010 For elven Pathfinder Varian Jeggare and his devil-blooded assistant Radovan, things are rarely as they seem. Varian and Radovan must use both sword and spell to track the strange rumors to their source and uncover a secret of unimaginable proportions.

pathfinder guide of guides: Navigation Pete Hawkins, 2024-05-13 This conveniently sized guide is an invaluable point of reference for all walkers. Written by an author with a wealth of experience teaching navigation skills, it provides a clear and comprehensive guide to the key techniques - giving you the confidence to navigate successfully with map and compass and to plan

and execute your own routes. All topics are clearly referenced and easy to find. Chapters cover scales and grids, map symbols and contours, compasses, bearings, navigation on the hill, route planning and night and bad weather navigation. This new edition also incorporates new content on walking with a GPS device, with notes on how technology can complement map and compass. The text is illustrated with explanatory photos and diagrams as well as extracts from real maps and map keys, and - since the best way to learn is through experience - throughout the guide, practical exercises are suggested to help you practise and develop your skills. Perfect both for novices seeking an introduction to navigation and also those wishing to brush up on old skills, this book is an indispensable companion to mastering the essential techniques. These valuable skills will enhance not only your safety but also your enjoyment of the outdoors.

pathfinder guide of guides: The Inner Sea World Guide James Jacobs, Erik Mona, Jason Bulmahn, 2011 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. Plus, a beautiful poster map reveals the lands of the Inner Sea in all their treacherous glory.

pathfinder guide of guides: Crown of the Kobold King Nicolas Logue, 2007-07-03 Deep inside his deadly dungeon, the Kobold King laughs maliciously. His monstrous followers raided the nearby village and set his plan for regional conquest in motion. Crown of the Kobold King is a low-level dungeon adventure written by Nicolas Logue that pits the players against a mischievous King of the Kobolds and his noisome minions. A raid on a local village leads to a crumbling monastery riddled with cunning traps and deadly beasts. Will the heroes be the first to survive the Kobold King's dungeon and lay claim to his crown?

pathfinder guide of guides: Pathfinder Roleplaying Game Benjamin Bruck, 2017 Wise adventurers don't just march off into the wilderness to search for dragons to slay and wrongs to right, for to adventure without support is to invite disaster. The hardcover Pathfinder RPG Adventurer's Guide presents information on 18 different organizations in need of brave and able adventurers. Be they forces for good, such as the virtuous Eagle Knights or the freedom fighters of the Bellflower Network, or agencies of sinister mien like the notorious Red Mantis Assassins or the infernally-inspired Hellknights, the one thing these groups all share in common is a need for powerful adventurers to serve as their agents in the world. To the adventurers who ally with them, these groups offer specialized training, powerful magical items, specialized magic, access to unusual gear or mounts, and more! Pathfinder RPG Adventurer's Guide includes: -Details on the history, goals, and leadership for 18 of Golarion's most famous (or infamous) organizations, including the Aldori Swordlords, the Aspis Consortium, the Cyphermages, the Gray Maidens, the Hellknights, the Lantern Bearers, the Magaambya, the Mammoth Lords, the Pathfinder Society, and the Red Mantis. -Each organization includes at least one prestige class and at least two archetypes for characters who seek to further specialize in the themes and powers offered by the organization. -Dozens and dozens of new spells, magic items, feats, and other unique character options of diverse nature, all themed to the various organizations presented in this book! -... and much, much more!

pathfinder guide of guides: Pathfinder Book of the Dead, 2022-04-12 The dead are rising! This blasphemous tome gives players and GMs everything they need to bring the shambling menace of the undead to their Pathfinder adventures. This book includes tools for fighting against the undead horde, but also options for the players themselves to control or even become undead creatures. GMs will find new tools and haunts, as well as information about the undead-plagued lands of the Lost Omens campaign setting. A massive bestiary section full of undead creatures brings more threats for GMs to use and summonable creatures for players, including more versions of classic undead like vampires, skeletons, and zombies. This 224-page hardcover rulebook also

includes a full adventure themed around fighting the undead!

pathfinder guide of guides: Brecon Beacons - Walks Tom Hutton, 2010-12 Pathfinder Brecon Beacons covering the Maen Madoc, Carn Goch and Carreg Cennen. This selection offers interest, regional variety and balance of routes in the Brecon Beacons providing the best walks in the area. From an easy stroll through Llangors Lake to the much more challenging walks in Waun Fach this volume contains something for everyone. Covering walks through the whole of the Brecon Beacons both popular and little know scenic routes including Crug Hywel, the Brecon Beacons Horseshoe and Monmouthshire. -See walk locations by Looking Inside Inside: -28 great walks in the Brecon Beacons from 2 to 10 miles -Clear, large scale Ordnance Survey route maps -GPS reference for all Brecon Beacons waypoints -Where to park, good pubs and places of interest en route -All routes have been fully researched and written by expert outdoor writers -Beautiful photography of scenes from the walks Pathfinder Guides are Britain's best loved walking guides. Made with durable covers, they are the perfect companion for countryside walks throughout Britain. Each title features circular walks with easy-to-follow route descriptions, large-scale Ordnance Survey route maps and GPS waypoints. With over 70 titles in the series, they offer essential information for walkers throughout the country.

pathfinder guide of guides: Pathfinders Cecil Lewis, 2021-02-08 Over the course of one night in 1942, the crew members of Wellington bomber 'P for Pathfinder' each reflect on the paths of their own lives, as they embark on a fateful mission deep into the heart of Nazi Germany.

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pathfinder guide of guides: North Devon Coast and Heartland Walks Sue Viccars, 2011-03-01 This walking guide for North Devon features 28 circular walks ranging in length from 2 to 13 miles. Areas covered include Valley of Rocks, Lundy Island and the South West Coast Path, with all walks accompanied by GPS waypoints, Ordnance Survey maps and beautiful photography.

pathfinder guide of guides: Stolen Land James Jacobs, F. Wesley Schneider, 2010-02 Rag-tag armies of mercenaries from the northern nation of Brevoiy have turned their attention south to the region of the River Kingdoms called the Stolen Land, and hope to reclaim control of these lands to expand their power. Yet the dangerous denizens of the Stolen Land will not give up their lairs quietly. The heroes are one of four groups sent south to explore these wilderness realms and establish colonies, yet the dense woodlands and rugged hills of this region are far from safe. Will the heroes be able to wrest control of the realm from the monstrous bandit known only as the Stag Lord? A Pathfinder Roleplaying Game adventure for 1st-level characters, this volume of Pathfinder kicks off the highly anticipated Kingmaker Adventure Path.

pathfinder guide of guides: Counsels on Stewardship Ellen Gould Harmon White, 2000

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pathfinder guide of guides: Pathfinder RPG: Secrets of Magic (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!

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pathfinder guide of guides: Pathfinder Shropshire and Staffordshire Neil Coates, 2011-12-01 Britain's best loved walking guides brings you a brand new Pathfinder® Guide to Shropshire & Staffordshire Walks containing 28 fabulous walks exploring the unspoilt rural landscapes of Shropshire and Staffordshire from the Welsh borders to the fringes of the Peak District, and from the mosses and meres near the Cheshire border to Cannock Chase and the Shropshire Hills. The walks range in length from 3.5 to 9 miles and in typical Pathfinder® Guide style offer something for all tastes and abilities. With Pathfinder® Guide to Shropshire & Staffordshire Walks, you can enjoy the landscape that inspired AE Housman, Arnold Bennett and George Eliot, exploring routes from Ludlow, Knighton, Church Stretton, Ironbridge and Ellastone, among many others. The variety of walking on offer includes secluded wooded gorges at Badger Dingle and the Dane valley; gentle walks across the tranquil countryside of the Shropshire plain and undemanding towpath walking along the canals and waterways of the region; to more energetic rambles above the Manifold valley in the Staffordshire Peak District and hills of the Welsh border country including Offa's Dyke, the Long Mynd, Brown Clee, Stiperstones and Caer Caradoc and the Cardington Hills. Sleepy-thatched villages, engaging market towns, the birthplace of the industrial revolution, history, wildlife and inspirational views are all in this new edition of Pathfinder® Guide Shropshire & Staffordshire Walks. Pathfinder® Guides are Britain's best loved walking guides. Made with durable covers, they are the perfect companion for countryside walks throughout Britain. Each title features circular walks with easy-to-follow route descriptions, tried and tested by seasoned walkers and accompanied by beautiful photography and clear, large-scale Ordnance Survey mapping. Contents 1. Badger Dingle 2. Grinshill and Yorton 3. Norbury Junction and the Shroppie 4. Kinver Edge 5. Wyre Forest 6. Brown Moss and Melverley 7. Stokesay Castle and View Wood 8. Whixall Moss 9. Rushton Spencer 10. Llanymynech Hill 11. Burntwood and Blore Heath 12. Ludlow, Mary Knoll Valley and Whitcliffe 13. Milwich 14. Tutbury, Hanbury and Fault 15. Ironbridge World Heritage Site 16. Shugborough Park and Sherbrook valley 17. Froghall and the Churnet Valley 18. Corvedale and Wenlock Edge 19. Ellastone, Calwich and Wootton Park 20. Snailbeach, Eastridge Wood and the Hollies 21. Stiperstones 22. Above the Manifold 23. Bridgnorth and the River Severn 24. Caer Caradoc and Cardington 25. Brown Clee Hill 26. The Long Mynd 27. Clun and Bury Ditches 28. Knighton, Terne Valley and Offa's Dyke Path

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powers into the hands-or claws-of player characters and villains alike, with new class features derived from animalistic attributes. Overviews of druidic sects and rituals, as well as new archetypes, character options, spells, and more, round out the latest contribution to the Pathfinder RPG rules! Pathfinder RPG Ultimate Wilderness is an invaluable hardcover companion 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 a new era. Pathfinder RPG Ultimate Wilderness includes: ►The shifter, a new character class that harnesses untamed forces to change shape and bring a heightened level of savagery to the battlefield! ►Archetypes for alchemists, barbarians, bards, druids, hunters, investigators, kineticists, paladins, rangers, rogues, slayers, witches, and more! ► Feats and magic items for characters of all sorts granting mastery over the perils of nature and enabling them to harvest natural power by cultivating magical plants. ►Dozens of spells to channel, protect, or thwart the powers of natural environs. ►New and expanded rules to push your animal companions, familiars, and mounts to wild new heights. ►A section on the First World with advice, spells, and other features to integrate the fey realm into your campaign. ►Systems for exploring new lands and challenging characters with natural hazards and strange terrain both mundane and feytouched. ►AND MUCH, MUCH MORE!

pathfinder guide of guides: Pathfinder Campaign Setting Paizo Staff, 2015-12-01 The world of Golarion is full of ancient secrets, hidden lore, and untapped psychic powers. Pathfinder Campaign Setting: Occult Realms helps Game Masters explore occult themes in their games, providing inspiration, new rules, and detailed locations to bring an occult campaign of any level to life. New occult powers designed to complement the new classes presented in Pathfinder RPG Occult Adventures help members of psychic classes customize their characters through story-based accomplishments, and new rituals tied to the organizations, history, and gods of the Inner Sea region allow non-psychics to create powerful occult effects. More than a dozen locations rife with occult adventure potential are detailed within, including sites in Hermea, Jalmeray, Numeria, and Razmiran, as well as sites on other planets and planes of existence. No occult-themed campaign in the Pathfinder campaign setting is complete without Occult Realms!

pathfinder guide of guides: Starfinder RPG: Tech Revolution Paizo Publishing, 2021-09-07 Command the galaxy's cutting-edge technologies so sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear, from high-power explosives to alien relics that surpass conventional science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing Starfinder's newest class: the nanocyte, whose body hosts an army of robotic nanites that obey her commands! Outrace the speediest threats by customizing your own space-age vehicles, and overcome even the toughest foes by piloting powerful battle robots using the all-new mech combat system! Seize the future with additional options for every class and articles exploring every aspect of science-fantasy tech from advertising and music to virtual intelligences and security systems. Join in the Starfinder Tech Revolution!

pathfinder guide of guides: Gower, Swansea and Cardiff Dennis Kelsall, Jan Kelsall, 2017

pathfinder guide of guides: Seekers of Secrets Tim Hitchcock, James Jacobs, 2009-11 The greatest explorers in the world come from the Pathfinder Society, a motley assembly of adventurers, archaeologists, and mystics who brave the lost cities and forgotten dungeons of the world in search of treasure, knowledge, and the thrill of discovery. This comprehensive guide to the Pathfinder Society provides an exciting overview of the world-spanning organization, with extensive explorations of its history, customs, bylaws, goals, and machinations. A sample, fully mapped Chapter House and fully detailed Pathfinder Society characters make it easy for players and game masters to add the organization to their games, either as patrons, allies, or foils.

pathfinder guide of guides: Realm of the Fellknight Queen Neil Spicer, 2010-03-23 When a bitter gnome falls on hard times and succumbs to the humiliating condition known as the Bleaching, he looks to forbidden magic for answers to his plight, only to unwittingly release a sinister race of

cruel fey imprisoned ages ago in the mysterious First World. Their hateful queen, Rhoswen, now turns her gaze upon the forest town of Bellis, weaving a cloying mist among the trees and snaring all in a deadly dimension of madness and horror. Can the player characters brave the eldritch mist and stop the queen before she permanently makes Bellis part of her domain? A wilderness adventure for 7th-level Pathfinder Roleplaying Game characters.

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pathfinder guide of guides: 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 guide of guides: *Sound of a Thousand Screams* Richard Pett, 2010-08-24 The Kingmaker Adventure Path draws to a close as the heroes face a foe eager to bring the full fury of this strange and violent realm into the world of Golarion. With a vividly imagined, terrifying adventure from fan-favorite author Richard Pett, the Kingmaker campaign ends not just with one scream, but a thousand! A Pathfinder Roleplaying Game adventure for 16th-level characters, this volume of Pathfinder concludes the popular Kingmaker Adventure Path, in which the heroes win and defend a small kingdom from threats foreign and domestic. This volume of Pathfinder also includes extensive guidelines for expanding your Kingmaker campaign beyond the climax of the Adventure Path, as well as a detailed exploration of the mysterious dimension of the First World, several new monsters, new fiction in the Pathfinder Journal, and more!

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