

[Pathfinder 2e Bard Guide](#)



Pathfinder 2e Bard Guide: Mastering the Song of the Spheres

Are you ready to unleash the power of music and magic in the world of Golarion? Pathfinder 2e's Bard is more than just a musician; they're a versatile and potent class capable of devastating foes with spells, inspiring allies with powerful buffs, and captivating audiences with their enchanting performances. This comprehensive Pathfinder 2e Bard guide will equip you with the knowledge to create a truly effective and memorable character. We'll delve into the class's strengths, weaknesses, key features, and offer advice on building an optimized Bard for any campaign. Get ready to learn everything you need to know to become the ultimate master of melody and mayhem!

Understanding the Pathfinder 2e Bard: A Versatile Performer

The Pathfinder 2e Bard is a charismatic spellcaster who wields the power of music and words as their primary weapons. Unlike some classes that focus heavily on a single role, the Bard excels in versatility. They can function effectively as a supportive spellcaster, a skilled damage-dealer, or even a cunning face. This flexibility is a key strength, making them adaptable to various party compositions and campaign styles.

Core Bard Abilities:

Spellcasting: The Bard's magic is derived from their musical prowess, allowing them to cast a variety of spells from the arcane tradition. They have access to a diverse selection of spells, encompassing both offensive and supportive options.

Performance: This isn't just for show! Performance skill checks are crucial for the Bard, impacting their ability to enhance their spells, control crowds, and even deal direct damage.

Arcane Preparation: Bards prepare their spells beforehand, choosing which spells they'll have available for the day. Strategic spell selection is crucial for maximizing your Bard's effectiveness.

Versatile Skillsets: Bards are proficient in a wide range of skills, allowing them to excel in social situations, handle delicate negotiations, and contribute meaningfully outside of combat. This makes them excellent diplomats, investigators, and spies.

Building Your Pathfinder 2e Bard: Choosing Your Ancestry and Background

Character creation is where the real fun begins. Your choice of ancestry and background significantly impacts your Bard's capabilities and playstyle.

Ancestry Options for Bards:

Half-Elf: Excellent charisma, and often benefits from skills that align with a Bard's strengths.

Gnome: Access to spells that complement the Bard's support capabilities and often strong in skills that enhance social interactions.

Human: A classic choice, offering increased skill proficiency and versatility.

Remember to consider your preferred playstyle and campaign focus when selecting your ancestry. Each offers unique benefits that can synergize with the Bard's core abilities.

Backgrounds that Enhance a Bard:

Entertainer: Provides skills and traits that significantly enhance performance checks and social interaction.

Noble: Opens up doors to influence and connections, providing social advantages and helpful resources.

Scholar: Provides access to knowledge and skills beneficial for navigating tricky situations and uncovering secrets.

The background you choose will shape your Bard's backstory and impact their initial skill proficiencies and features, setting the stage for their adventures.

Mastering the Bard's Magical Repertoire

The Bard's spell selection is crucial to their effectiveness. Focusing on a specific style will help you maximize their potential.

Support-Oriented Bard Build:

Focus on spells that buff your allies, such as Bless, Haste, and various healing spells. This build is invaluable for supporting your party members, keeping them alive, and maximizing their damage output.

Damage-Dealing Bard Build:

Choose spells that inflict direct damage, like Fireball, Lightning Bolt, and Acid Splash. This build turns the Bard into a potent spellcaster capable of dealing significant damage from afar.

Versatile Bard Build:

A blend of supportive and offensive spells provides flexibility in a variety of situations. This build requires careful spell selection to balance offense and support.

Optimizing Your Bard for Success: Gear, Skills and Combat Tactics

Beyond spells, a well-rounded Bard requires careful consideration of equipment, skill development, and combat strategies.

Essential Equipment:

Musical Instrument: Choose an instrument that enhances your performance and style.

Armor: Light armor is often preferred to maintain dexterity and mobility.

Arcane Focus: A necessary component for enhancing spellcasting.

Skill Prioritization:

Focus on skills relevant to your build. Performance, Diplomacy, and Deception are crucial for most Bards, but other skills can also be extremely valuable depending on your specific playstyle.

Combat Tactics:

Positional Awareness: Utilize your mobility to maintain optimal distance from enemies while supporting allies.

Spell Synergy: Combine spells to maximize their effectiveness. Consider using buffs before engaging in combat.

Tactical Retreat: Don't be afraid to disengage from combat if necessary. A living Bard is a useful Bard.

Conclusion: Embrace the Harmony of Power

The Pathfinder 2e Bard is a truly versatile and powerful class, capable of adapting to a wide range of playstyles and party compositions. By carefully choosing your ancestry, background, spells, and equipment, you can create a character that will leave a lasting impact on your adventures.

Remember to experiment, adapt, and above all, enjoy the journey of becoming the ultimate master of melody and magic!

FAQs

1. What is the best ancestry for a Bard in Pathfinder 2e? There is no single "best" ancestry. Half-elves and gnomes offer excellent charisma and skill proficiencies, while humans provide increased versatility. The ideal choice depends on your desired playstyle and campaign specifics.

2. How important is the Performance skill for a Bard? The Performance skill is incredibly important, influencing your spell effectiveness, social encounters, and even damage output. Prioritizing it is crucial.
3. Can a Bard be effective in melee combat? While not ideal, a Bard can contribute to melee combat using spells and occasional weapon attacks. However, their primary strength lies in spellcasting and support.
4. What are some good spells for a support-focused Bard? Bless, Haste, Guidance, and various healing spells are excellent choices for a support-oriented Bard.
5. How do I choose the right musical instrument for my Bard? Your choice of instrument is largely aesthetic, but consider its potential impact on your performance checks and roleplaying. There is no inherent mechanical advantage to one instrument over another.

pathfinder 2e bard guide: Advanced Player's Guide Jason Bulmahn, 2010 Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson--Title page verso.

pathfinder 2e bard guide: 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 2e bard guide: Pathfinder Lost Omens Character Guide [P2] John Compton, Sasha Lindley Hall, Amanda Hamon, Mike Kimmel, Isabelle Lee, Luis Loza, Andrew Mullen, Ron Lundeen, Morris Matt, Patchen Mortimer, Mikhail Rekun, Michael Sayre, 2019-10-29 This guidebook dives into the myriad cultures and organizations readers can encounter or join in their journey, breathing life into both their character and the many allies and enemies they're bound to meet along the way.

pathfinder 2e bard guide: 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 2e bard guide: Pathfinder RPG Bestiary 3 (P2) , 2021-03

pathfinder 2e bard guide: 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 2e bard guide: Pathfinder Lost Omens: Monsters of Myth Paizo Publishing, 2021-12-21 Release the beasts! Heroes abound in the Age of Lost Omens, but for every great hero, there is an even greater monster. Lost Omens Monsters of Myth provides details on 20 of the most infamous and terrifying monsters from the Inner Sea region and beyond. Uncover the secrets of

some of Golarion's greatest monsters from the Sandpoint Devil to Fafnheir, the Father of All Linnorms, and more. Monsters of Myth provides rumors, tales, and even treasures for the brave adventurers willing to face these legendary creatures!

pathfinder 2e bard guide: Fall of Plaguestone Jason Bulmahn, 2019 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 2e bard guide: Pathfinder Adventure Path: Abomination Vaults (P2) , 2022-05-10 When the mysterious Gauntlight, an eerie landlocked lighthouse, glows with baleful light, the people of Otari know something terrible is beginning. The town's newest heroes must venture into the ruins around the lighthouse and delve the dungeon levels far beneath it to discover the evil the Gauntlight heralds. Hideous monsters, deadly traps, and mysterious ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults! Pathfinder Second Edition's most popular campaign yet bursts from the pages of this massive hardcover compilation, containing all three adventures in the fan-favorite Abomination Vaults Adventure Path, a dungeon-delving campaign like no other, along with support articles, rules, monsters, and more!

pathfinder 2e bard guide: Player's Option: Heroes of the Feywild Rodney Thompson, Claudio Pozas, Steve Townshend, 2011-06-30 This book enables players to weave elements of the Feywild into their existing and future characters. It contains exciting new character builds and options that are thematically rooted to the Feywild, a wild and verdant plane of arcane splendor, full of dangerous and whimsical creatures.

pathfinder 2e bard guide: Pathfinder Adventure Path: Kindled Magic (Strength of Thousands 1 Of 6) (P2) Alexandria Bustion, Eleanor Ferron, 2021-08-17 The Strength of Thousands Adventure Path begins A magic school like no other The oldest and most prestigious magic academy in the world is the Magaambya, an ancient institution founded by the greatest wizard the world has ever known. This wizard vanished long ago, but his sinister enemies plot against his school and those who attend it. Over their long academic career, the heroes rise from humble students to become teachers, and they ultimately hold the fate of the school in their hands. Graduates of the Magaambya are among the greatest wardens of the world, but if the heroes can't marshal the strength of thousands who have come before them, the venerable Magaambya might fall The Strength of Thousands Adventure Path is a six-part, monthly series of connected adventures that comprise a complete Pathfinder campaign. School's in session The newest students at the venerable Magaambya school of magic must begin their academic careers with tests of their skill and resourcefulness. The heroes can learn much from their teachers and fellow students, but must beware of mysterious secrets and sinister plots. The rigors facing any Magaambya students are steep, but the heroes must also contend with strange infestations and supernatural intruders in the school's ancient halls. Education is far from easy at the oldest and most prestigious magic academy in the world Kindled Magic is a Pathfinder adventure for four 1st-level characters by Alexandria Bustion and Eleanor Ferron. This adventure begins the Strength of Thousands Adventure Path, a six-part, monthly campaign in which the heroes rise from students to teachers, and ultimately decide

the fate of the Magaambya. This adventure also details other students to become friends or rivals, rules to gain extra lore throughout a year of academic study, as well as new monsters and new spells--including lore of the prestigious Magaambya. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

pathfinder 2e bard guide: Starfinder RPG: Galactic Magic Paizo Publishing, 2021-11-23
Unravel the eldritch mysteries of the galaxy! The new Galactic Magic hardcover rulebook for the Starfinder Roleplaying Game adds magical flair to any hero with a wealth of fantastical magic-infused character options for starfarers of any class! More than 100 spells, a host of powerful rituals, and an array of magic gear, hybrid items, and artifacts give you the edge to survive in a weird universe with lurking dangers at the end of every jump. The brand-new precog class allows you to see and change the future, relying on predictive prerolls to navigate clutch situations and quick reflexes to manipulate combat. Study arcana among the stars with a host of new magical organizations and spellcasting schools or petition higher powers using new faith-based options tied to the galaxy's gods and philosophies. Whatever your path to magical might, Galactic Magic is your guide!

pathfinder 2e bard guide: The CRPG Book: A Guide to Computer Role-Playing Games Felipe Pepe, 2019-09 Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.

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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 2e bard guide: Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition Pocket Edition James Jacobs, Wolfgang Baur, Nicolas Logue, Steve Greer, Greg A. Vaughan, Richard Pett, 2020-03-10 Six Lethal Adventures, One Legendary Campaign 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! Celebrating both the fifth anniversary of the Pathfinder Adventure Path and the tenth anniversary of Paizo Publishing, this new edition expands the original campaign with new options and refined encounters throughout, incorporating 5 years of community feedback.

pathfinder 2e bard guide: Pathfinder Roleplaying Game: Pathfinder Unchained Jason Bulmahn, 2015-05-12 Break your chains! The Pathfinder RPG contains numerous rules considered sacred by players and GMs alike. Since the system itself was based upon RPG technology already more than 10 years old at the time of its creation, backwards compatibility often meant sticking with the familiar, even if tradition was filled with cobwebs and decades-old assumptions. Pathfinder Unchained dares to take a fresh look at the system itself, altering some of the fundamentals of the

game and giving fresh optional takes on classic rules. Inside this hardcover collection of alternate rules and options you'll find completely redesigned versions of the barbarian, monk, rogue, and summoner classes. Delve into a new system for resolving player actions designed to speed play and dispel confusion. Many of the new systems (such as the revised classes) work seamlessly with the existing Pathfinder rules. Even the most staunchly traditionalist player will appreciate the book's math-lite system for on-the-fly monster creation and the new system for generating dynamic magic items that go far beyond a simple +1 to add lore and interest to the campaign. Players will love the book's new resource pool for martial characters, allowing for exciting new tactical options, as well as the robust new system that allows spellcasters to modify their spells with powerful spell components.

pathfinder 2e bard guide: *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 2e bard guide: *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!

pathfinder 2e bard guide: *Pathfinder Lost Omens: the Mwangi Expanse* Laura-Shay Adams, Mariam Ahmad, Jahmal Brown Brown, Misha Bushyager, Alexandria Bustion, Duan Byrd, John Compton, Sarah Davis, Naomi Fritts, Sasha Laranoa Harvin, Gabriel Hicks, Tk Johnson, 2021-07-13 South of a forbidding range of mountain peaks lies a land of boundless resources and untold opportunity. The Mwangi Expanse has been home to an untold diversity of cultures and peoples since time immemorial, hosting powerful, isolated city states that have often paid little attention to their neighbors. Yet the turning tides of fortune have begun to usher in changes that are rippling across the world. As a band of scholars from an ancient university venture north to aid a disaster-torn Avistan. A revolution-forged nation seeks powerful allies against foreign aggression. An undead god, once a symbol of hope to his declining nation, now grows jealous enough to turn on his self-proclaimed kin. Whether you are a diplomat seeking leverage from the most difficult of positions, a spy seeking the subtlest hint of danger from your surroundings, a guardian hoping to protect your home and people, or a warrior striking back at tyrants both native and foreign, this guide to the Mwangi Expanse offers you the ultimate resource to explore a realm of magic, monsters, and intrigue! Written by: Laura-Shay Adams, Mariam Ahmad, Jahmal Brown, Misha Bushyager, Alexandria Bustion, Duan Byrd, John Compton, Sarah Davis, Naomi Fritts, Sasha Laranoa Harving, Gabriel Hicks, TK Johnson, Michelle Jones, Joshua Kim, Travis Lionel, Ron Lundeen, Stephanie Lundeen, Hillary Moon Murphy, Lu Pellazar, Mikhail Rekun, Nate Wright, and Jabari Weathers

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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, grippli, 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 2e bard guide: Lost Omens World Guide Tanya Depass, James Jacobs, Lyz Liddell, Ron Lundeen, Liane Merciel, Erik Mona, Mark Seifter, James L. Sutter, 2019-09-10 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!

pathfinder 2e bard guide: Inner Sea Magic Sean K. Reynolds, 2011-08-30 Magic has suffused the Inner Sea region for thousands of years. This Pathfinder sourcebook takes a detailed look at the magical traditions of the Inner Sea, including rules for magic variants (from hideous fleshwarping rituals to the wild and unpredictable surges of primal magic), examinations of how magic is taught (be it in schools, temples, guilds, or secret societies), and how the spellcasters of the region have chosen to specialize in various forms of magic. Additionally, this book presents two, new oracle mysteries, 18 new archetypes for spellcasting classes, a pair of prestige classes (the cypher mage and the divine scion), and a wide selection of unique, unusual, and exciting new spells for all who would seek to master the art of magic.

pathfinder 2e bard guide: Pathfinder Adventure Path: Ready? Fight! (Fists of the Ruby Phoenix 2 Of 3) David N Ross, 2021-06-08 The time has finally come for the Ruby Phoenix Tournament! Eight teams of the world's greatest fighters have qualified for the grand tournament and must now compete to win a prize from the grand treasure vault of Hao Jin, the Ruby Phoenix. The player characters will need to muster skill, strength, and style in order to overcome their rivals and impress the audience in a variety of fighting bouts. But when their greatest rivals disrupt the tournament by summoning an ancient terror from the ocean's depths, it's up to the players to put a stop to the rampaging monster before it destroys the city of Goka! Ready? Fight! is a Pathfinder adventure for four 15th-level characters. This adventure continues the Ruby Phoenix Tournament Adventure Path, a three-part monthly campaign in which the players compete in Golarion's most amazing fighting tournament. This adventure also includes lore of the monstrous kaiju that dwell in the world's darkest corners, a gazetteer of the eastern trading metropolis of Goka, and a roster of new monsters. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

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pathfinder 2e bard guide: 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 2e bard guide: Book of Heroic Races Jon Brazer Enterprises, 2017-02-14 Heroes Assemble! From the seas below to the skies above, from the land to the stars, heroes are all around us, and they come in many different forms. Now you can go beyond the common races and play a member of these 12 imaginative races in your game. Delve into each race's culture and see the world from their unique point of view. Play a character that you have always dreamed of playing, with all-new specific character options tailored to each race's flavor. Expand your horizons and your gaming experience with these Advanced Races today! The Book of Heroic Races: Advanced Compendium is the essential guide for playing untold numbers of characters. This 252-page supplement features: Racial Traits to play 12 different races, plus 60 Alternate Racial Traits and 49 Character Traits to customize your character for your desired unique play experience 125 New Character Class Options, including archetypes, sorcerer and bloodrager bloodlines, oracle mysteries and shaman spirits, cavalier orders, cleric domains and subdomains, rogue talents, alchemist discoveries, familiars and animal companions, time thief temporal talents, soulknife blade skills, and much more 93 New Feats, including martial arts styles, metamagic feats, combat feats, and feats to enhance your chosen racial traits 84 New Magic Items, Mundane Items, and Technological Items 61 New Spells and Psionic Powers 23 New Deities and Philosophies, reflecting the unique viewpoints and values of each race Details for crafting your unique adventurer, as well as suggestions for GMs on how to incorporate each of these races into your campaign world Be Heroic With These Advanced Races Today!

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pathfinder 2e bard guide: 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 2e bard guide: Starfinder Near Space Paizo Staff, 2020-06-02 Journey to Near Space, the galactic region that contains the Pact Worlds, the Veskarium, and many of the planets discovered and colonized by explorers from those civilizations. This hardcover rulebook expands the Starfinder campaign setting with details on dozens of worlds and cultures found in Near Space, each perfect as a locale for science-fantasy adventure! Inside this book, you'll find in-depth gazetteers of the nine worlds of the Veskarium, the interstellar empire founded by the warlike vesk; detailed entries on other planets and civilizations of Near Space; new starships from the Veskarium and beyond; alternate racial traits for playable Near Space races; and new themes, archetypes, equipment, spells, and more for any character!

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pathfinder 2e bard guide: Battlezoo Bestiary (Pathfinder 2e) Stephen Glicker, Patrick Renie, Mark Seifter, 2023-09-12 Explore over 100 award-winning monsters for Pathfinder 2nd Edition from the 2020 RPG Superstar Contest. Inside, you'll find the monster mage, who learns spells from defeated monsters, vestige hunters, who gain the powers of their fallen foes, and new backgrounds related to monster hunting. Finally, upgrade your game's crafting with monster parts using the extensive and flexible new subsystem that fits in seamlessly with the game's economy.

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