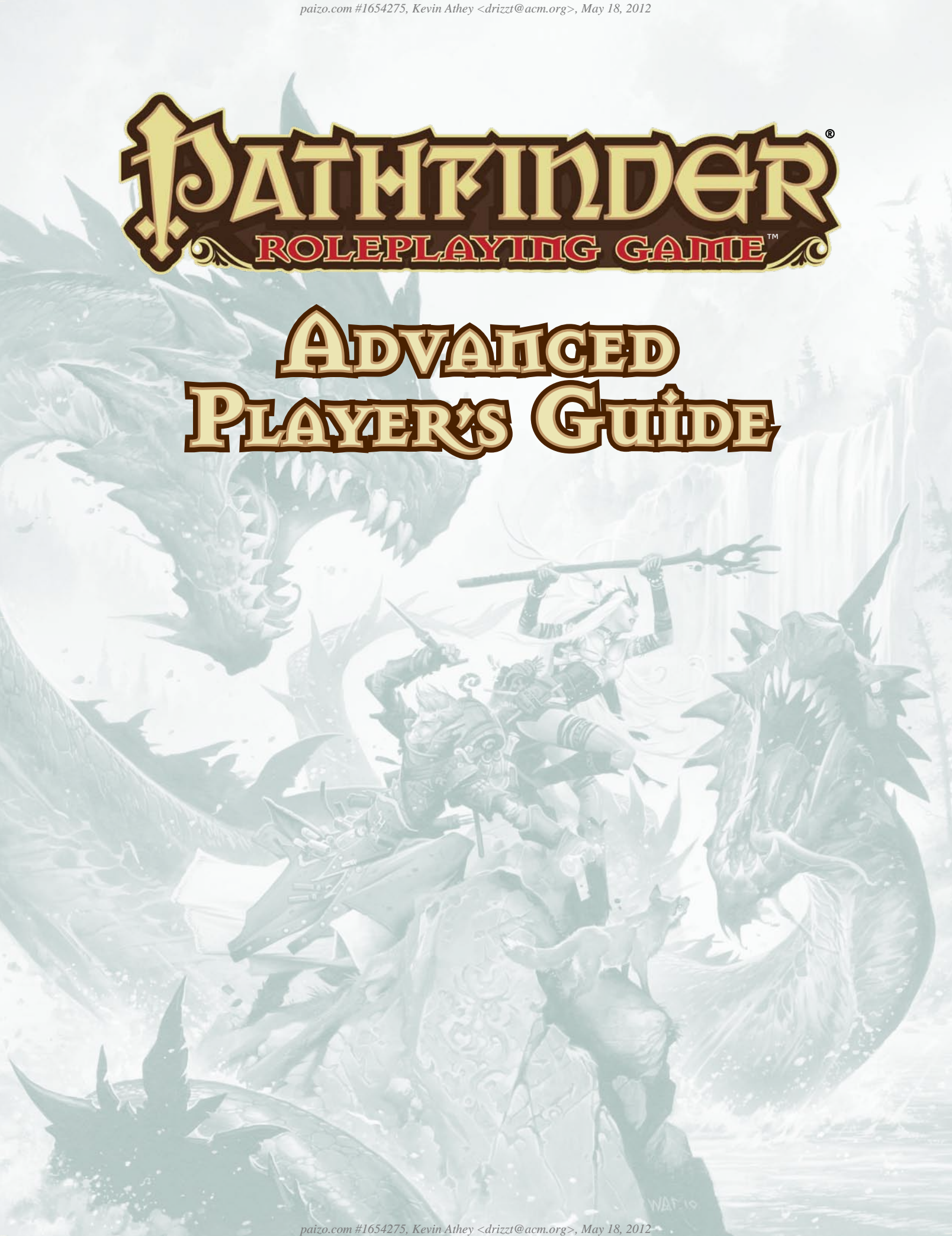


# PATHFINDER<sup>®</sup>

ROLEPLAYING GAME<sup>™</sup>

## ADVANCED PLAYER'S GUIDE



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This game is dedicated to Gary Gygax and Dave Arneson.

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.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.



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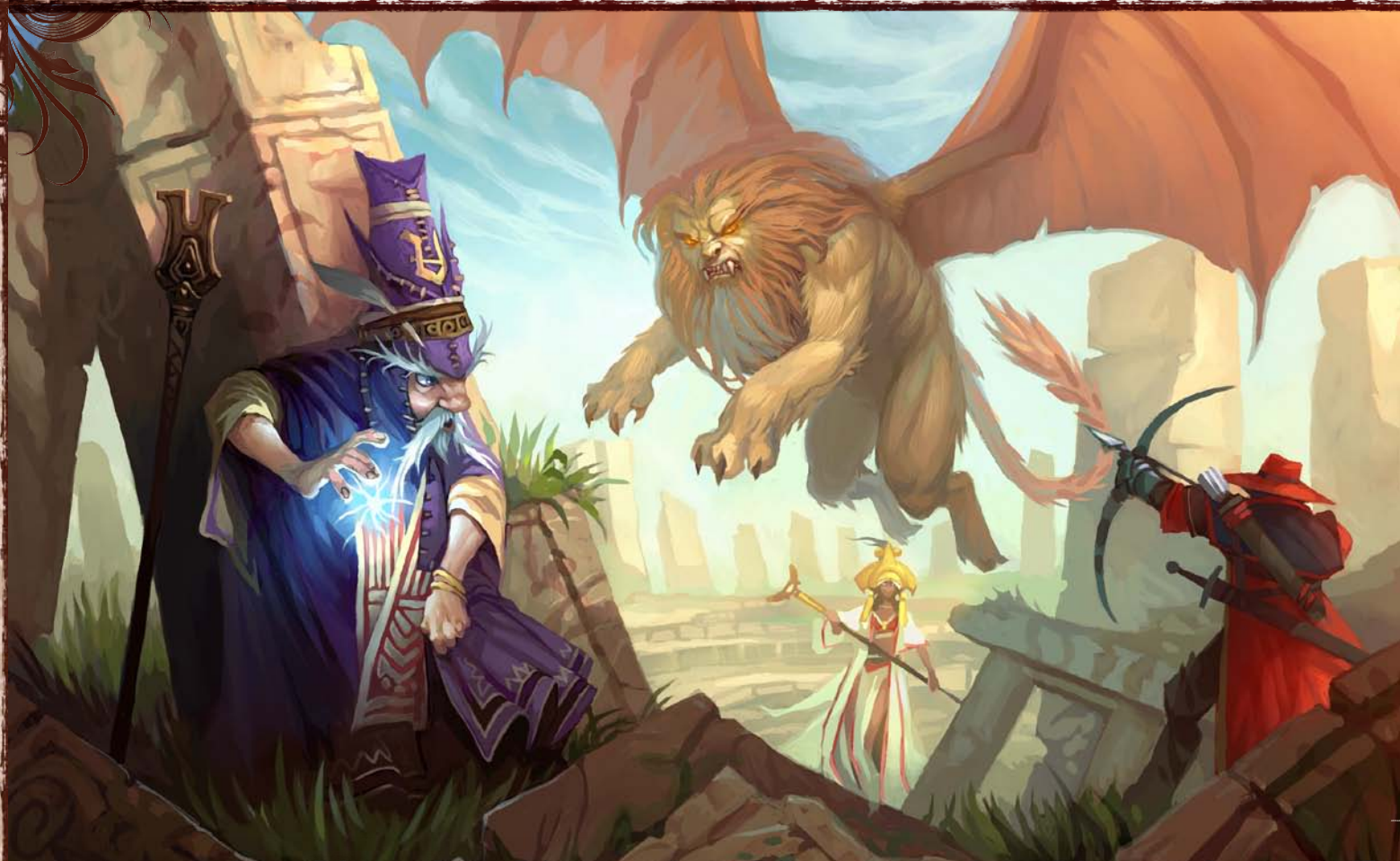
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# INTRODUCTION

The greatest beauty of roleplaying is its complete lack of limitations. If you can imagine it—or if any of your friends can—you can do it, and magic, strange worlds, supernatural monsters, and legendary heroics are its stock in trade. In the Pathfinder Roleplaying Game, all of these elements combine to weave a tapestry of fantasy gaming that is at once classic and new.

Yet this lack of limitations also means that no single book can serve every possible variation. At 576 pages, the *Pathfinder RPG Core Rulebook* is an expertly distilled guide to playing the classic fantasy characters that have thrived for decades around gaming tables everywhere. But there are still new ideas waiting in the wings, new characters waiting to burst free and take the stage.

Packed full of new classes, feats, spells, magic items, prestige classes, and much more, every page of this book bursts with inventive new subsystems and customization techniques to add to the game and help you best utilize the rules already presented in the *Core Rulebook*. For players,

this book is both a launch pad for hundreds of brand new characters and a chance to upgrade and customize existing ones, with new rules to more closely realize your creative visions. Yet Game Masters can gain just as much, and not just from creating more innovative and interesting NPCs—here also are numerous new ways to challenge and bedevil your players or, if you're feeling magnanimous, reward them with new magic items and never-before-seen spells, or perhaps valuable hero points that they can use to swing an encounter in their favor.

Don't let the name fool you: while this book may be titled the *Pathfinder RPG Advanced Player's Guide*, the rules contained herein have been rigorously designed and tested to be both fun and simple to use, a toolkit that can be combed through at length or flipped open casually at the gaming table for inspiration. Even novice players will find things in here to customize their characters or spark ideas for a brand new hero, whether it's feats to help them play a deadly longbow sniper or variant class archetypes

to effectively model a monk from a favorite martial arts film. Experienced players should also appreciate both the six new classes and the wealth of options that give a fresh take on the classic 11 adventuring roles.

### Navigating This Book

This book is organized in much the same way as the *Core Rulebook*, with each chapter containing rules grouped together by theme for ease of reference. Presented below is a brief overview of each chapter and a taste of the new rules and options you can expect to find within. Additionally, the index located on page 334 should assist you in locating specific topics quickly and easily.

**Chapter 1—Races:** This chapter takes an in-depth look at all 7 of the base races from the *Core Rulebook*: dwarves, elves, gnomes, halflings, half-elves, half-orcs, and humans. Each race section includes alternate racial traits, allowing you to customize your characters' abilities to reflect their individual heritage, as well as new favored class bonuses and specific ideas to help get you started playing a character of any given race and class combination.

**Chapter 2—Classes:** This chapter presents six new base classes. These base classes are just as powerful as the core classes found in the *Core Rulebook*, though they are generally assumed to be less common in the world (unless a Game Master decides otherwise). Each of the six new classes is fully compatible with the existing class system, and features both new abilities and new approaches to game play and interparty dynamics. The alchemist uses special potions called extracts to cast spells and a variety of other concoctions to grant him special powers. The cavalier is a mounted hero, using his skill with a sword, keen grasp of tactics, and commanding presence to achieve his goals. The inquisitor is a canny soldier of faith, rooting out a religion's enemies from both without and within. The oracle is a reluctant pawn of strange powers, using her divine gifts toward ends even she may not understand, while the summoner binds himself to a powerful outsider called an eidolon, lured in from across the gulf of worlds. Finally, the witch is a daring bargainer granted a wide variety of spells and hexes from a mysterious patron.

In addition to these new classes, this chapter also includes a host of new features and variant rules for the 11 core classes from the *Core Rulebook*, helping players and Game Masters to use these classes in new and exciting ways, from the urban ranger and the shining knight paladin to the acrobat rogue and the elemental wizard. Many of these options can easily be incorporated into existing characters or used as the basis for entirely new heroes.

**Chapter 3—Feats:** This chapter contains new feats that can be taken by any character, including new combat feats, metamagic feats that give spellcasters unusual and exciting ways to cast their spells, and teamwork feats

which offer characters powerful new effects—provided they can work together. Many of the new classes and core class expansions presented in Chapter 2 make extensive use of the new feats found in this chapter.

**Chapter 4—Gear:** Spells are expensive, and sometimes all you need is a really well-made tool. Presented here is a wide variety of nonmagical equipment designed to help characters survive out in the dangerous world, including new weapons, armor, and specialized tools. This chapter also includes a large assortment of new alchemical items, such as liquid ice and weapon blanche.

**Chapter 5—Spells:** This massive chapter contains a treasure trove of new spells for every magical adventurer in the game—whether of the core classes or the new base classes presented in Chapter 2—as well as new spell lists for all of the classes and some of the new variant options.

**Chapter 6—Prestige Classes:** Included in this chapter are eight bold new prestige classes to help characters focus their advancement: the battle herald, the holy vindicator, the horizon walker, the master chymist, the master spy, the nature warden, the rage prophet, and the stalwart defender. Some of these prestige classes are designed to work specifically with the new classes from Chapter 2, while others can be taken by any character that meets the prerequisites.

**Chapter 7—Magic Items:** New magic items of every type fill this chapter, from weapons, armors, rings, rods, staves, and wondrous items to cursed items and artifacts. Each item comes complete with rules for using it in the game, tables for random generation, information on how to construct it, and more.

**Chapter 8—New Rules:** This chapter explodes with new rules for use with your game, beginning with four new combat maneuvers that any character can attempt. Dirty trick allows you to impose a penalty on your foe, while drag allows you to pull a character behind you, reposition lets you shift enemies around on the battlefield, and steal lets you take a small item from your enemy in the middle of a fight. Following these combat maneuvers are complete rules for using hero points, an optional subsystem which allows characters to gain an edge when they need it most. Finally, this chapter includes rules for traits—minor bonuses that players can select during character creation to reflect their background and history—as well as a thorough list of sample base traits that characters can choose from.

No matter how experienced you are with the game, whether you're a player or a Game Master, the *Advanced Player's Guide* has something for you. From gear and spells to entirely new classes, the following pages hold a wealth of new options to explore—and in turn, to use to inspire your game and continue expanding the horizons of your world.

After all, the possibilities are limitless.