

pathfinder 2e

pathfinder 2e is a dynamic tabletop roleplaying system that has captivated gaming communities worldwide with its streamlined mechanics, robust character customization, and versatile storytelling opportunities. As the second edition of the acclaimed Pathfinder roleplaying game, Pathfinder 2e offers both newcomers and veterans a fresh yet familiar experience, blending rich lore, tactical gameplay, and endless creative possibilities. This article explores everything you need to know about Pathfinder 2e, from its core rules and character creation to game mastery, adventure modules, and community resources. Whether you're seeking to master the system, build memorable characters, or discover how Pathfinder 2e stands apart from other RPGs, this comprehensive guide will illuminate every facet. Enjoy a deep dive into mechanics, classes, races, and tools to enhance your gaming sessions, all while optimizing for search engines and reader engagement. Continue reading for a clear breakdown in the table of contents below.

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Overview of Pathfinder 2e

Pathfinder 2e is the latest iteration of the Pathfinder roleplaying game, published by Paizo Inc. It builds upon the foundation laid by the original Pathfinder system, incorporating player feedback and modern design philosophies to improve gameplay flow and accessibility. The second edition emphasizes balanced mechanics, modular customization, and tactical combat, making it suitable for a wide spectrum of player experience levels. Pathfinder 2e centers around collaborative storytelling, where players take on the roles of heroes exploring fantastical worlds, embarking on quests, and

overcoming challenges. With a comprehensive ruleset and expansive lore, Pathfinder 2e provides tools for both structured campaigns and improvisational play, ensuring every session is engaging and memorable.

Core Mechanics and Rule System

Pathfinder 2e introduces several changes to streamline and enhance gameplay. The action economy is central to its mechanics, allowing players three actions per turn, which can be used for movement, attacks, casting spells, or other activities. This system gives players greater flexibility and tactical options. Another significant element is the proficiency system, which defines characters' skill levels in various abilities, attacks, and defenses. Pathfinder 2e also features a robust system for resolving checks, using a twenty-sided die (d20) combined with modifiers based on character proficiency and ability scores. The rules cover combat, exploration, social interactions, and downtime activities, providing a broad framework for immersive storytelling.

Key Features of Pathfinder 2e's Rules

- Unified action economy (three actions per turn)
- Proficiency ranks (Untrained, Trained, Expert, Master, Legendary)
- Streamlined spellcasting system
- Robust skill checks and saving throws
- Flexible feat-based progression
- Clear guidelines for equipment and inventory management

Character Creation and Customization

Pathfinder 2e places a strong emphasis on character creation and customization, allowing players to build unique heroes tailored to their preferred playstyles. The process involves selecting an ancestry, heritage, class, background, and allocating ability scores. Characters further evolve with feats chosen at various levels, representing special abilities or training. This modular approach ensures that no two characters are exactly alike, even within the same class or ancestry. Players can customize their characters through skill choices, equipment, spells, and multiclassing options, creating deep and engaging personalities and skillsets for their

adventures.

Steps in Building a Pathfinder 2e Character

1. Choose an ancestry and heritage (e.g., Human, Elf, Goblin)
2. Select a class (e.g., Fighter, Wizard, Rogue)
3. Pick a background for flavor and skill boosts
4. Assign ability scores using the point-buy system
5. Select class and skill feats at each level
6. Equip weapons, armor, and adventuring gear

Classes and Archetypes Explained

Pathfinder 2e offers a wide range of iconic fantasy classes, each with distinct roles, abilities, and progression paths. Traditional classes such as Fighter, Cleric, Rogue, and Wizard are joined by newer options like Investigator and Swashbuckler. Each class has a unique set of class feats, spellcasting (where applicable), and signature abilities. Archetypes in Pathfinder 2e are modular add-ons that allow characters to gain features from other classes or specialized roles, promoting versatility and creative builds. Players can choose archetype feats at certain levels, blending abilities from multiple sources to craft specialized adventurers.

Popular Classes in Pathfinder 2e

- Fighter: Masters of combat and weaponry
- Wizard: Arcane spellcasters with vast magical potential
- Cleric: Divine champions with healing and support powers
- Rogue: Stealthy, agile, and skilled in subterfuge
- Ranger: Wilderness experts with animal companions
- Champion: Holy warriors devoted to a cause
- Bard: Versatile performers and spellcasters

Understanding Archetypes

Archetypes enable players to customize their characters beyond the scope of their primary class. Examples include multiclass archetypes like Fighter or Wizard, as well as specialized roles such as Pirate, Medic, or Beastmaster. This system offers flexibility for players to create hybrid builds, combining class features and abilities that suit their vision for their character. Archetype feats are acquired at specific character levels and follow unique progression tracks.

Playable Ancestries and Heritages

Ancestries and heritages in Pathfinder 2e shape the foundation of a character's identity, culture, and abilities. Each ancestry provides a suite of traits, starting ability boosts, and access to ancestry-specific feats. Heritages offer further customization, representing subgroups within an ancestry with unique features. Pathfinder 2e core ancestries include Human, Elf, Dwarf, Goblin, and Halfling, with additional options in expansion materials. Players are encouraged to explore various combinations, resulting in diverse and dynamic parties for any campaign setting.

Common Ancestries and Notable Heritages

- Human: Versatile and adaptable, with flexible ability boosts
- Elf: Agile, keen senses, and magical affinity
- Dwarf: Hardy, resilient, and skilled in craftsmanship
- Goblin: Quick, clever, and unpredictable
- Halfling: Lucky, nimble, and resourceful
- Versatile Heritages: Half-Elf, Half-Orc, and more

Game Mastery and Running Pathfinder 2e

Game mastery is essential for an engaging Pathfinder 2e experience. The Game Master (GM) is responsible for preparing adventures, adjudicating rules, and facilitating the story. Pathfinder 2e provides a comprehensive Game Mastery

Guide, offering advice on encounter design, world-building, and managing player dynamics. The system supports both pre-written adventure modules and homebrew content, allowing GMs to tailor campaigns to their group's preferences. Pathfinder 2e's modular ruleset and clear guidelines empower GMs to create balanced and exciting adventures while accommodating character growth and player creativity.

Tips for Effective Game Mastering

- Understand the core mechanics and action economy
- Prepare encounters that challenge diverse party abilities
- Maintain pacing and narrative flow
- Encourage player creativity within the rules
- Utilize published modules as inspiration or direct content
- Adapt rules for unique campaign settings when necessary

Adventure Modules and Campaigns

Pathfinder 2e offers a wide array of published adventure modules and campaigns suitable for different playstyles and experience levels. These modules provide ready-to-use stories, locations, NPCs, and encounters, streamlining preparation for GMs and players. Iconic campaigns like Age of Ashes, Extinction Curse, and Abomination Vaults deliver immersive narratives and varied challenges. Each adventure is designed to showcase the strengths of the Pathfinder 2e system, integrating mechanics, lore, and character development opportunities. In addition to official modules, the community produces homebrew adventures, further expanding the possibilities for Pathfinder 2e gameplay.

Online Tools and Community Resources

Digital tools and community resources have enhanced the accessibility and enjoyment of Pathfinder 2e. Online character builders, rule reference platforms, and virtual tabletops streamline gameplay and remote sessions. Forums, social media groups, and podcasts provide valuable insights, discussions, and support for both new and experienced players. Pathfinder 2e's active community contributes to the development of unofficial content, guides, and play aids, fostering collaboration and innovation within the

gaming sphere. Whether seeking rules clarifications, adventure inspiration, or player connections, the Pathfinder 2e community offers extensive support and engagement.

Frequently Asked Questions About Pathfinder 2e

Q: What makes Pathfinder 2e different from the first edition?

A: Pathfinder 2e introduces a streamlined action economy, balanced proficiency system, and modular character customization, making gameplay faster, more flexible, and accessible for all experience levels.

Q: How many classes are available in Pathfinder 2e?

A: The Pathfinder 2e core rulebook features twelve classes, with additional classes introduced in supplemental books, each offering unique abilities and progression paths.

Q: Can I play Pathfinder 2e online?

A: Yes, Pathfinder 2e can be played online using virtual tabletops, character builders, and rule reference websites, making remote play convenient and interactive.

Q: What are archetypes in Pathfinder 2e?

A: Archetypes are modular options that allow characters to gain specialized abilities from other classes or themes, providing greater customization and hybrid builds.

Q: Are there official adventure modules for Pathfinder 2e?

A: Yes, Paizo publishes a variety of adventure modules and campaigns specifically designed for Pathfinder 2e, suitable for different experience levels and playstyles.

Q: Is Pathfinder 2e suitable for beginners?

A: Pathfinder 2e is designed to be accessible to newcomers, featuring clear rules, structured character creation, and supportive resources for players

and Game Masters.

Q: How do ability scores work in Pathfinder 2e?

A: Ability scores are assigned using a point-buy system during character creation, influencing a character's skills, attacks, and saving throws throughout gameplay.

Q: What are the main playable ancestries in Pathfinder 2e?

A: The core ancestries include Human, Elf, Dwarf, Goblin, and Halfling, with more options available in expansion materials and supplements.

Q: Where can I find community resources for Pathfinder 2e?

A: Community resources are available through forums, social media, podcasts, and fan sites, offering advice, guides, and tools for players and Game Masters.

Q: Do I need the first edition books to play Pathfinder 2e?

A: No, Pathfinder 2e is a standalone system with its own rulebooks and supplements, independent from the first edition materials.

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Pathfinder 2e: A Deep Dive into the Reigning Champion of Tabletop RPGs

Pathfinder 2e. The name alone conjures images of sprawling adventures, intricate character builds,

and gripping narratives. But for those unfamiliar, it's a tabletop role-playing game (TTRPG) that has taken the fantasy gaming world by storm. This comprehensive guide will delve into everything you need to know about Pathfinder 2e, from its core mechanics to its vibrant community, equipping you to decide if this is the perfect system for your next campaign. We'll cover its strengths, weaknesses, and what sets it apart from other popular systems like D&D 5e. Prepare to embark on a journey into the captivating world of Pathfinder 2e!

What Makes Pathfinder 2e Stand Out?

Pathfinder 2e isn't just a sequel; it's a meticulously crafted RPG experience designed from the ground up. Unlike some systems that rely on improvisation and DM fiat, Pathfinder 2e emphasizes system mastery. This doesn't mean it's inaccessible; instead, it offers unparalleled player agency and a predictable, yet exciting, gameplay loop.

Here are some key features that define Pathfinder 2e:

Three-Action Economy: Each turn, players have three actions they can allocate to attack, defend, use skills, or cast spells. This simple yet robust system fosters strategic decision-making and prevents the feeling of being overwhelmed by options.

Focus on Player Choice: Character customization is incredibly deep. With a vast array of ancestries, heritages, classes, and feats, players can build characters perfectly tailored to their play style and vision. The system rewards careful planning and strategic choices.

Integrated Skill System: Skills are not just passive modifiers; they're active components of combat and exploration. Players use skills to overcome obstacles, gather information, and engage in intricate social interactions.

Robust Story-Telling Framework: Pathfinder 2e encourages narrative-driven gameplay. The GM is provided with powerful tools to create immersive and engaging scenarios, while the system itself allows for organic story development based on player choices.

Balanced Gameplay: The developers have taken significant steps to ensure balanced combat encounters, promoting strategic thinking over simple dice rolling. This leads to more engaging and tactical gameplay for all players.

Diving Deeper into the Mechanics: Ancestral Lineage and Classes

Pathfinder 2e boasts a rich variety of Ancestries, each with unique traits and heritages which further specialize the character. This allows for enormous character diversity, moving beyond simple human, elf, dwarf archetypes. The intricate system ensures every ancestry feels distinct and offers unique tactical advantages.

The class system is similarly diverse and well-defined. Each class features unique abilities and playstyles, ranging from the martial prowess of the Fighter to the arcane mastery of the Sorcerer. The system provides ample opportunity for specialization and creative builds. Unlike some systems, multi-classing is a viable and often powerful strategy.

The Pathfinder 2e Community: A Thriving Ecosystem

The Pathfinder 2e community is a vibrant and welcoming space. A wealth of online resources, including official forums, community-created content, and passionate YouTubers, provides an abundance of support and inspiration for new and experienced players alike. Finding games and engaging with fellow players is easy thanks to dedicated online communities and conventions.

Pathfinder 2e vs. Other Systems: A Comparative Look

While Pathfinder 2e shares some similarities with other TTRPGs, particularly D&D 5e, it distinguishes itself with its emphasis on player agency, tactical depth, and streamlined mechanics. While D&D 5e leans towards a more narrative-driven approach with less emphasis on tactical combat, Pathfinder 2e provides a more crunchy, strategic experience. Both systems have their strengths, and the best choice depends on your preferred playstyle.

Getting Started with Pathfinder 2e: Your First Steps

The best way to experience Pathfinder 2e is to simply play it! The core rulebook is a comprehensive guide, and numerous online resources can help you through the initial learning curve. Consider joining an online group or attending a local game store event. The community is readily available to help new players get started.

Conclusion

Pathfinder 2e offers a richly rewarding experience for both seasoned TTRPG players and newcomers alike. Its blend of tactical depth, player agency, and a thriving community make it a compelling choice for anyone seeking a challenging and fulfilling fantasy adventure. The system's carefully crafted mechanics and commitment to balance ensure a consistently engaging gameplay experience. So gather your friends, roll the dice, and embark on your own epic Pathfinder 2e campaign!

FAQs

1. Is Pathfinder 2e difficult to learn? While it has a steeper learning curve than some systems, the well-structured rulebook and abundant online resources make it manageable for beginners.
2. What is the best way to find a Pathfinder 2e game? Online forums, dedicated gaming websites, and local game stores are great places to find groups.
3. Is Pathfinder 2e expensive to get into? The core rulebook is a significant investment, but many resources are available online, and the system allows for a lot of creative homebrewing.
4. How does combat work in Pathfinder 2e? Combat is turn-based, using a three-action economy, focusing on tactical positioning and strategic use of abilities.
5. Can I play Pathfinder 2e solo? While designed for group play, there are resources and methods for solo play, allowing for a personalized campaign experience.

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pathfinder 2e: 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 2e: Pathfinder Absalom Alexandria Bustion, John Compton, Jeremy Corff, 2022-01-18 For nearly 5000 years, the great city of Absalom has stood at the center of the Inner Sea's culture, commerce, and prophecy. Now, with the death of the city's founder-god Aroden, the disappearance of the city's lord mayor, and newly launched attacks from some of its greatest foes, Absalom stands at the gateway to a new and uncertain destiny! This lore-packed 296-page hardcover guide to the locations, denizens, and adventures of Pathfinder's most famous city is the largest Pathfinder city sourcebook to date, presenting a fascinating locale suitable for years of adventure! A

huge 8-panel poster map of the city sets the scene in unprecedented detail, allowing your heroes to walk upon streets paved with centuries of history, following the steps of generations of questing heroes to chart a new path for the City at the Center of the World!

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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!

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

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pathfinder 2e: OSR Solo Peter Rudin-Burgess, 2021-02-23 OSR Solo rules These rules are intended to allow you to play an OSR, in this case meaning 0D&D, B/X style games, without a Dungeon Master. game you will get using these rules will be a sandbox-style adventure, you will not need to do any Dungeon Master [DM] style preparation although having a few stock NPCs or appropriate levels would be helpful. No DM? The normal cycle of play is that the DM describes the scene and asks what do you do? The players describe their actions. The DM describes the effects of those actions and the cycle repeats. In solo play there is just the single character and no DM. You start by imagining your character in the game setting and play them through all the social interactions, all the NPCs and events that would normally come up. At some point you will reach a point where you would normally ask your DM for more information. Are there any guards? Are there any ways out? What can you hear? At this point the solo rules come into play. You pitch your question in a Yes/No format. The solo rules will then return an answer to your question much like a Magic 8 Ball toy. It is then down to you and your improv. skills to decide what does this answer mean right now? Often the first thing that comes into your head is the answer to go with. If you just got yes and no answers things would get boring quite quickly. These rules are designed to throw up twists and turns into your character's story. is a perfect way to learn a new game, test your first adventures and going beyond just making characters when you are first getting to know the rules

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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: *Dark Archives* Megan Rosenbloom, 2020-10-20 On bookshelves around the world, surrounded by ordinary books bound in paper and leather, rest other volumes of a distinctly strange and grisly sort: those bound in human skin. Would you know one if you held it in your hand? In *Dark Archives*, Megan Rosenbloom seeks out the historic and scientific truths behind anthropodermic bibliopeggy—the practice of binding books in this most intimate covering. Dozens of such books live on in the world's most famous libraries and museums. *Dark Archives* exhumes their origins and brings to life the doctors, murderers, and indigents whose lives are sewn together in this disquieting collection. Along the way, Rosenbloom tells the story of how her team of scientists, curators, and librarians test rumored anthropodermic books, untangling the myths around their creation and reckoning with the ethics of their custodianship. A librarian and journalist, Rosenbloom is a member of The Order of the Good Death and a cofounder of their Death Salon, a community that encourages conversations, scholarship, and art about mortality and mourning. In *Dark Archives*—captivating and macabre in all the right ways—she has crafted a narrative that is equal parts detective work, academic intrigue, history, and medical curiosity: a book as rare and thrilling as its subject.

pathfinder 2e: *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

pathfinder 2e: *Age of Ashes* Amanda Hamon, 2019-08 Dawn of A New Age Fires burn atop the ruined citadel on Hellknight Hill, sending plumes of red smoke into the air that could be a call for help. Within the old keep, strange invaders from a distant land, mysterious long-lost ruins, and the machinations of a shadowy organization await discovery. Something dire is building toward an apocalyptic event, and it falls to your characters to stop the end before it begins. The Age of Ashes Adventure Path begins with Hellknight Hill—a complete adventure for 1st- to 4th-level characters. PZO90146 *Pathfinder Adventure Path Age of Ashes: Cult of Cinders* ISBN 978-1-64078-188-7 *Stand Against the Darkness* The citadel atop Hellknight Hill has been claimed, along with the ring of ancient portals in its basement. What dangers lie beyond this magical portal, and what do the cultists who've used it before have in store? There's only one way to find out: the heroes must travel

through to the lands beyond, where they will make new allies, face new enemies, and do much, much more! The Age of Ashes Adventure Path continues with Cult of Cinders-a complete adventure for 5th-8th level characters.

pathfinder 2e: *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: *Bestiary* Jason Bulmahn, 2009 Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson.-- T.p. verso.

pathfinder 2e: *Pathfinder Adventure* Ron Lundeen, 2020-08-11 In the cosmopolitan trading city of Kibwe, at the edge of the Mwangi Expanse, innocent people struck by a terrible curse known as the slithering are melting into malevolent oozes. The heroes are at the epicenter of this slimy curse and might be the only ones capable of recovering the ancient magic required to break it. Tracking the course of the slithering through Kibwe's colorful markets and shrines, the heroes must untangle the curse's origin and discover the role the nefarious Aspis Consortium plays in the unfolding conspiracy. The mysteries the heroes uncover might usher in a new era of plenty and prosperity for Kibwe, if the heroes can survive the slithering to experience it! The Slithering is a deluxe adventure for 5th-level characters written by Ron Lundeen. Featuring terrifying new monsters, repulsive new rules and magic items, and an in-depth look at one of the most exciting cities in the jungle-choked Mwangi Expanse, The Slithering provides a wealth of secrets and dangers!

pathfinder 2e: Gods and Magic Sean K. Reynolds, 2008-10 Unlock the secrets of the gods with the first-ever, in-depth exploration of the many gods of Golarion, the popular new world of the Pathfinder Chronicles campaign setting. This comprehensive guidebook provides an overview of the 20 core Pathfinder gods and their religions, with an emphasis on rules and information players can use at the game table, whether they're playing a zealous cleric, brave paladin, or simply a faithful member of any character class. Dozens of new spells and specialized game rules related to the faiths of Golarion enhance the gaming experience for players and GMs, and a detailed overview of philosophies, minor gods, and cults reveals the religions of the Pathfinder Chronicles in exciting detail!

pathfinder 2e: *Forgotten Realms Campaign Setting* Ed Greenwood, Skip Williams, Robert Heinsoo, Sean K. Reynolds, 2001 Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D RM game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

pathfinder 2e: *Mythic Game Master Emulator* Tom Pigeon, 2018-01-25 Mythic Game Master Emulator Create dynamic role-playing adventures without preparation For use as a supplement with other systems NOTE: This product provides the Game Master Emulation rules found in Mythic, a product that contains emulation rules and a full, universal role playing game. Mythic Game Master Emulator is for those who do not want the universal role-playing rules, but just the game master emulator at a reduced price. Mythic Game Master Emulator is a supplement meant to be played with your favorite role-playing games. Most Role-Playing Games operate under the principle that there are players and there is a Game Master. The GM prepares all the details of an adventure, and then runs the players through that adventure. This usually requires a great deal of preparation on the part of the GM. Mythic is different in that it requires no preparation from the GM. Mythic adventures are meant to be played off the cuff, with perhaps a few minutes of brainstorming to come up with the initial setup. Mythic can also be played entirely without a GM. The same mechanics in

Mythic that allow a GM to run an adventure without preparation also allows a group of players to do without the GM. In a Mythic adventure, the GM (or players without a GM) can start an evening's entertainment with about five minutes of preparation. As the adventure unfolds, the GM is just as surprised by the twists and turns as the players are. There are various ways in which Mythic can be used: No GM, multiple players Players decide on an opening scenario, and perhaps a few details or two, and Mythic takes it from there. All action is decided through the asking of yes/no questions and the application of logical principles. By answering questions, the adventure moves along, with the occasional random event throwing players a curve ball. The action is broken into scenes, just like in a movie, to keep everything straight. No GM, one player Mythic can be used to go solo. Solo play in Mythic works the same as group play. You're just alone. One GM, any number of players For those who like to be a GM, we have something for you, too. The same tools that allow Mythic to automatically generate adventures on the fly without a GM also work with a GM. This means very little to zero preparation, if you don't want to prepare. Simply create an opening scenario (hey, you can come up with that on the drive over!) and follow Mythic as it guides you along. Mythic will throw in its own twists and turns, so the GM will be just as shocked as the players.

pathfinder 2e: Pathfinder Module Jason Keeley, Lyz Liddell, Ron Lundeen, 2021 Onward to adventure! This exciting adventure anthology expands the realm beyond the hometown introduced in the Pathfinder Beginner Box and brings thrilling new dangers to the heroes' doorstep! Designed for use with the rules in the Pathfinder Beginner Box and the perfect bridge to the exciting options of the full Pathfinder Core Rulebook, these adventures take your heroes to 4th level and beyond as they venture further into the nearby wilderness and face fearsome foes lurking all too close to home! The anthology's three adventures introduce a number of play styles, including clearing out an abandoned fish camp, a sandbox romp to get to the bottom of sabotage, and a classic puzzle-filled dungeon crawl. Troubles in Otari is a deluxe adventure for 4th-level characters written by Jason Keeley, Lyz Liddell, and Ron Lundeen.

pathfinder 2e: 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!

pathfinder 2e: Battlezoo Eldamon (Pathfinder 2e) Stephen Glicker, Mark Seifter, 2023-06 Befriend, train, battle, and evolve over 160 distinctive elemental monsters in your Pathfinder 2nd Edition game. Anyone can befriend an eldamon and bring them along, but with the new eldamon trainer class, you can use them to battle monsters. And with the elemental avatar class, you can embody an eldamon's elemental powers within your own body!

pathfinder 2e: Shadowed Keep on the Borderlands (5e) Creighton J. E Broadhurst, 2021-05-31 Hidden deep in the borderland forest, bandits lurk in the ruined castle of a long-dead border lord. Their incessant raids draw a band of neophyte heroes to the derelict keep. There they discover fouler, more odious dangers lurk below the ruins. Dare you brave the terrors of the Shadowed Keep to crush that which lurks within or will darkness shroud the surrounding lands Shadowed Keep on the Borderlands is an adventure for 1st-level characters compatible with the 5th edition of the world's most popular roleplaying game. Designed for the Duchy of Ashlar campaign setting the adventure can be easily inserted into a GM's home campaign.

pathfinder 2e: Fellow Travelers Taylor Hubler, 2019-08-04 The trusty mount that you ride into the heat of battle! The fierce wolf you raised from a cub and fights at your side! The watchful eagle that acts as your eyes and ears in the field! The fancy emu you hide behind?! Animal companions follow you on your journey, providing a unique bond as they back you up in the wild places you find

yourself in. The Fellow Travelers line of books from Fat Goblin Games offers new or expanded options for your Pathfinder Second Edition game all about the companions, familiars, cohorts, hirelings, and other allies we gather to us on our path through the world. In Fellow Travelers: Animal Companions, you'll find over 50 new animal companion types and a large array of new options for Gamemasters and players alike. This includes new special abilities, support benefits, advanced maneuvers, advanced types, specializations, and new training options. It also has advice on how Gamemasters can customize companion types to match their campaigns or offer a wider selection of companion options.

pathfinder 2e: NPC Codex Jason Bulmahn, 2012-12-04 Populate your Pathfinder world with the NPC Codex! This must-have compendium contains more than 250 fully-detailed Non-Player Characters ready for instant insertion into your campaign. With full statistics and tactics for characters of every level of every class in the Core Rulebook, the NPC Codex speeds prep time and adds new dimensions to your campaign. The famous iconic characters of the Pathfinder Roleplaying Game also come alive with statistics at various levels of development, providing ready-to-use player characters for any occasion.

pathfinder 2e: 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: Pathfinder Adventure Path John Compton, 2019-11-26 Age of Ashes is the first Adventure Path using the brand new rules for the Pathfinder RPG. This fifth adventure is for 15th-level characters, and also includes an investigation of the magical elf gates that connect portals all over Golarion, an exploration of the mysterious rulers of the vast city of Katapesh, a wealth of new options for player characters to discover, and over half a dozen new monsters!

pathfinder 2e: Pathfinder Player Character Pawn Collection Paizo Publishing, 2020-12-22 Show off your character with the Player Character Pawn Collection, featuring more than 200 pawns for use with Pathfinder Second Edition or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image to represent a wide variety of player characters! Each cardstock pawn slots into a size-appropriate plastic base from any of the Bestiary Box collections or the Pathfinder Pawns Base Assortment, making the pawns easy to mix with traditional metal or plastic miniatures. There's one pawn for every combination of ancestry and class from the Core Rulebook. This product also supports the Advanced Player's Guide, with a selection of pawns for every new ancestry in that book, a pawn for each archetype, as well as a pawn for every combination of Core Rulebook ancestry and Advanced Player's Guide class. You'll also find a selection of pawns for the ancestries in Lost Omens Character Guide, as well as multiple familiars and animal companions! The player characters of the Pathfinder Core Rulebook and Advanced Player's Guide come to life on your tabletop! Each has its own abbreviation and identification number for easy sorting. The Pathfinder Player Character Pawn Collection includes: Ancestry/Class combinations Aasimar Champion Aasimar Cleric Aasimar Monk Aasimar Oracle Aasimar Swashbuckler Catfolk Fighter Catfolk Investigator Catfolk Rogue Catfolk Swashbuckler Catfolk Wizard Changeling Barbarian Changeling Druid Changeling Fighter Changeling Rogue Changeling Witch Dhampir Fighter Dhampir Investigator Dhampir Rogue Dhampir Sorcerer Dhampir Wizard Duskwalker Cleric Duskwalker Fighter Duskwalker Investigator Duskwalker Ranger Duskwalker Sorcerer Dwarf Alchemist Dwarf Barbarian Dwarf Bard Dwarf Champion Dwarf Cleric Dwarf Druid Dwarf Fighter Dwarf Investigator Dwarf Monk Dwarf Oracle Dwarf Ranger Dwarf Rogue Dwarf Sorcerer Dwarf Swashbuckler Dwarf Witch Dwarf Wizard Elf Alchemist Elf Barbarian Elf Bard Elf Champion Elf Cleric Elf Druid Elf Fighter Elf Investigator Elf Monk Elf Oracle Elf Ranger Elf Rogue Elf Sorcerer Elf Swashbuckler Elf Witch Elf Wizard Gnome Alchemist Gnome Barbarian Gnome Bard Gnome Champion Gnome Cleric Gnome Druid Gnome Fighter Gnome Investigator Gnome Monk Gnome Oracle Gnome Ranger Gnome Rogue Gnome Sorcerer Gnome Swashbuckler Gnome Witch Gnome Wizard Goblin Alchemist Goblin Barbarian Goblin Bard Goblin Champion Goblin Cleric Goblin Druid Goblin Fighter Goblin Investigator Goblin Monk Goblin Oracle Goblin Ranger Goblin Rogue Goblin Sorcerer Goblin Swashbuckler Goblin Witch Goblin Wizard Half-Elf Alchemist Half-Elf

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pathfinder 2e: Odyssey of the Dragonlords RPG Modiphius, 2020-03-03 Campaign book; compatible with the 5E edition rules of Dungeons & Dragons.

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