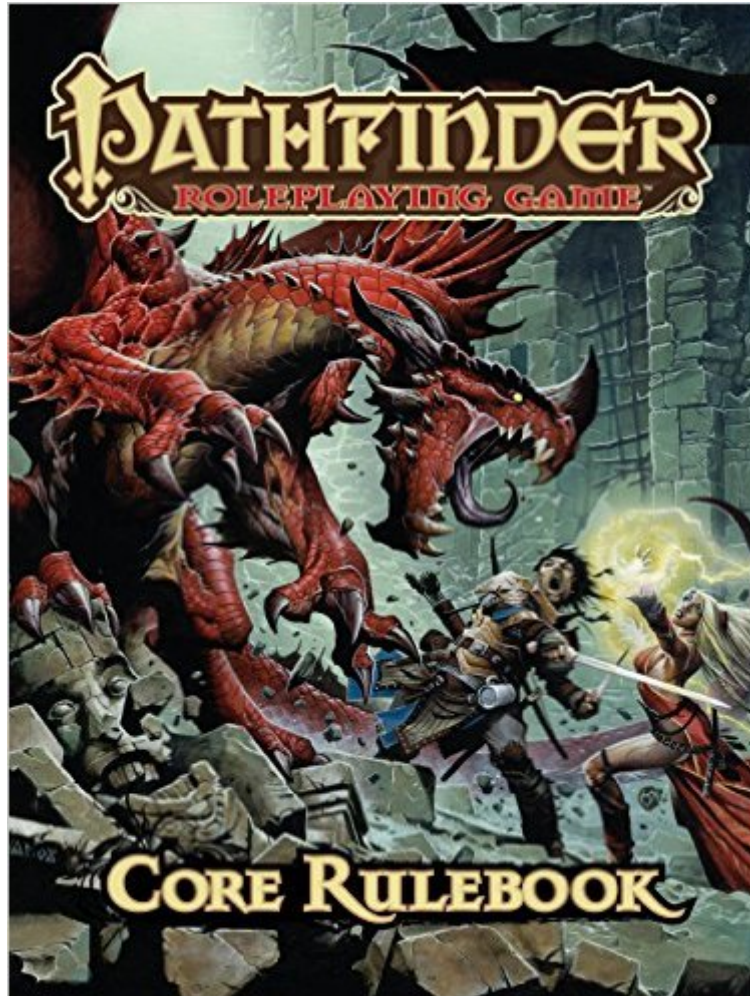


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Pathfinder Roleplaying Game: Core Rulebook



Synopsis

This complete, standalone, fantasy roleplaying game takes your fantasy campaigns to new heights of adventure! Backward-compatible with 3.5 fantasy rules but offering new solutions and options that place it firmly on the cutting edge, the Pathfinder RPG is the culmination of the largest open public playtest in RPG history. The Pathfinder Roleplaying Game Core Rulebook includes: revised rules for the classic seven fantasy RPG races; updated options for the 11 core classes; a streamlined skill system that makes things easier for players and GMs; a host of new and familiar feats, including innovative combat feats and item creation rules; new equipment; additional combat options; overhauled rules for domains, familiars, bonded items, specialty schools, and more; dozens of new and revised spells; updated rules for NPCs, including quick-generation rules; new rules for curses, diseases, and poisons; a completely overhauled experience system with options for slow, medium, and fast advancement; hundreds and hundreds of magic items... and much, much more!

Book Information

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Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (685 customer reviews)

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Customer Reviews

Weighing in at nearly five pounds and spanning over 576 pages, the Pathfinder RPG Core Rulebook combines all of the rules that were previously split between the D&D 3.5 Players Handbook and Dungeon Masters Guide. It is everything that you are going to need to play except for the Pathfinder Bestiary, which is not scheduled to be released until October 2009. Until then, you'll need to break out your old 3.5 edition monster manuals or use the monsters in the d20 SRD. You can download the SRD for free over at wizards.com, or for an easy to use online version, check out the Hypertext d20 SRD online at [...]* The Core Classes of Pathfinder *Paizo put a lot of effort

into spicing up all of the original 3.5e classes with new and exciting abilities. Many of the classes now have multiple paths that a player can follow to help make distinguish their character from the teeming masses of other adventurers of the same class. This is very reminiscent of what Fourth Edition did, and it is one of the things I really liked. You'll especially see this featured with the druid, cleric, paladin, ranger, rogue, sorcerer, and wizard classes. I was also impressed by how much the game rewards the player who sticks it out and levels his character through all twenty levels of his core class. In the past, there has often been very little incentive (or sense in some cases) to do so. With Pathfinder, not only does your character receive an extra hitpoint or skill-point every level just for leveling in his favored class, but the game does an excellent job of providing all kinds of cool abilities at the highest levels.

If there is the one type of RPG book that nobody ever has enough of, it's monster books ! Bestiary 3 for Pathfinder is here. Does it follow the tradition of great quality found in the previous two monster books? Is Paizo running out of steam in monster development? Is this the Wuxia Anime book of no use for a conservative SCA aficionado? Are demodands in? Skunks? Flumphs? Do Tanookis have giant scrotums? Find out!===PRESENTATION===A solid sewn hardcover book with over 320 pages in full color. While extremely pretty and of the usual Paizo art quality, I am somewhat torn as to a few pieces of artwork. Then again, it has more Eric Belisle and Carolina Eade than any other Paizo book, so I guess it's fine. There are several navigational aids, including indexes and CR tables. The book is a pleasure to look at and use.===CONTENT===OK, so we've had the mandatory Bestiary 1 which was a no-brainer. Then came Bestiary 2 which mixed "must have" monsters left after B1 with both new arrivals and plugging of several conceptual holes (Plants and Fey come to mind). So what's in for Bestiary 3? First thing off - is this the Asian monster book? No, I'd say. There are several monsters that hail from Far East, but by no way do they overwhelm the book. But, once could say, it's the Mythology & Nostalgia Monster Book. Mythological beasts from all walks of known folklore appear on the pages of B3. Germanic, Slavic, North American, South American, Philippine, Arabian, Persian, Chinese, African, Inuit... Legends of all these areas contribute their monsters and strange denizens.

Following the release of the Pathfinder Roleplaying Game: Core Rulebook Paizo comes up with the Bestiary. Since the Pathfinder is a refreshed, upgraded D&D 3.5, there was no question that the Monster Manual needs an update as well.===PRESENTATION===A solid sewn hardcover book with over 320 pages in full color. As usual, the artwork and layout is above and beyond. Paizo

books have their unique art style, and it shows. There are several navigational aids, including indexes and CR tables. The book is a pleasure to look at and use.===CONTENT===The Pathfinder Bestiary offers circa 350 monsters for use in Pathfinder games. A quick glance at the index shows that the vast majority of monsters from 3.5 Monster Manual are here. Several are missing, be them either intellectual property of WotC (beholders, mind flayers, giths, displacer beasts, carrion crawlers, kuo-toa) or left out as particularly unpopular (tojanida, delver).However, there are also monsters not found in the original MM - among others such fantasy classics as Cyclopi, Giant Slugs and Sea Serpents. A few classic D&D monsters, made open content via Tome of Horrors are here as well - Vegepygmies, Dark Creepers and Shadow Demons, to name a few.Curiously, the fantasy classic Hippogrifs are missing, likely an oversight.The monsters are presented in 1 page = 1 monster format, making the book far easier to use than the 3.5 MM.

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