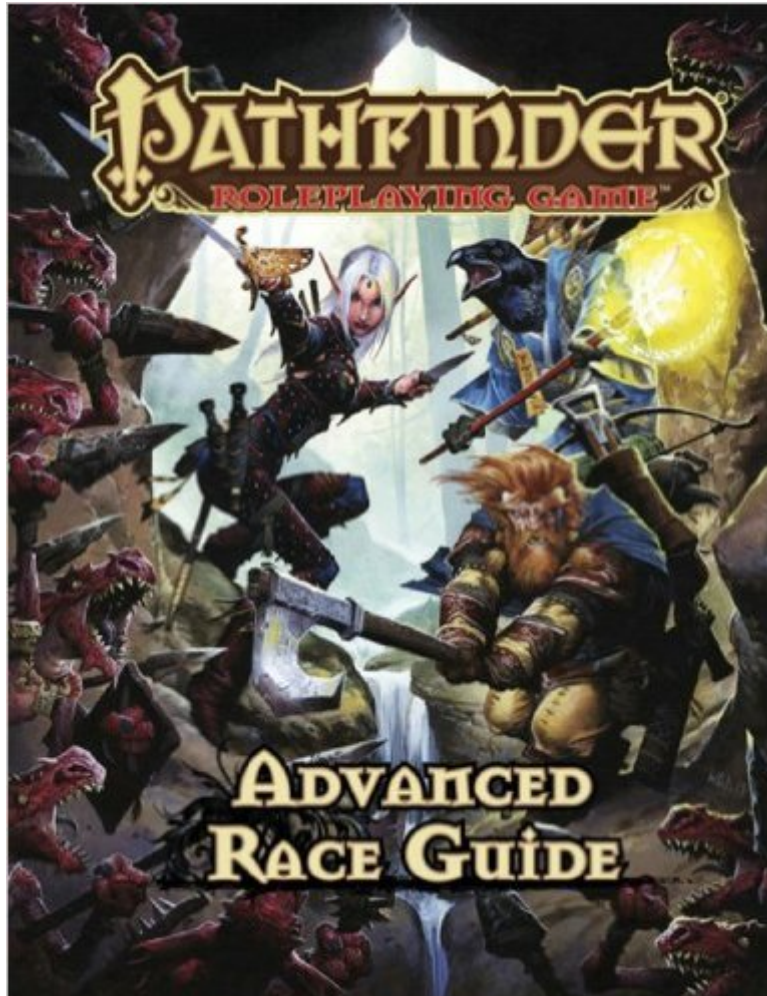


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# Pathfinder Roleplaying Game: Advanced Race Guide



## Synopsis

This definitive sourcebook for the Pathfinder Roleplaying Game provides tons of new character options for all seven core player character races, from archetypes that allow elf characters to explore their connection to 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.

## Book Information

Age Range: 8 and up

Series: Pathfinder Roleplaying Game

Hardcover: 256 pages

Publisher: Paizo Publishing Inc.; 1st edition (July 10, 2012)

Language: English

ISBN-10: 1601253907

ISBN-13: 978-1601253903

Product Dimensions: 8.4 x 0.7 x 10.9 inches

Shipping Weight: 2.1 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (67 customer reviews)

Best Sellers Rank: #73,260 in Books (See Top 100 in Books) #39 in [Books > Science Fiction & Fantasy > Gaming > Pathfinder](#) #19656 in [Books > Children's Books](#)

## Customer Reviews

If you want the long and short of it: I have always hated Dwarves in RPGs. This book makes me want to play a Dwarf, for the first time in 20 years of playing D&D. This book is a wealth of information. From the player perspective, it allows heaps of new options. It doesn't just flesh out the PHB races, though it does that a great deal. It also fleshes out what it calls "Featured Races," which before were just Bestiary entries with a little stat box in them. And by "fleshing out," I mean that it not

only gives a little blurb overall, but describes their appearance, their society, their relationships with other races, their motivations, and more. I love fluff like this- it makes playing these races more appealing. Dwarves are no longer a bunch of short, angry drunkards with an inexplicable Scottish accent, they're now more well-rounded and interesting. On top of that, it introduces players to "Uncommon Races," which are races from a variety of sources, including adventure paths and the Dragon Empires campaign setting. Every race in the book gets more Racial Trait and Favored Class options. In the case of Core Races, it includes but adds to those given in the Advanced Player's Guide- each Core Race now has a Favored Class option for every class (to date). In addition, they introduce new feats, spells, and magic items restricted to or thematically relevant to each race in the book. This is great, as it encourages both players that reinforce racial stereotypes AND those players who would defy the stereotypes and experiment with new roles. A half-orc can get something interesting and rewarding, whether it's a Barbarian or a Wizard or a Paladin.

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