

## Pathfinder Advanced Class Guide | 0e9d88fdea0385d541e730fc3ddfdfe

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Pathfinder RPG Bestiary 3 Pocket Edition (P2)  
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Legendary Hybrids  
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Die letzte Reise der Ghazali  
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### Transportation & Distribution

Mythic Magic with Class! This product is the first all-new Mythic Magic supplement since the publication of the Mythic Spell Compendium from Legendary Games and Kobold Press, and it brings you 134 all-new mythic spells from the Pathfinder Roleplaying Game Advanced Class Guide! While the original mythic rules for Pathfinder included many cherished favorites from the Pathfinder Roleplaying Game Core Rulebook as well as the other core rules hardback rulebooks and the Mythic Spell Compendium compiled a vast array of mythic spells for your game, new rules for Pathfinder continue to come out and spellcasters have a continual supply of new tricks to try from more recent rulebooks like the Pathfinder Roleplaying Game Advanced Class Guide. That diversity of options that we love so much about the game is what Legendary Games brings to you in the Mythic Magic series. The product before you completes the mythic rules for every spell in the Pathfinder Roleplaying Advanced Class Guide. All of them, from adhesive blood to widen auras and all spells in between. Whether you're an arcane or a divine caster, Mythic Magic: Advanced Spells III contains mythic spells of every level and every kind, from minor spells to the mightiest magics. You will find combat spells like molten orb, sonic scream, and whip of spiders right alongside defensive magic like guardian of faith and shield of fortification, spells to aid your allies like path of glory and contingent action, and utility spells like investigative mind and climbing beanstalk. They are all here, every one, developed with flair and function in mind as only Legendary Games can bring it, by the same designers that wrote most of the mythic spells in Pathfinder Roleplaying Game Mythic Adventures in the first place.

### Pathfinder RPG Bestiary 3 Pocket Edition (P2)

Doomed to Die! Legendary Hybrids: Doomguard is the latest volume in our series of class-focused player supplements, introducing a new series of hybrid classes like those in the Pathfinder Roleplaying Game Advanced Class Guide that blend the core elements of two different base classes into a unique synergy all their own. The Doomguard brings you a 20-level hybrid class that combines the deadly hunting skills, specialized combat prowess, and focused wrath of the ranger with the glorious defiance and battlefield of the cavalier, with a special twist: a terrible and dire doom that follows him like an oracle's curse and binds him to his fated enemies at whose hands he is doomed to die! You can select from 45 different dooms, from maimed and blinded to powerless prophet and stigmata! You'll also find favored class bonuses for core races and a quartet of amazing archetypes, from the dauntless and daring challenger, the defensive bulwark of the doomwarden, the fey foundling orphan with a forgotten lineage but connections to the mystical world of the fey, and the dread raven banner with a death wish that defies all who stand in his path. If you've ever wanted to play a warrior with a dark destiny crawling from behind and even as it drives him onwards to meet his fate for death or glory, pick up this 38-page Pathfinder character class supplement today and Make Your Game Legendary!

### Legendary Swashbucklers

The heroic elf rogue Merisiel finds herself among the greatest villains of the Worldscape, so why do they consider her an old friend? In the court of Empress Camilla, Merisiel must do what it takes to survive the treachery of the arch-wizard Kulan Gath while fending off courtly intrigue, deceit, and death as the war for the Worldscape wages on! Co-starring John Carter, Red Sonja, Fantomah, and more! Written by Pathfinder publisher Erik Mona (Pathfinder: Hollow Mountain), with art from Jonathan Lau (Red Sonja and Cub). Contains a Pathfinder RPG rules appendix and a bonus pull-out poster map!

### The Spellweaver Base Class Deluxe

Adventure like never before with the Pathfinder Roleplaying Game Advanced Class Guide! Explore new heights of heroism with 10 new base classes, each with 20 levels of amazing abilities. Incredible powers also await existing characters, with more than a hundred new archetypes and class options. Prepare characters for their most legendary adventure ever with massive selections of never-before-seen spells, magic items, and more! The Pathfinder Roleplaying Game Advanced Class Guide is a must-have companion volume to the Pathfinder Roleplaying Game Core Rulebook. This imaginative tabletop game builds upon more than 15 years of system development and an open playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. Pathfinder RPG Advanced Class Guide includes: \* Ten new base classes--the magic-twisting arcanist, the ferocious bloodrager, the cunning investigator, the daring swashbuckler, the formidable warpriest, and others. \* Variant class abilities and thematic archetypes for all 29 base classes, such as the counterfeit mage and the mutagenic mauler. \* Nearly a hundred new feats for characters of all classes, including style feats, teamwork feats like Coordinated Shot, and more. \* Hundreds of new spells and magic items, such as feast on fear and skullcrusher gauntlets. \* An entire armory of amazing equipment, from vital new adventuring gear to deadly alchemical weapons. \* and much, much more!

### Legendary Hybrids

Death Stalks the Shadows! Legendary Hybrids: Kinetic Shinobi is the latest volume in our series of class-focused player supplements, introducing a new series of hybrid classes like those in the Pathfinder Roleplaying Game Advanced Class Guide that blend the core elements of two different base classes into a unique synergy all their own. The Kinetic Shinobi brings you a 20-level hybrid class that combines the mastery of mystic and martial arts, bringing together the energy-channeling kineticist and the shadow-stepping ninja. Wielding power and might with the power of the mind, from base matter of the elements to the unknowable depths of the void, the kinetic shinobi is an agile and

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athletic adversary, flitting and fighting from every direction with hand and blade while gathering in her power to unleash upon every enemy, then disappearing into the shadows leaving silent destruction in her wake. The Legendary Heroes series from Legendary Games brings you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, spells, magic items, prestige classes, and more specifically tailored to enrich your play experience with that class in exciting and innovative ways. The all-star team of designers here at Legendary Games is committed to bringing you-the busy GM or player-the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play. Grab this 32-page new Pathfinder 20-level character class supplement and Make Your Game Legendary!

## Pathfinder: Worldscape #4 (of 6)

Hot Lead and Cold Hexes! Legendary Hybrids: Deadeye Hexer is the latest volume in our series of class-focused player supplements, introducing a new series of hybrid classes like those in the Pathfinder Roleplaying Game Advanced Class Guide that blend the core elements of two different base classes into a unique synergy all their own. The deadeye hexer brings you a 20-level hybrid class that combines the mysterious magical arts of witchcraft with a gunslinger's fearsome focus on firearms. A lethal loner with a fell reputation, a deadeye hexer's merest glance causes enemies to quail before him as he hurls hot lead and harrowing hexes with equal authority. Where witches commune with the spirits through the natural world, a deadeye hexer's silent companion is his steely peacemaker. Through it he hears the cold and brutal whispers of an uncaring universe that unfold to him the harsh truths of fate and grant him the power to bring final judgment to whomever lands in his sights. Grab this 28-page new Pathfinder 20-level character class supplement and Make Your Game Legendary!

## Arcforge

## Ice Kingdoms Campaign Setting

## Die letzte Reise der Ghazali

## Pathfinder: Hollow Mountain #5

## Readers' Guide to Periodical Literature

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!

## Pathfinder: Hollow Mountain #4

This version is for distribution. The Spellweaver presents an alternate, skill-based magic system that transforms arcane magic into something more than just level climbing. Includes: - Instructions for integrating spellweaving into your game - Spellweaver Base Class & 4 Archetypes - 4 Prestige Classes: the Battle Weaver, Cartomancer, Fated, and Weave Dancer - 30+ new feats concerning this new magic system and notes on how existing feats relate to Spellweaving - A new race of natural spellweavers, the spider-like Ardekh - A new, Spellweaving-based goddess, a new cleric domain, new spells, and new magic items related to Spellweaving - 5 new creatures, a new hazard, the Weave creature subtype, and a new creature template - Rules for lands where the Weave acts abnormally - All PSSRD spells converted to Spellweaving DC to save you time

## Education Book Guide

Legendary Alchemists is the latest volume in our series of class-focused player supplements, this time focusing on the most versatile and unique class in the game; the experimental alchemists! This base class, introduced in the Pathfinder Roleplaying Game Advanced Player's Guide, was a class designed to focus on explosives, self-experimentation, and a new and unique form of spellcasting through extracts. Legendary Alchemists expands even further on those concepts with a full redesign of amazing and unique customizations to allow players to fully explore their preferred area of super science. In addition, over 80 new discoveries spread across 3 unique alchemical disciplines allow characters incredible variety to create their perfect mad scientist. With over a dozen new archetypes including the martially inclined combat scientist to the bestial beastborn shifter, along with the endlessly inventive technical chymist, the psychically imbued esoterist, and the necromantic master reanimator, there's no shortage of ways to build this impossibly versatile class! Check out this fantastic class supplement for the Pathfinder Roleplaying Game today and Make Your Game Legendary!

## A Guide to the Evaluation of Educational Experiences in the Armed Services

# File Type PDF Pathfinder Advanced Class Guide

Legendary Swashbucklers is a fantastic supplement for the most flamboyant fighters in the game, the dashing and dauntless swashbuckler. This new hybrid class, introduced in the Pathfinder Roleplaying Game Advanced Class Guide, was an evolutionary step in the idea of the light fighter who uses wits as well as weapons and style and speed over strength, and this book takes it to a whole new level with a redesigned legendary swashbuckler class, over a dozen swashbuckler archetypes (including variants of existing archetypes as well as brand-new ones like the tumbler and gallivant). Swashbucklers can add further depth and panache to their origins and abilities by adding personages that open up a whole new suite of skills, from the braggart and daredevil to the madcap and the masked phantom and more! The dervish darter prestige class lets all kinds of characters in on the fun, and an assortment of flashy and fabulous magic items will help outfit your mysterious marauder or audacious avenger ready to take on the world with a smile as bright as your blades. The Legendary Heroes series from Legendary Games brings you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, spells, magic items, prestige classes, and more specifically tailored to enrich your play experience with that class in exciting and innovative ways. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play. Pick up this 44-page supplement by Alex Augunas and Jason Nelson today and Make Your Game Legendary!

## Legendary Hybrids

## Cyborgs

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 Barbarian Half-Elf Bard Half-Elf Champion Half-Elf Cleric Half-Elf Druid Half-Elf Fighter Half-Elf Investigator Half-Elf Monk Half-Elf Oracle Half-Elf Ranger Half-Elf Rogue Half-Elf Sorcerer Half-Elf Swashbuckler Half-Elf Witch Half-Elf Wizard Half-Orc Alchemist Half-Orc Barbarian Half-Orc Bard Half-Orc Champion Half-Orc Cleric Half-Orc Druid Half-Orc Fighter Half-Orc Investigator Half-Orc Monk Half-Orc Oracle Half-Orc Ranger Half-Orc Rogue Half-Orc Sorcerer Half-Orc Swashbuckler Half-Orc Witch Half-Orc Wizard Halfling Alchemist Halfling Barbarian Halfling Bard Halfling Cleric Halfling Druid Halfling Fighter Halfling Investigator Halfling Monk Halfling Oracle Halfling Ranger Halfling Rogue Halfling Sorcerer Halfling Swashbuckler Halfling Witch Halfling Wizard Hobgoblin Alchemist Hobgoblin Fighter Hobgoblin Witch Human Alchemist Human Alchemist Human Alchemist Human Barbarian Human Barbarian Human Barbarian Human Bard Human Bard Human Champion Human Champion Human Champion Human Cleric Human Cleric Human Druid Human Druid Human Fighter Human Fighter Human Investigator Human Investigator Human Monk Human Monk Human Monk Human Oracle Human Oracle Human Ranger Human Ranger Human Ranger Human Rogue Human Rogue Human Sorcerer Human Sorcerer Human Swashbuckler Human Swashbuckler Human Witch Human Witch Human Wizard Human Wizard Kobold Alchemist Kobold Cleric Kobold Ranger Kobold Rogue Kobold Sorcerer Leshy Druid Leshy Monk Leshy Ranger Leshy Rogue Lizardfolk Cleric Lizardfolk Fighter Lizardfolk Ranger Lizardfolk Rogue Orc Alchemist Orc Barbarian Orc Fighter Orc Oracle Orc Ranger Orc Ranger Alchemist Ratfolk Bard Ratfolk Cleric Ratfolk Investigator Ratfolk Wizard Tengu Bard Tengu Oracle Tengu Rogue Tengu Wizard Tiefling Cleric Tiefling Fighter Tiefling Monk Tiefling Sorcerer Tiefling Witch Archetypes Catfolk Dual-Weapon Disciple Dwarf Sentinel Elf Eldritch Archer Elf Herbalist Elf Shadowdancer Gnome Linguist Gnome Loremaster Goblin Scrounger Half-Elf Acrobat Half-Elf Celebrity Half-Orc Assassin Half-Orc Gladiator Halfling Familiar Master Human Archaeologist Human Archer Human Bastion Human Beastmaster Human Blessed One Human Bounty Hunter Human Cavalier Human Cavalier (Mounted) Human Dandy Human Dragon Disciple Human Duelist Human Horizon Walker Human Marshal Human Martial Artist Human Medic Human Poisoner Human Ritualist Human Scout Human Scroll Trickster Human Vigilante Human Vigilante (Social) Human Viking

## Pathfinder Player Character Pawn Collection

Musaicum Books presents to you this carefully created collection of James Fenimore Cooper's renowned western classics, sea tales and historical novels. This ebook has been designed and formatted to the highest digital standards and adjusted for readability on all devices. Content: Leatherstocking Tales: The Deerslayer The Last of the Mohicans The Pathfinder The Pioneers The Prairie The Littlepage Manuscripts: Satanstoe The Chainbearer The Redskins The Adventures of Miles Wallingford: Afloat and Ashore Miles Wallingford Other Novels: Precaution The Spy The Pilot The Red Rover The Wept of Wish-ton-Wish The Water-Witch The Bravo The Headsman The Monikins Homeward Bound Home as Found Mercedes of Castile The Two Admirals The Wing-and-Wing Autobiography of a Pocket-Handkerchief Wyandotté The Crater Jack Tier The Oak Openings The Sea Lions James Fenimore Cooper (1789-1851) was a prolific and popular American writer of the early 19th century. His historical romances of frontier and Indian life in the early American days created a unique form of American literature. Before embarking on his career as a writer, Cooper served in the U.S. Navy as a Midshipman, which greatly influenced many of his novels and other writings. The novel that launched his career was The Spy, a tale about counterespionage set during the Revolutionary War. He also wrote numerous sea stories, and his best-known works are five historical novels of the frontier period known as the Leatherstocking

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Tales. Among his most famous works is the Romantic novel *The Last of the Mohicans*, often regarded as his masterpiece.

## Roleplaying Game

Separated from their allies, Ezren the wizard and Seoni the sorceress face off against rune giants, monstrous spiders, and the deadly dangers of Hollow Mountain's amassing armies of wrath! Elsewhere in the massive dungeon, Kyra the cleric, Merisiel the rogue, and Valeros the fighter have an audience with the insidious Sinspawn King! Hollow Mountain grows deeper and darker in a tale written by Pathfinder publisher Erik Mona (*Pathfinder Origins*) and with art from rising star Tom Garcia (*Mercy Thompson*). Contains pull-out poster map and official Pathfinder RPG bonus encounter!

## Book of Heroic Races

## The M.V. Story

## Pathfinder Roleplaying Game: Advanced Class Guide Pocket Edition

## Workers of the World and Oppressed Peoples, Unite!

## Mythic Magic

This carefully crafted ebook: "JAMES FENIMORE COOPER II Ultimate Collection: 30+ Adventure Novels, Western Classics & Sea Tales; Including Travel Sketches, Historical Writings and Biographies (Illustrated)" is formatted for your eReader with a functional and detailed table of contents: *Leatherstocking Tales: The Deerslayer The Last of the Mohicans The Pathfinder The Pioneers The Prairie The Littlepage Manuscripts: Satanstoe The Chainbearer The Redskins The Adventures of Miles Wallingford: Afloat and Ashore Miles Wallingford Other Novels: Precaution The Spy The Pilot The Red Rover The Wept of Wish-ton-Wish The Water-Witch The Bravo The Headsman The Monikins Homeward Bound Home as Found Mercedes of Castile The Two Admirals The Wing-and-Wing Autobiography of a Pocket-Handkerchief Wyandotté The Crater Jack Tier The Oak Openings The Sea Lions Short Stories: Tales for Fifteen Imagination Heart The Lake Gun Travel Sketches: A Residence in France Excursion up the Rhine Second Visit to Switzerland Recollections of Europe Other Works: Ned Myers: A Life before the Mast New York: The Towns of Manhattan The Chronicles of Cooperstown Eclipse Criticism and Biographies: Fenimore Cooper's Literary Offences by Mark Twain James Fenimore Cooper by Thomas R. Lounsbury James Fenimore Cooper by Mary E. Phillips James Fenimore Cooper (1789-1851) was a prolific and popular American writer of the early 19th century. His historical romances of frontier and Indian life in the early American days created a unique form of American literature. Before embarking on his career as a writer, Cooper served in the U.S. Navy, which greatly influenced many of his novels. The novel that launched his career was *The Spy*, tale of espionage in Revolutionary War. He also wrote numerous sea stories, and his best-known works are five historical novels of the frontier period known as the *Leatherstocking Tales*. Among his most famous works is the Romantic novel *The Last of the Mohicans*.*

## Legendary Hybrids

The Adequate Commoner for the Pathfinder RPG is meant for distribution channels and presents a new perspective on what is probably the most overlooked character in any game: the Commoner NPC class. Now commoners can be more than just faces in a crowd and cannon fodder. They can be the player characters! Includes the Gear Commoner or Mythic Commoner, as well as commoner jobs, New Commoner Feats and Traits, equipment, weapons, improvised traps, and more! Rounding out such goodies are tactics and suggestions for running a commoner character game, as well as *Cooks' Day Out*, a beginning adventure for commoner characters just hoping to survive the day. and there's more yet! So, if you're bored with the exceptional and fed-up with the extraordinary, how about giving the mundane a try? We promise, your commoners will never seem common again.

## Directory of Publishing 2010

Explore new and uncharted depths of roleplaying with the Pathfinder RPG Advanced Player's Guide! Empower your existing characters with expanded rules for all 11 Pathfinder Roleplaying Game core classes and seven core races, or build a new one from the ground up with one of six brand-new, 20-level base classes. Whether you're designing your own monstrous helpers as an enigmatic summoner, brewing up trouble with a grimy urban alchemist, or simply teaching an old rogue a new trick, this book has everything you need to make your heroes more heroic. The Pathfinder RPG Advanced Player's Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. The 336-page Pathfinder RPG Advanced Player's Guide includes: \* Six new base classes: the monster-hunting inquisitor, the explosive alchemist, the noble cavalier, the prophecy-haunted oracle, the monster-crafting summoner, and the hex-weaving witch \* More than a hundred innovative new feats and combat abilities for characters of all classes, including *Steal*, *Point-Blank Master*, and *Bouncing Spell* \* Variant class abilities, rules subsystems, and thematic archetypes for all 11 core classes, such as the antipaladin, the hungry ghost monk, and the urban ranger \* Hundreds of new spells and magic items, from phantasmal revenge to the Storm King's Cloud Castle \* A wealth of fantastic equipment, such as fireblast rods and fortune-tellers' cards \* New prestige classes like the Master Chymist and the Battle Herald \* and much, much more!

## Real Easy

*They Could Be Anyone!* *Legendary Hybrids: Skinchanger* is the latest volume in our series of class-focused player supplements, introducing a new series of hybrid classes like those in the Pathfinder Roleplaying Game Advanced Class Guide that blend the core elements of two different base classes into a unique synergy all their own. The skinchanger brings you a 20-level hybrid class that combines the druid's shapeshifting with the vigilante's flexibility and brilliantly devious ploys. They can transform into almost any shape and pass as anyone they have studied. Those who survive learning of these secretive operatives struggle endlessly with the fear that anyone they meet, no matter how

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trusted, might be a disguised skinchanger watching for the perfect opportunity to strike. Customize your shapeshifting hero with over 50 brand-new vigilante talents and skinchange options from anonymous persona, flexible grace, and celebrity lookalike to potent powers like metamorphic dodge, colossal form, impossible agility, and reality is unrealistic! Plus get favored class options, unique class feats like Form Finesse and Memorized Personae, and take on an awesome archetype like the shape-blending chimerist, the moon-mad lycanthrope aspirant, or the deadly shape thief! Grab this 33-page class accessory by today and Make Your Game Legendary!

## Legendary Alchemists

This version is for distribution. The Spellweaver presents an alternate, skill-based magic system that transforms arcane magic into something more than just level climbing. Includes: - Instructions for integrating spellweaving into your game - Spellweaver Base Class & 4 Archetypes - 4 Prestige Classes: the Battle Weaver, Cartomancer, Fated, and Weave Dancer - 30+ new feats concerning this new magic system and notes on how existing feats relate to Spellweaving - A new race of natural spellweavers, the spider-like Ardekh - A new, Spellweaving-based goddess, a new cleric domain, new spells, and new magic items related to Spellweaving - 5 new creatures, a new hazard, the Weave creature subtype, and a new creature template - Rules for lands where the Weave acts abnormally - All PSSRD spells converted to Spellweaving DC to save you time

## Adequate Commoner for Pathfinder

More Machine than Man! Blurring the lines between living and machine, cybernetics grasps at the ever-complicated task of retaining humanity in the subject even as she continues to use biomechanics to alter and perfect the mortal form into which she was born. Cybernetics can be applied on a limited basis, and characters of any race or class can potentially benefit from cybertech, as described in the official Pathfinder Roleplaying Game guide to using advanced technology in a campaign. However, this book presents a brand-new class that has devoted its entire existence to selective surgery, myometric manipulation, and an almost obsessive fixation with transhumanoid evolution to become more than nature ever intended: the cyborg. Perfect for crossover campaigns where magic and technology collide, this class offers an integrated system of two dozen cybernetic modifications that combine elements of robotics and nanotechnology to stand on its own while integrating with the standard Pathfinder Roleplaying Game rules. In addition to the base class itself, you'll find rules for pseudomagical tweaks, cybernetic feats, and four new archetypes to expand your cybernetic options: the cybermancer, hunter-killer, mechlancer, and techrager!

## Pathfinder chronicles Kampagnenwelt

The Pathfinder heroes brave the deadly heart of Hollow Mountain, the notorious Gauntlet of Fury! Within they hope to find an ancient runeforge, an arcane font that holds the key to defeating the dungeon's foul Castellan. Yet Hollow Mountain's deadliest defenders guard the magical well, and none who've faced the gauntlet have ever escaped unscathed. The delve into one of Pathfinder's most notorious dungeons takes a deadly turn in this chapter, written by Pathfinder Editor-in-Chief F. Wesley Schneider (Pathfinder Origins) and with art from rising star Tom Garcia (Mercy Thompson)! Contains pull-out poster map and official Pathfinder RPG bonus encounter!

## Adequate Commoner Deluxe for Pathfinder

## The Seattle Times School Guide

## Pathfinder 2 - Geheimnisse der Magie

The Adequate Commoner for the Pathfinder RPG is meant for distribution channels and presents a new perspective on what is probably the most overlooked character in any game: the Commoner NPC class. Now commoners can be more than just faces in a crowd and cannon fodder. They can be the player characters! Includes the Gear Commoner or Mythic Commoner, as well as commoner jobs, New Commoner Feats and Traits, equipment, weapons, improvised traps, and more! Rounding out such goodies are tactics and suggestions for running a commoner character game, as well as Cooks' Day Out, a beginning adventure for commoner characters just hoping to survive the day. and there's more yet! So, if you're bored with the exceptional and fed-up with the extraordinary, how about giving the mundane a try? We promise, your commoners will never seem common again.

## More than a Doll 01

## Legendary Hybrids

## Resources in Education

Find a Path to the Stars! Advanced technology in the Pathfinder Roleplaying Game makes you wonder how it might fit into the Starfinder Roleplaying Game, including new rules from Arcforge: Technology Expanded and Arcforge: Psibertech. While we could have rewritten rules for Bonded Mechs, the Helmsman class, and so on from the ground up for Starfinder, who needs all that work to bridge both systems? The solution: Arcforge: Star\*Path! This amazing book is a guide for everyone who wants to take their favorite things from the Pathfinder Roleplaying Game and bring them into the Starfinder Roleplaying Game, offering more detailed and holistic legacy conversion rules that should enable most anything from the expansive Pathfinder Roleplaying Game universe into the new frontier of sci-fi gaming. What's more, Arcforge: Star\*Path contains extensive rules for taking things back the other way, enabling players and GMs who love the familiar Pathfinder Roleplaying Game rules to enjoy the new classes, weapons, monsters, and more introduced in the Starfinder Roleplaying Game. You'll find tons of rules, notes, and advice for dealing with classes, archetypes, races, gear, and more! Plus, there's a whole section of brand-new options, with nearly 30 feats and class features like solar renewal, Cosmic Variance, and Void Spell, as well as 7 all-new archetypes like the Ace Greaser, Starknight, Uplink Warrior, and Zenith Marine! Whichever your favorite system, Arcforge: Star\*Path provides you a wealth of rules and options for unifying the best parts of each to create countless new characters, stories, and adventures! Grab this fantastic 50-page dual-system accessory today and Make Your Game Legendary! Don't forget to check out the companion volumes - Arcforge: Technology

