

PATHFINDER[®]

ROLEPLAYING GAME[™]

ADVANCED CLASS GUIDE

Sample

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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.

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INTRODUCTION

With every injustice, every dark ambition, and every wicked deed come opportunities for exceptional individuals to distinguish themselves. Though the masks of evil are countless, just as innumerable are the faces of heroism. Whether they act with a marksman's precision, a detective's wit, a crusader's righteousness, or an assassin's resoluteness, heroes aren't marked by their tools and talents, but rather by their deeds and convictions. Such distinctive, driven individuals are the main characters of countless Pathfinder Roleplaying Game adventures.

In keeping with the Pathfinder RPG's pedigree of variety and versatility, the *Pathfinder RPG Advanced Class Guide* further explores what it means to be a hero. Roleplaying games and fantasy fiction are rife with diverse characters, and the desire to try everything and the ambition to excel beyond the norm inspired many of the new classes and options in this collection. To that end, the *Advanced Class Guide* opens up a library of new possibilities, helping players of all tastes define their perfect heroes.

NAVIGATING THIS BOOK

The organization of this book parallels that of the *Pathfinder RPG Core Rulebook* and the *Pathfinder RPG Advanced Player's Guide*. Each chapter is made up of similar themes and rules content.

Chapter 1—Classes: The heart of the *Advanced Class Guide*, this chapter presents 10 new character classes—classic fantasy concepts that inform the new options introduced throughout the book. The new hybrid classes merge core ideas and abilities from existing character classes with a cornucopia of new powers. The result is the largest collection of classes to enter the Pathfinder RPG since the *Core Rulebook*. The new classes are as follows.

Arcanist: A melding of sorcerer and wizard, the arcanist is an arcane tinkerer and spell-twister, reshaping magic to her whims. Players who like options and variety in their spellcasting should consider this class.

Bloodrager: Blending the wrath of the barbarian with the innate magic of the sorcerer, the bloodrager taps into

his rage to create brutal magical effects. Players who enjoy eldritch savagery and want their magic to support them in combat should consider this class.

Brawler: Unifying two of the game's greatest pugilists, the fighter and the monk, the brawler foregoes mysticism and spiritual training to focus on raw physical mastery. Players who want to take on their opponents in fierce hand-to-hand combat should consider this class.

Hunter: Combining the natural skills and animal mastery of the druid and the ranger, the hunter teams up with a devoted animal ally to confront the enemies of the wilds. Players who want an animal companion to be their character's main feature should consider this class.

Investigator: Mixing the alchemist's arcane insight with the shrewdness of the rogue, the investigator uses his knowledge and a wide range of talents to overcome any challenge. Players who enjoy clever characters who are always prepared should consider this class.

Shaman: The occult mysteries of the oracle and the witch combine in the shaman, an enigmatic spirit-speaker who calls upon powers from beyond. Players who seek new routes to eerie divine powers should consider this class.

Skald: The skald blends the passion and relentlessness of the barbarian with the voice of the bard, inspiring his fellows from the front lines. Players who want to both fight alongside allies in battle and bolster their might should consider this class.

Slayer: Deft stalkers of the most dangerous prey, slayers merge the ranger's combat training with the rogue's crippling attacks. Players who seek to deal death from the shadows should consider this class.

Swashbuckler: Bringing together the martial mastery of the fighter and the style of the gunslinger, the swashbuckler uses fast weapons and bewildering melee skills to lay her opponents low. Players who enjoy quick, daring combatants should consider this class.

Warpriest: Adding the fighter's physical might to the force of the cleric's convictions, the warpriest strikes against enemies of his faith. Players who want to play a battle-hardened divine champion should consider this class.

The chapter concludes with new favored class options available to the races in the *Core Rulebook*, with benefits they can gain when they take a level in one of these classes.

Chapter 2—Archetypes and Class Options: Unlock new powers for your character with dozens of new archetypes and character tools. Along with archetypes for every base class from the *Core Rulebook*, the *Advanced Player's Guide*, *Pathfinder RPG Ultimate Magic*, and *Pathfinder RPG Ultimate Combat*, all 10 new classes from Chapter 1 receive full suites of alternate class abilities. New alchemist discoveries, cavalier orders, magus arcana, and other recognizable options pepper this chapter, but the new classes in Chapter 1 also open the door for new concepts to explore.

Aside from rage powers that work equally well for both barbarians and skalds, and a new combat style inspired by the slayer's potential expertise with thrown weapons, gunslingers and swashbucklers can now supplement their stylish fighting with dares. Dares are similar to deeds, except they become active when a character runs out of grit or panache, opening up new ways to play for combatants who live on the edge!

Chapter 3—Feats: Dozens of feats fill this chapter, expanding characters' options for general feats, but also for combat feats, style feats, and teamwork feats. Panache feats, which tie into the new swashbuckler class, also make their debut. Fight with flair using all the skill and finesse of the swordmaster's art!

Chapter 4—Spells: This collection contains new spells for every spellcasting class in the game, including additional selections for the bloodrager and the shaman. Shatter magic in your opponent's mind with *spellcrash*, escape your enemies with *fairy ring retreat*, or flense foes with the terrifying *whip of spiders*!

Chapter 5—Gear and Magic Items: Divided into two sections of vital new adventuring aids, this chapter begins with new nonmagical adventuring gear, including a selection of equipment and a range of alchemical remedies, tools, and weapons. The second, larger section presents a host of new magic items, including weapons, armor, rings, rods, staves, and wondrous items. Many of these new items supplement and enhance the abilities of the classes in this book, but adventurers of all stripes are sure to find something to crave.

Chapter 6—Designing Classes: The *Core Rulebook* gives you details on creating new characters, NPCs, magic items, and more. The *Pathfinder RPG Bestiary* offers an overview of designing new monsters, and *Ultimate Magic* gives you a crash course on writing and balancing new spells. Now, at long last, this chapter presents tips and tricks for the most challenging game design space in the Pathfinder Roleplaying Game: the creation of new classes.

Character classes are among the most expansive, involved, and delicate RPG rules elements to design, with the potential to significantly impact your players' game enjoyment—for better or worse. The design philosophies and considerations offered in this chapter apply to more than just the core classes, though: this discussion also covers how to manipulate existing classes to create imaginative new archetypes, as well as how to tailor classes toward specific flavorful or mechanical ends with your own original prestige classes. Don't feel like waiting for Pathfinder's designers to create the class of your dreams? Get out there and make your own! Note that while players shouldn't feel like this chapter is off-limits, they should always check with their GMs before creating and using a class of their own design.



1 CLASSES