

Pathfinder Player Companion Masters Handbook

This fourth novel in Cooper's Leatherstocking series recounts Natty Bumppo's courtship of a young woman against the backdrop of the French and Indian War.

A Companion to World War II brings together a series of fresh academic perspectives on World War II, exploring the multicultural, social, and political contexts of the war. Essay topics range from American anti-Semitism to the experiences of French-African soldiers, providing nearly 60 new contributions to the genre arranged across two comprehensive volumes. A collection of original historiographic essays that include cutting-edge research Analyzes the roles of neutral nations during the war Examines the war from the bottom up through the experiences of different social classes Covers the causes, key battles, and consequences of the war Provides more than 1400 entries covering the social, cultural, intellectual, artistic, and religious trends of the United States over the past three hundred years.

The race is on to discover the lost treasures of ancient Osirion, seat of the Pharaohs of antiquity. Scoundrels, archaeologists, Pathfinders, and foreigners scour the sand-choked pyramids and temples of this once mighty kingdom. Pathfinder Companion: Osirion, Land of Pharaohs provides a comprehensive overview of Osirion from its star-crossed ancient history, to its treacherous modern politics. A complete gazetteer of the nation's teeming, monument-laden capital of Sothis provides a great resource for player characters from-and for Game Masters running campaigns set in-the pulp-inspired nation of Osirion. Pathfinder Companion is an invaluable resource for players and Game Masters. Each 32-page bimonthly installment explores a major theme in the Pathfinder Chronicles campaign setting, with expanded regional gazetteers, new player character options, and organizational overviews to help players flesh out their character backgrounds and to provide Game Masters with new sources for campaign intrigue that can be shared with players.

Being proficient with a weapon is a good start, but you can become a true artist of combat with the secrets of the Pathfinder Player Companion: Weapon Master's Handbook! Within the volume's pages are the benefits of studying at the great schools of war, details on fighting techniques honed over centuries of gladiatorial combat, and rules for learning several divine fighting techniques. Also featuring new feats, magic items, archetypes, and expanded options for the stamina and combat trick rules first presented in Pathfinder RPG: Pathfinder Unchained, this player-friendly volume contains everything you need to become a master with any conceivable weapon!"

Magic is irrefutably powerful, but not always entirely reliable. In quarters of the Pathfinder world, like the spell-scarred Mana Wastes, invention supplants magic with its potential for wonders. With Pathfinder Player Companion: People of the Wastes you'll discover new technological innovations, from guns and explosives to dwarven gadgets and the state-of-the-art marvels of the gun-smithing city of Alkenstar. New archetypes, feats, traits, and other character options also unlock new levels of expertise in marksmanship, but also methods of tapping into unpredictable surges of magical might. A whole frontier of danger and invention is yours to claim, if you can survive the wastes.

In the right setting, a single scathing word can prove deadlier than a poisoned dagger. Behind the scenes of heroic battles and magical realms lies a seething underbelly of danger and deception. This world of intrigue holds endless possibilities for adventure, as heroes duel with words instead of steel, plot daring heists, and engage in battles of wits against relentless nemeses. A high-stakes game of shadows and secrets is yours to master--if you have the wits! Whether the heroes are taming the blood-soaked back alleys of their favorite metropolis or jockeying for the queen's favor alongside highborn nobles, Pathfinder RPG Ultimate Intrigue is an invaluable companion 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 a new era. Pathfinder RPG Ultimate Intrigue includes: * The vigilante, a new character class that lives two lives--that of an unassuming member of the community, and a cloaked crusader with his own agenda! * New archetypes for alchemists, bards, druids, hunters, inquisitors, investigators, mesmerists, rangers, rogues, slayers, spiritualists, and more! * New feats and magic items for characters of all sorts, granting mastery of street-smart combat, impenetrable disguises, and misdirection. * Dozens of spells to manipulate tense social settings, whether to reveal adversaries' secrets or hide the truth. * A complete system of influence, providing new goals and rewards to challenge players and link their fortunes to nonplayer characters and organizations. * Systems and advice to help Game Masters introduce a variety of new encounters into their games--daring heists, extended pursuits, and tense searches for buried secrets. * Rules for social combat and verbal duels, allowing characters to use words as weapons to sway hearts and humiliate foes. * ... and much, much more!

This comprehensive 640-page guide to the Pathfinder roleplaying game provides everything you need to set out on a world of limitless fantasy adventure! Choose from ancestries like elf, human, and goblin and classes like alchemist, fighter, and sorcerer to create a hero of your own design destined to become a legend! Based on more than 20 years of active development and playtest feedback from more than 125,000 gamers, the new Pathfinder rules are easy to learn and exciting to master! This indispensable volume contains all rules for players and Game Masters, and is your first step on a heroic new journey! The Pathfinder Core Rulebook includes: * More than 600 pages of game rules, advice, character options, treasure, and more for players and Game Masters! * Six heroic player character ancestries, including elf, dwarf, gnome, goblin, halfling, and human, with variant heritages for half-elf and half-orc! * More than 30 backgrounds like bartender, soldier, or apprentice to further immerse yourself in your hero's backstory! * Twelve character classes, including the alchemist, barbarian, bard, champion, cleric, druid, fighter, monk, ranger, rogue, sorcerer, and wizard! * Hundreds and hundreds of spells, class feats, and other exciting abilities to help you customize your character to become the hero YOU envision them to be! * Streamlined and revised rules to help ease new players into the game while providing the depth of character options and tactical interest that have defined Pathfinder from the beginning!

Natty Bumpo's adventures are exciting and realistic.

It's happened to every Game Master. You spend hours setting up the perfect encounter, your players are out for blood, the swords are drawn--and then you realize that you've forgotten to build statistics for the enemy characters. Or perhaps your players go left when you expect them to go right, leaving you without any encounters prepared. Such problems are a thing of the past with the NPC Codex. Inside this tome, you'll find hundreds of ready-made stat blocks for nonplayer characters of every level, from a lowly forest poacher to the most majestic knight or ancient spellcaster. Whether you're planning out future adventures or throwing together encounters right at the table, this book does the work so you can focus on playing the game. Pathfinder RPG NPC Codex is a must-have companion volume to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary. This imaginative tabletop game builds on more than 10 years

of system development and open playtests 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 320-page Pathfinder RPG NPC Codex includes: * Statistics for more than 300 characters, including at least one for every level of every class in the Pathfinder RPG Core Rulebook. * Tactical suggestions for every character, ensuring that you get the most out of each individual's gear and abilities in a fight. * Tons of flavorful names and backgrounds to give characters personality, plus ideas for using them in both combat and roleplaying situations. * Statistics for characters with lower-powered NPC classes to help populate your world with ordinary people, as well as characters with specialized prestige classes. * Animal companion statistics for druids and rangers, from level 1 through level 20. * Multiple versions of each Pathfinder iconic character, perfect for pregenerated player characters. * Encounter groups for conveniently crafting battles on the fly. * ... and much, much more!

Elemental Masters Handbook Pathfinder Player Companion Armor Master's Handbook Paizo, Incorporated

Do You Love RPG's or Know Someone Who Does? This new, 120 page, beautiful journal is perfect for role-playing gamers, you can easily add: notes, tracking, mapping, terrain plans, treasure locations and all of your RPG adventures. Use the "Look Inside" feature on your computer to see exactly what the interior looks like. Awesome Features: beautiful custom design on each page 1 dedicated page for your name and caste 1 dedicated page for general information about game world 105 beautifully designed pages of college ruled paper 10 dotted graph paper pages for maps and game world drawings Book size: 7.5" x 9.25" Glossy finish cover Every epic RPG gaming adventure needs a journal like this. Perfect For: Birthday Gift Christmas Present Stocking Stuffer Or make someone happy If you love role-playing games like Dungeons and Dragons, Pathfinder, Computer RPG Games or know someone who does then Buy a Copy Right NOW!

Spaceships and Politics: The Political Theory of Rod Serling examines the political themes in The Twilight Zone. In this unique show, Rod Serling used fantasy and the supernatural to explore political ideas such as capital punishment, the individual and the state, war, conformity, the state of nature, prejudice, and alienation. He used aliens and machines to understand human nature. This book looks at Serling's mechanistic view of the world and emphasis on fear through Hobbesian themes like diffidence and automata.

We Are the Pathfinders Strong is the story of the men and women who dedicated themselves to the church's young people, and the young people who joined them in this exciting program. Around the world Adventist young people learn new skills and participate in fascinating activities, whether it be camping in the snow, exploring caves, witnessing to others, or serving as volunteers in humanitarian or civic outreaches. Whether you are a Pathfinder today, were many years ago, or would like to be... you? It finds this book captures the joy and excitement of being a Pathfinder.

The most experienced combatants know the best offense is a good defense! And the best defense is one that uses armor to the best possible effect with the secrets inside Pathfinder Player Companion: Armor Master's Handbook! From

shield style feats and advanced armor mastery to ways to use the weight and bulk of armor to your advantage, this guide to heavily-armored heroics has new options for every iron-clad character. In addition to class options and abilities, this Player Companion also includes dozens of new magic armor options covering all types of armor and shields, as well as combat tricks and a stamina system sure to see you through nearly any scrap unscathed."

The Mythic Spell Compendium brings you over 2000 mythic spells for your Pathfinder campaign! This book is an encyclopedic tome of magic, a comprehensive compilation of mythic versions for EVERY spell in the Pathfinder core rules and MORE! These spells are not just an exercise in bigger numbers (though you'll find those here as well), but bring new and exciting dynamic and even cinematic options to your spellcasting character, many with augmentable variations to expand their power to an even grander scale. There are earth-shaking magics here, alongside inventive and occasionally amusing uses for lower-level magics; everything from the humblest of cantrips to the mightiest of miracles, is covered between these pages. Coupled with the core mythic spells in Pathfinder Roleplaying Game Mythic Adventures, every spellcaster, no matter how obscure their specialty, will find page after page of amazing options. If you are playing Pathfinder with the mythic rules, you need to grab this book. HOWEVER, this book is an amazing resource for you even if you're NOT using the mythic rules! The mythic rules are a terrific toolbox for making magic more mysterious and, even better, more interesting, in a standard Pathfinder campaign. From ancient cultures to secret cults, alien races to eldritch secrets, sacrificial sorcery to divine mysteries, all are sources from which the forgotten or forbidden lore of mythic magic could spring to new life in your Pathfinder campaign. The Mythic Spell Compendium includes over 2000 mythic spells, including every spell from the Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Advanced Player's Guide, Pathfinder Roleplaying Game Advanced Race Guide, Pathfinder Roleplaying Game Ultimate Combat, and Pathfinder Roleplaying Game Ultimate Magic, as well as hundreds more spells from official Pathfinder products designed for the campaign setting and companion books. If it was not already published in Pathfinder Roleplaying Game Mythic Adventures, you'll find it here. All of them. It also includes hundreds more spells from some of the leading 3rd-party publishers for Pathfinder, including over 700 spells from Deep Magic by Kobold Press and over 100 spells from the Gothic Campaign Compendium and other products from Legendary Games. Raise your character to the pinnacle of magical might with Pathfinder Roleplaying Game Ultimate Magic! Within this book, secrets arcane and divine lie ready to burst into life at the hands of all the spellcasting classes in the Pathfinder Roleplaying Game. In addition to the brand-new magus class--a master of both arcane magic and martial prowess--you'll also find a whole new system for spellcasting, rules for spell duels and other magical specialities, and pages upon pages of new spells, feats, and more. Because when it comes to magic, why

settle for less than absolute power? Pathfinder Roleplaying Game Ultimate Magic is a must-have companion volume to the Pathfinder Roleplaying Game Core Rulebook. This imaginative tabletop game builds on 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. Pathfinder Roleplaying Game Ultimate Magic includes: * The magus, a new base class combining deadly arcane magic with the skills and weapons of a trained warrior. * Words of power, an innovative and flexible new spellcasting system. * New options for dedicated casters, such as alchemist discoveries, alternative uses for channeled energy, druid companions, sorcerer bloodlines, eidolon abilities, witch hexes, and oracle mysteries. * Additional feats and magical abilities for martially oriented casters, including monk ki tricks, inquisitor archetypes, and ranger traps. * New magical conditions called spellblights, as well as systems for crafting constructs, binding outsiders, and spell-dueling. * More than 100 new spells, plus detailed guidelines for designing your own. * ... and much, much more!

For many tabletop RPG players, the joy of an in-depth game is that anything can happen. Typical adventure modules include a map of the adventure's primary location, but every other location?whether it's a woodland clearing, a random apothecary or the depths of a temple players elect to explore?has to be improvised on the fly by the Game Master. As every GM knows, no matter how many story hooks, maps or NPCs you painstakingly create during session prep, your best-laid plans are often foiled by your players' whims, extreme skill check successes (or critical fails) or their playful refusal to stay on task. In a game packed with infinite possibilities, what are GMs supposed to do when their players choose those for which they're not prepared? The Game Master's Book of Random Encounters provides an unbeatable solution. This massive tome is divided into location categories, each of which can stand alone as a small stop as part of a larger campaign. As an example, the "Taverns, Inns, Shops & Guild Halls" section includes maps for 19 unique spaces, as well as multiple encounter tables designed to help GMs fill in the sights, sounds, smells and proprietors of a given location, allowing for each location in the book to be augmented and populated on the fly while still ensuring memorable moments for all your players. Each map is presented at scale on grid, enabling GMs to determine exactly where all of the characters are in relation to one another and anyone (or anything) else in the space, critical information should any combat or other movement-based action occur. Perhaps more useful than its nearly 100 maps, the book's one-shot generator features all the story hooks necessary for GMs to use these maps as part of an interconnected and contained adventure. Featuring eight unique campaign drivers that lead players through several of the book's provided maps, the random tables associated with each stage in the adventure allow for nearly three million different outcomes, making The Game Master's Book of Random Encounters an incredible investment for any would-be GM. The

lycanthropic curse or you were born with the ability to change into a more animalistic form, this book is the ultimate guide to turning your primal affliction into a unique advantage. Harness the power of animals as a skinwalker - an all-new race of bestial humanoids who can trace their ancestry to lycanthropes. Distinct heritages for each kind of lycanthrope ensure that your skinwalker stands out from the rest of the pack, and new archetypes, feats, spells, and magic items allow players of any race to take control of their inner animal. No matter what type of beast dwells within, Pathfinder Player Companion: Blood of the Moon has all the tools you'll need to wield tooth and claw beside sword and steel.

Learn the lore behind the mysterious harrow deck and master its secrets to perform remarkable divinations, conduct eerie auguries, and make mind-boggling predictions with the Harrow Handbook. New ways to perform harrow readings and a slew of new character options breathe new life into your game by allowing you to foretell the future and command the course of destiny.

Symbolic interactionism has a long history in sociology, social psychology, and related social sciences. In this volume, the editors and contributors explain its history, major theoretical tenets and concepts, methods of doing symbolic interactionist work, and its uses and findings in a host of substantive research areas.

It's a truism that knowledge is power, and the ability to get knowledge others wish to keep secret is an even greater form of power. That power can be yours with the secrets in Pathfinder Player Companion: Spymaster's Handbook. Discover the dark backgrounds of those who grow to be masters of espionage. Learn how dangerous ploys, concealed loyalties, and information dealing can change the outcome of an encounter. Read about the ultimate secret-keepers, the vigilantes of the Inner Sea, and new character options including espionage-themed spells, organizations, and magic items!"

Put the power of wondrous concoctions and daring alchemical innovations to work for you with dozens of new types of alchemical gear, weapons, poisons, and more in this comprehensive guide to adventuring gear inspired by the alchemical arts. Learn the secrets of the alchemists of Thuvia, the poison masters of Daggermark, daring Darklands apothecaries, and more. You don't have to be a wizard to sling fire or a cleric to heal the sick. Put the secrets of science to work for you with the Alchemy Manual!

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