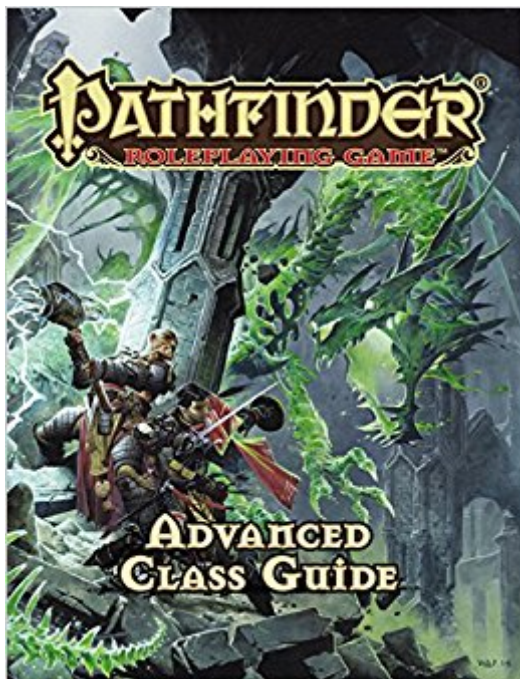


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Pathfinder RPG: Advanced Class Guide (Pathfinder Adventure Path)



Synopsis

Time to roll up a new character! Pathfinder Roleplaying Game: Advanced Class Guide gives you 10 brand-new classes to play, each offering new opportunities and exciting new abilities. Will you take on the role of the hunter, stalking your foes alongside a trusted animal friend, or maybe the mysterious shaman, calling upon the spirits to smite your foes and help your allies? Each class in this book is fully supported with a wealth of new rules, from archetypes and feats, to spells and magic items — including tons that work perfectly with the existing Pathfinder RPG classes. The ten new character classes featured are the arcanist, bloodrager, brawler, hunter, investigator, shaman, skald, slayer, swashbuckler, and the warpriest.

Book Information

Series: Pathfinder Adventure Path

Hardcover: 256 pages

Publisher: Paizo Inc.; BRDGM edition (March 21, 2017)

Language: English

ISBN-10: 160125671X

ISBN-13: 978-1601256713

Product Dimensions: 8.6 x 0.7 x 10.9 inches

Shipping Weight: 2 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars 61 customer reviews

Best Sellers Rank: #45,478 in Books (See Top 100 in Books) #13 in Books > Science Fiction & Fantasy > Gaming > Pathfinder #5256 in Books > Teens

Customer Reviews

The new hybrid classes do a good job of hitting the right notes insofar as reaching a balance between the two classes they attempt to combine while also giving that class some unique abilities that make them worthwhile compared to a simple multi-class. Some of the methods of hybridizing classes are quite inspiring, even. Unfortunately, it suffers from some atrocious editing issues throughout and it requires some non-trivial rules knowledge to work out what the intention is supposed to be for several rules. And I don't just mean a few words being misspelled or missing headers (which does happen in this book), but also inconsistency in rules between one ability and the next. For example, one ability in the Investigator class is listed as a move action, but they also possess a talent that claims to reduce the action from a standard action to a swift action (rather than a move action to a swift action). The most telling editing issue is that the book cover says "Adventure

Path" rather than "Roleplaying Game". All-in-all, I recommend waiting for a second print or at least an errata. With fixes to the editing issues this is a solid 4 or a narrow 5. If you're extremely familiar with the rules and you don't play with anyone that insists on reading the rules like a lawyer then you can get away with using the first print just fine. For a reference on some errors in the book, you can look at this forum thread on the publisher's official site:

<http://paizo.com/threads/rzs2rcio&page=1?Advanced-Class-Guide-Potential-Errors>

Overall this book gives a lot of excellent options, and makes certain character concepts much easier to play. Most of the classes are well-constructed and fairly balanced. Specifically, the martial classes have a lot of advantages over their more generic parent classes if you want to play a specific concept. I do find that the classes themselves are somewhat limited in that they fill pretty specific roles, and will have a bit of a problem getting away from that role. However, as these classes are intended to supplement rather than replace the Core Rulebook classes, that is a fairly minor concern. As a player and a DM, this is a pretty useful tool and I would recommend buying it if you play a lot of Pathfinder.

If you have grasped all the basics of the core books and want to try some new class ideas that are unusual this book could be for you. If you are world building from scratch or from a beloved series but you need a class that's not represented yet, you can build a balanced one with the materials. If you're running a campaign with a low number of players, some hybrid classes can fill multiple roles (at reduced effectiveness of the core classes). There are a few new styles and archetypes for existing classes but a bulk of the book is for players looking for something different in their class options. Understanding that it's my opinion that it's not a necessary book but what it sets out to do it does well.

Great supplement to create richer, deeper and more interesting Pathfinder characters.

This book from what I can tell is pretty good. I'm personally not a big fan of investigator since it's fairly similar of inquisitor: now with grit! and I feel that slayer is a little too good but I've never actually seen them played before so take what I say with a grain of salt. A lot of new archetypes, feats, and magic items available for new and old classes. I gave it four stars because the book comes off as unpolished, there are more typos than usual that I've noticed and for some reason they slapped adventure path on the title for no readily apparent reason.

I'm glad I bought this book. The new classes add a lot of interest to the game. I've been having fun with my skald, a hybrid of the barbarian and bard classes - great for role playing just like a bard, but still OK in combat. I haven't played many of the other classes yet, but they all seem to be well thought out and have good balance to them. Like all Paizo books, it's very high quality, with a good binding that stands up to lots of gaming use, and lots of nicely done illustrations. I'm very impressed with the consistent quality of the Paizo books.

For those campaigns who need a little more it brings out the hybrid classes; classes that are a mix of two. Most of the book is devoted to the hybrid classes, but some space is left over to discuss how to make your own hybrid classes yourself. It's a good source book for the Pathfinder RPG system.

So far so good. I really enjoy it.

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