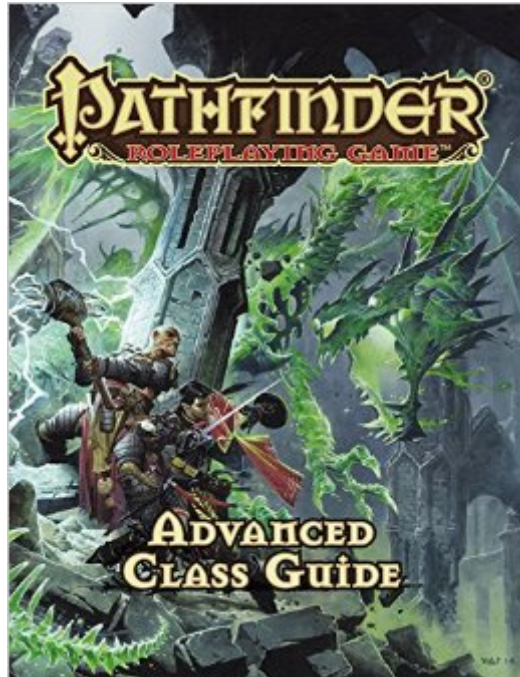


The book was found

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

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Average Customer Review: 4.4 out of 5 stars — See all reviews — (59 customer reviews)

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Customer Reviews

I struggle with this one, I really do. Truthfully, this gets a 3 star rating because I want to rate some parts of it 5 and some parts 1, so we're splitting the difference. If you're new to the Pathfinder Roleplaying Game, I suggest you not start your collection with this book. Aside from deserving the "Advanced" in the title, there are some fairly glaring issues that may create an unfair perception of the quality of work that Paizo puts out. If you're familiar with the game, read on...The bad stuff first—the editing in the book is atrocious. I mean, there's not another word, it's just bad. Starting at the front cover which bears the wrong logo (it says "Adventure Path" instead of "Roleplaying Game" which is, granted, something only a big fan or picky reviewer would probably catch), the book is riddled with errors in spelling, formatting, and proof-reading. There are Blessings (a mechanic for the new warpriest class) that bleed into other blessings because the headers are improperly

formatted, archetypes that trade away the same class features twice, archetypes that reference abilities which don't exist, areas that introduce or reference two different mechanics but use the same name for both, and even the general power and quality of the archetypes themselves varies greatly. The book feels rushed, and a lot of the materials lack the sense of love and investment to be found in the other Pathfinder sourcebooks. Now, you'll recall I mentioned that there was some stuff that made me want to give this 5 stars, so let's talk about that. Several of the new classes are simply superb. The Hunter, Brawler, and Investigator all feel truly inspired and are remarkably well balanced, with a deep breadth of options and possibilities.

This is a rather modest book for the hardcover series, being slightly smaller than all the previous Advanced and Ultimate Guides. What it contains is what you'd expect from a hardcover Pathfinder book: Feats, Spells, Items, and Archetypes. Some of these items are interesting and some are just broken. One example would be the feat, Brawling Style. This feat combines an improved version of Vital Strike with Clustered Shots, and overcomes one of the weaknesses of Flurry of Blows - DR. The highlight of the book, however, is the new classes. 10 'Hybrid' classes were introduced in this book. Each class is a combination of features from two other classes. The Brawler, for example, is the bare-handed abilities of a Monk, combined with the ascetics of the Fighter. From my perspective most of these classes are specialist classes. Focused on one or two aspects from their parent classes, where they outshine their parent class. All they lose is a little bit of the base classes' flexibility. For instance: -If you are playing a Rouge primarily as a combatant, then the Slayer is a more effective choice. The Slayer cannot find or disable traps, and doesn't have anywhere near the Rouge's skill points, but are easily more accurate and more damaging in combat. -Similarly the Brawler all but replaces the basic Monk. Brawlers Flurry better, they have the same armor bonuses, their unarmed strike improves at the same rate as the Monk's, they are better at maneuvers than basic monks, and they have a larger hit die. In exchange, they give up some of the Monk's saves, evasion, and slow fall. -The Shaman is a divine version of a Witch, with more flexible hexes. In exchange the Shaman gives up.....the Witch's spell list?

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