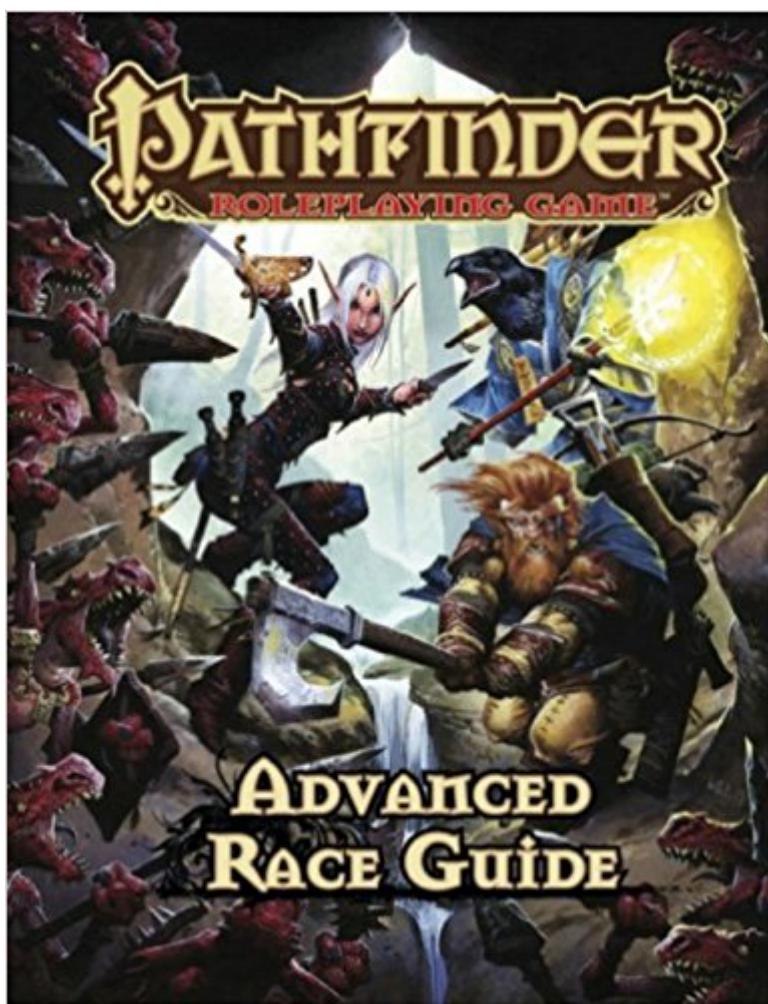


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Pathfinder Roleplaying Game: Advanced Race Guide



Synopsis

This definitive sourcebook for the Pathfinder Roleplaying Game provides tons of new character options for all seven âœcoreâ • player character races, from archetypes that allow elf characters to explore their connection to nature and magic, to feats and spells that let a dwarf character carry on the legacy of his multi-generational clan, or a gnome explore her connection to the First World or delve deep into her weird obsessions. Additionally, the Advanced Race Guide offers meaty sections on a dozen âœspotlightâ • races that make interesting and exciting player character options, such as goblins, aasimar, tieflings, dhampyrs, drow, the elemental races from Bestiary 2, and several others, and, for the first time, allows players to create and play characters like merfolk, gripli, duergar, stryx, and every other appropriate monster currently in the Pathfinder game. Lastly, the Advanced Race Guide includes an extensive section that allows players and GMs to build their own custom races, either to emulate more powerful creatures that already exist in the game or to create wholly original characters unique to their campaign.

Book Information

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Customer Reviews

The first copy I received unfortunately had been assembled wrong, so I had doubles of some pages and was missing others. Thankfully, I returned it and the second copy I was sent was put together correctly. Despite the useful information inside the Advanced Race Guide, it cost the same as the Core Rulebook but has almost less than half as many pages. Overall, I enjoy the art, was excited to read about races I didn't know about before, and I'll definitely be using the book to build my next character.

5 Stars. It gives you dozens of alternate races to use, both for PC's and NPCs. it also gives a lot of stuff on the 'standard' races for Pathfinder. ((Humans, Gnomes, Dwarves, Halfings, Half orcs, Half Elves. etc)) That give alternate paths you can go with them. Mountain dwarves or forest elves, etc, with different traits and specialties. These details are very nice to have and can really flesh out YOUR Dwarf from all the other dwarves or YOUR Half Orc from others. Naturally the majority of the book is on lesser played but still fun races. Some will be used mostly for bad guys, some for those people who are 'tired of the norm'. The illustrations are beautiful and the book is great. Can't recommend it enough.

If you want the long and short of it: I have always hated Dwarves in RPGs. This book makes me want to play a Dwarf, for the first time in 20 years of playing D&D. This book is a wealth of information. From the player perspective, it allows heaps of new options. It doesn't just flesh out the PHB races, though it does that a great deal. It also fleshes out what it calls "Featured Races," which before were just Bestiary entries with a little stat box in them. And by "fleshing out," I mean that it not only gives a little blurb overall, but describes their appearance, their society, their relationships with other races, their motivations, and more. I love fluff like this- it makes playing these races more appealing. Dwarves are no longer a bunch of short, angry drunkards with an inexplicable Scottish accent, they're now more well-rounded and interesting. On top of that, it introduces players to "Uncommon Races," which are races from a variety of sources, including adventure paths and the Dragon Empires campaign setting. Every race in the book gets more Racial Trait and Favored Class options. In the case of Core Races, it includes but adds to those given in the Advanced Player's Guide- each Core Race now has a Favored Class option for every class (to date). In addition, they introduce new feats, spells, and magic items restricted to or thematically relevant to each race in the book. This is great, as it encourages both players that reinforce racial stereotypes AND those players who would defy the stereotypes and experiment with new roles. A half-orc can get something interesting and rewarding, whether it's a Barbarian or a Wizard or a Paladin. Of course, if he goes Paladin, he's got a whole new class archetype, the Redeemer, that gives him the ability to deal nonlethal damage with his smite and force enemies to surrender peacefully. See, on top of all that, the book includes new racial Class Archetypes (or, in some cases, Cavalier orders or Sorcerer bloodlines) for every race. There are a total of 63 race-based Class Archetypes in this book. Each class gets at least two treatments (the least being the Barbarian and the Cavalier), and several get five or more (Alchemist, Druid, Monk, Oracle, and Rogue). I am incredibly excited by these. Most of

these have incredible flavor, like the Kinslayer Inquisitor for the Dhampir, who use their own vampiric nature to hunt the undead, or the Ifrit Wishcrafter, a sorcerer whose genie ancestry allows them to grant wishes... and pervert these wishes for their own use. If you want to know about crunch, I would simply encourage you to look at the Orc Witch archetype called Scarred Witch Doctor, a full-casting class with CON as its casting attribute. In addition, the back of the book has a Race Builder, which allows a GM (or a player, if the GM is a crazy person) to create new player races. It uses a point-based system in order to provide some semblance of balance, and even breaks down the established races to show their point values. Want a race of water-breathing bear-spiders from the moon? You could probably build it with these rules. My complaints are few and thoroughly outweighed by my compliments. The Race Builder is organized in such a way that made it difficult to use, though this may have been intentional, as race building is not a task to be taken lightly. Also, I would have liked to see more attention paid to the Uncommon Races. Each of the core races had ten pages devoted to them, and the featured races got six pages apiece, but the uncommon races only got two pages per race. I can understand their motivation behind this, as these are intended to be rare creatures and having more information might encourage people to make them more common and less mysterious. I'm an information junkie, though, and some races, like the Suli and the Samsaran, really interested me, and I wish I could learn more about them. The art is about Bestiary-quality. It's very good, but it's somewhat sparse and often lacks a sense of scale. I don't have a problem with this, but I know there are people that would. I love the book. It was a great addition to my collection, and I very much look forward to taking advantage of it.

This is definitely one of the Pathfinder hardcovers you want to pickup if you play more than once in a while. It gives quite a bit of additional things to pick from when creating a character, all in one spot. You get several added races detailed out to be usable for player character creation, along with several additional options for the races you're familiar with using already. I also really like the race-specific archetypes they give. Since they are still actually class-based archetypes, many of them could easily be applied to other races depending on your GM. It's just a great addition to the PF collection to have laying around to browse through and get ideas for backgrounds/motivations/NPCs, etc.

If you've already bought into Paizo's Pathfinder system, then you already know what to expect from their books: nice artwork, nice designwork, everything we old D&Ders never had in the days of D&D and AD&D. The Advanced Race book reintroduces the core races we're all familiar with, and then

gives the options to make them over into something new. The second section brings Aasimars, Orcs, Tieflings and other races, along with options and new bits of equipment, out as options for Player Characters. The last section is something we've all wanted: the rules for creating our own races, using the races presented earlier as examples of how they did it. They also show examples of new PC races, such as a gargoyle. You're looking for new roleplaying challenges this is a good buy, and it is invaluable if you're GM looking to design his own monsters or fashion the inhabitants of a world of your own design in your image.

I am extremely new to pen and paper type RPGs. I mostly enjoy just reading the histories and rules to the game. From the little I understand this game is extremely similar (if not the same) to D&D. I love this Race guide because it gives you ssooo much information. Very excellent book

I like some of the alternate races, but meh for the most part. I am trying to build a Final Fantasy Pathfinder setting, so the custom race builder is fun. I've made the Mogs and Viera, etc. I do wish the custom race builder had a table listing, rather than just the in text listing. Other than that, if you want a kitchen sink campaign with ALL THE RACES! this book is for you.

This is a great book that offers a lot of well-balanced customization of existing races as well as rules for building new ones from scratch. The only criticism I have is that I'd like to see more racial abilities to choose from, and especially more negative traits!

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