



## **CREDITS**

Lead Designer: Jason Bulmahn
Design Consultant: Monte Cook

Additional Design: James Jacobs, Sean K Reynolds, and F. Wesley Schneider

Additional Contributions: Tim Connors, Elizabeth Courts, Adam Daigle, David A. Eitelbach, Greg Oppedisano, and Hank Woon

Cover Artist: Wayne Reynolds

Interior Artists: Abrar Ajmal, Concept Art House, Vincent Dutrait, Jason Engle, Andrew Hou, Imaginary Friends, Steve Prescott, Wayne Reynolds, Sarah Stone, Franz Vohwinkel, Tyler Walpole, Eva Widermann, Ben Wootten, Svetlin Velinov, Kevin Yan, Kieran Yanner, and Serdar Yildiz

Creative Director: James Jacobs

Editing and Development: Christopher Carey, Erik Mona, Sean K Reynolds,

Lisa Stevens, James L. Sutter, and Vic Wertz

Editorial Assistance: Jeffrey Alvarez and F. Wesley Schneider Editorial Interns: David A. Eitelbach and Hank Woon

**Art Director:** Sarah E. Robinson **Senior Art Director:** James Davis

Publisher: Erik Mona Paizo CEO: Lisa Stevens

Vice President of Operations: Jeffrey Alvarez
Corporate Accountant: Dave Erickson
Director of Sales: Pierce Watters
Sales Manager: Christopher Self
Technical Director: Vic Wertz
Events Manager: Joshua J. Frost

**Special Thanks**: The Paizo Customer Service and Warehouse Teams, Ryan Dancey, Clark Peterson, and the proud participants of the Open Gaming Movement.

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.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it.

Thank you for all of your time and effort.



Paizo Publishing, LLC 7120 185th Ave NE Ste 120 Redmond, WA 98052-0577 paizo.com

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Roleplaying Game Core Rulebook is published by Paizo Publishing, LLC under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Roleplaying Game, Pathfinder Society, Pathfinder Chronicles, Pathfinder Modules, and Pathfinder Companion are trademarks of Paizo Publishing, LLC. © 2009 Paizo Publishing.

Sixth printing July 2013.

Printed in China.

## TABLE OF CONTENTS

| Chapter 1: Getting Started | 8   | Chapter 7: Additional Rules  | 166        | Chapter 13: Environment       | 410 |
|----------------------------|-----|------------------------------|------------|-------------------------------|-----|
| Using This Book            | 9   | Alignment                    | 166        | Dungeons                      | 410 |
| Common Terms               | 11  | Vital Statistics             | 168        | Traps                         | 416 |
| Example of Play            | 13  | Movement                     | 170        | Sample Traps                  | 420 |
| Generating a Character     | 14  | Exploration                  | 172        | Wilderness                    | 424 |
| Ability Scores             | 15  |                              |            | Urban Adventures              | 433 |
|                            |     | Chapter 8: Combat            | 178        | Weather                       | 437 |
| Chapter 2: Races           | 20  | How Combat Works             | ,<br>178   | The Planes                    | 440 |
| Dwarves                    | 21  | Combat Statistics            | 178        | Environmental Rules           | 442 |
| Elves                      | 22  | Actions in Combat            | 181        |                               |     |
| Gnomes                     | 23  | Injury and Death             | 189        | Chapter 14: Creating NPCs     | 448 |
| Half-Elves                 | 24  | Movement and Distance        | 192        | Adept                         | 448 |
| Half-Orcs                  | 25  | Combat Modifiers             | 195        | Aristocrat                    | 449 |
| Halflings                  | 26  | Special Attacks              | 197        | Commoner                      | 449 |
| Humans                     | 27  | Special Initiative Actions   | 202        | Expert                        | 450 |
|                            |     | '                            |            | Warrior                       | 450 |
| Chapter 3: Classes         | 30  | Chapter 9: Magic             | 206        | Creating NPCs                 | 450 |
| Character Advancement      | 30  | Casting Spells               | 206        |                               |     |
| Barbarian                  | 31  | Spell Descriptions           | 209        | Chapter 15: Magic Items       | 458 |
| Bard                       | 34  | Arcane Spells                | 218        | Using Items                   | 458 |
| Cleric                     | 38  | Divine Spells                | 220        | Magic Items on the Body       | 459 |
| Druid                      | 48  | ·                            |            | Damaging Magic Items          | 459 |
| Fighter                    | 55  | Chapter 10: Spells           | 224        | Purchasing Magic Items        | 460 |
| Monk                       | 56  | Spell Lists                  | 224        | Magic Item Descriptions       | 460 |
| Paladin                    | 60  | Spell Descriptions           | 239        | Armor                         | 461 |
| Ranger                     | 64  |                              | ,          | Weapons                       | 467 |
| Rogue                      | 67  | Chapter II: Prestige Classes | 374        | Potions                       | 477 |
| Sorcerer                   | 70  | Arcane Archer                | 374        | Rings                         | 478 |
| Wizard                     | 77  | Arcane Trickster             | 376        | Rods                          | 484 |
|                            |     | Assassin                     | 378        | Scrolls                       | 490 |
| Chapter 4: Skills          | 86  | Dragon Disciple              | 380        | Staves                        | 491 |
| Acquiring Skills           | 86  | Duelist                      | 382        | Wands                         | 496 |
| Skill Descriptions         | 87  | Eldritch Knight              | 384        | Wondrous Items                | 496 |
| ·                          |     | Loremaster                   | 385        | Intelligent Items             | 532 |
| Chapter 5: Feats           | 112 | Mystic Theurge               | 387        | Cursed Items                  | 536 |
| Prerequisites              | 112 | Pathfinder Chronicler        | 388        | Artifacts                     | 543 |
| Types of Feats             | 112 | Shadowdancer                 | 391        | Magic Item Creation           | 548 |
| Feat Descriptions          | 113 |                              | 37         |                               |     |
|                            |     | Chapter 12: Gamemastering    | <b>396</b> | Appendix 1: Special Abilities | 554 |
| Chapter 6: Equipment       | 140 | Starting a Campaign          | 396        | Appendix 2: Conditions        | 565 |
| Wealth and Money           | 140 | Building an Adventure        | 396        | Appendix 3: Inspiring Reading | 568 |
| Weapons                    | 140 | Preparing for the Game       | 401        | Appendix 4: Game Aids         | 569 |
| Armors                     | 149 | During the Game              | 402        | Open Game License             | 569 |
| Special Materials          | 154 | Campaign Tips                | 404        | Character Sheet               | 570 |
| Goods and Services         | 155 | Ending the Campaign          | 406        | Index                         | 572 |