



BEGINNER BOX PLAYER PACK

*This document contains bonus information for players
and GMs using the Pathfinder RPG Beginner Box.
You should be familiar with the Hero's Handbook before reading this.*

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SPECIAL THANKS

The Paizo Customer Service, Warehouse, and Website Teams,
Ryan Dancey, Clark Peterson, and the proud participants of
the Open Gaming Movement

The Pathfinder Roleplaying Game rules can be found online as
part of the Pathfinder Roleplaying Game Reference Document
at paizo.com/pathfinderRPG/prd



Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
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PAIZO.COM/BEGINNERBOX

WELCOME TO THE PLAYER PACK!

This collection of tips, tricks, bonus abilities, and gear enhances the *Pathfinder Roleplaying Game Beginner Box* with new additions to the *Hero's Handbook*! Here's what you'll find in the next few pages.

BARBARIAN CLASS

The barbarian is a melee class, like a fighter. Instead of wearing heavy armor and gaining extra combat feats, a barbarian wears light or medium armor and has the power to rage, becoming stronger and tougher, and also gains special powers when raging. To truly go berserk on the battlefield with your character, try playing a barbarian!

NEW CLERIC OPTIONS

Explore your cleric's wild side with Erastil, god of the frontier, protecting farmers and settlers, and teaching hunters how to track and kill dangerous monsters. Also, enhance your arsenal with six new spells available to clerics of any god.

NEW FIGHTER OPTIONS

Fighters gain new flexibility with five new deadly combat feats. Shoot farther! Negate an enemy's flanking bonus! Take a 5-foot-step when it's not your turn!

NEW ROGUE OPTIONS

Rogues can choose from 12 new talents that will help them stay alive. Learn a free combat feat! Increase your sneak attack range! Cast wizard cantrips! Get an automatic 20 on your initiative in the surprise round!

NEW WIZARD OPTIONS

In addition to six new spells, wizards gain a new school, conjuration. Conjurers focus on magic that creates or moves matter and energy from one place to another.

NEW FEATS

Master the game with four new feats! Channel arcane magic into your weapons! Drive away undead with holy power!

NEW ADVENTURING GEAR

Spend your hard-earned gold pieces on new adventuring equipment. Some of it is designed to help you in combat, like thunderstones that deafen enemies. Some of it aids your skills, like a climber's kit or masterwork thieves' tools. And some of it is just handy for adventuring, like a battering ram to knock down doors, tindertwigs for quickly starting fires, and caltrops to keep enemies from chasing you.

CORE RULEBOOK PREVIEW

Still want more? The *Beginner Box* and *Player Pack* are just an introduction to hundreds of pages of races, classes, skills, feats, spells, and magic items in the *Pathfinder RPG Core Rulebook*. This preview of the complete Pathfinder Roleplaying Game offers glimpses of the druid, monk, and paladin classes, combat maneuvers like grappling and disarming, and new feats for crafting your own magic items! Get a peek at some of the high-level cleric and wizard spells!



BARBARIAN

You are fast, strong, and skillful! You get even stronger and tougher when you enter a bloodthirsty rage!

1ST LEVEL BARBARIAN CLASS FEATURES

F  WRITE THESE NUMBERS IN THE CLASS BOXES OF SECTION F:

| | | | |
|----------------|-----------|--------------|-----------|
| FORTITUDE SAVE | +2 | HIT POINTS | 12 |
| REFLEX SAVE | +0 | ATTACK BONUS | +1 |
| WILL SAVE | +0 | SKILL RANKS | 4 |

D  MARK THESE CLASS SKILLS IN SECTION D OF YOUR CHARACTER SHEET:

| | |
|--|--|
| <input checked="" type="checkbox"/> ACROBATICS | <input checked="" type="checkbox"/> PERCEPTION |
| <input checked="" type="checkbox"/> CLIMB | <input checked="" type="checkbox"/> RIDE |
| <input checked="" type="checkbox"/> KNOWLEDGE NATURE | <input checked="" type="checkbox"/> SWIM |

F RAGE

Write **rage** in Section F of your character sheet. Next to that, write **4 + CON rounds per day**. Raging makes you go berserk. When in a rage, you gain these benefits and drawbacks:

- Gain a +2 bonus on melee attack rolls, melee damage rolls, damage rolls with thrown weapons, skill checks that use Strength (such as Climb and Swim), and Strength checks.
- Gain a +2 bonus on Fortitude and Will saving throws.
- Take a -2 penalty to your Armor Class.
- Can't use the Bluff, Diplomacy, Disable Device, or Knowledge skills, or do anything that requires patience or concentration.
- Gain +2 hit points.

Starting or ending a rage doesn't cost an action, but you can only do it on your turn, and only if you're not fatigued or exhausted (*Game Master's Guide*, page 94). A rage ends if you fall unconscious. When the rage ends, you lose all of the above benefits and drawbacks, and you are fatigued for a number of rounds equal to how long your rage lasted × 2.

F FAST MOVEMENT

Write **fast movement** in Section F of your character sheet. Your racial speed increases by +10 feet. You lose this speed bonus if you wear heavy armor.



YOU ARE DONE WITH 1ST-LEVEL BARBARIAN. TURN TO PAGE 32 OF THE HERO'S HANDBOOK.

E ARMOR AND WEAPONS

Barbarians can use the best weapons and all but the heaviest armor! In Section E of your character sheet, check **shields**, **light armor**, **medium armor**, **simple weapons**, and **martial weapons**.



2ND LEVEL BARBARIAN

LEVEL UP



WRITE THE FOLLOWING NEW CLASS FEATURES IN SECTION F OF YOUR CHARACTER SHEET.

Your rage bonus to hit points increases to +4! You gain +2 rounds of rage per day!

RAGE POWER: Pick one rage power from the list below. You can only use rage powers while you are raging.



HIT POINTS **ADD**
+1d12+CON

ATTACK BONUS



ADD
+1

FORT SAVE



ADD
+1

REFLEX SAVE

NO
CHANGE

WILL SAVE

NO
CHANGE

KNOCKBACK

As a standard action, you can make a melee attack roll against an adjacent enemy. If you hit, the enemy takes damage and is pushed back 5 feet (straight or diagonally).

NO ESCAPE

Once per rage, when an adjacent enemy retreats from you, you can move up to twice your speed to remain next to that enemy, even though it's not your turn.

POWERFUL BLOW

Once per rage, you can decide to make a powerful blow with an attack. If you hit, you deal +1 damage with that attack. At 4th level, this increases to +2.

RENEWED VIGOR

Once per day as a standard action, you heal 1d8 points of damage + CON + 2. You must be at least 4th level to select this rage power.

SUPERSTITION

You gain a +2 bonus on saving throws against spells. At 4th level, this bonus increases to +3. This rage power activates automatically whenever you rage.

SWIFT FOOT

Your speed increases by 5 feet. This rage power activates automatically whenever you rage. You can choose this rage power more than once, increasing your speed by 5 feet each time.



3RD LEVEL BARBARIAN

LEVEL UP

Your rage bonus to hit points increases to +6! You gain +2 rounds of rage per day!



WRITE THE FOLLOWING NEW CLASS FEATURE IN SECTION F OF YOUR CHARACTER SHEET.

TRAP SENSE: You get a +1 bonus on Reflex saves against traps and a +1 bonus to your Armor Class against traps!



HIT POINTS **ADD**
+1d12+CON

ATTACK BONUS



ADD
+1

FORT SAVE

NO
CHANGE

REFLEX SAVE



ADD
+1

WILL SAVE



ADD
+1

4TH LEVEL BARBARIAN

LEVEL UP

Your rage bonus to hit points increases to +8! You gain +2 rounds of rage per day!



WRITE THE FOLLOWING NEW CLASS FEATURE IN SECTION F OF YOUR CHARACTER SHEET.

RAGE POWER: Pick one rage power from the list above!



HIT POINTS **ADD**
+1d12+CON

ATTACK BONUS



ADD
+1

FORT SAVE



ADD
+1

REFLEX SAVE

NO
CHANGE

WILL SAVE

NO
CHANGE

5TH LEVEL BARBARIAN

LEVEL UP

Your rage bonus to hit points increases to +10! You gain +2 rounds of rage per day!



WRITE THE FOLLOWING NEW CLASS FEATURE IN SECTION F OF YOUR CHARACTER SHEET.

UNCANNY DODGE: Your enemies no longer get an attack roll bonus when flanking you! Rogues can't sneak attack you when they flank you!



HIT POINTS **ADD**
+1d12+CON

ATTACK BONUS



ADD
+1

FORT SAVE

NO
CHANGE

REFLEX SAVE

NO
CHANGE

WILL SAVE

NO
CHANGE



ERASTIL

Erastil is the god of hunting, trade, and farming. His clerics protect frontier communities from predators and seek out monsters that threaten peace.

CALMING TOUCH

3 + WIS PER DAY

You can use calming touch a number of times per day equal to 3 + WIS. You can touch an ally as a standard action to heal it 1 hit point per cleric level. This also removes the fatigued, shaken, and sickened conditions from the ally.

WOODEN FIST

3 + WIS PER DAY

You can use wooden fist a number of times per day equal to 3 + WIS. As a free action you can make your hands as hard as wood and covered in tiny thorns. When using this ability, add half your cleric level (minimum +1) to your unarmed strike damage. Your hands return to normal at the start of your next turn.

CLERIC OPTIONS

This section introduces Erastil, god of hunters and trade, and six spells available to clerics of any god.



HOLY WEAPON: LONGBOW

Erastil's holy weapon is the longbow, used by hunters and militia to hunt food and protect the homeland.



K

CLERIC SPELLS



BANE (1ST LEVEL)

| | |
|----------------------|---------------------------------------|
| RANGE 50 feet | DURATION 1 minute/cleric level |
|----------------------|---------------------------------------|

All enemies within range are filled with fear and doubt. They take a -1 penalty on attack rolls and a -1 penalty on saving throws against fear attacks. This is a fear effect.



CONSECRATE (2ND LEVEL)

| | |
|----------------------|--------------------------------------|
| RANGE 30 feet | DURATION 2 hours/cleric level |
|----------------------|--------------------------------------|

You bless a 20-foot-radius area with holy energy. The DC to resist channel energy in this area increases by +3. Undead in this area take a -1 penalty on attack rolls, damage rolls, and saves. Casting this costs 1 holy water and 25 gp worth of silver dust.



GLYPH OF warding (3RD LEVEL)

| | |
|--------------------|---------------------------------|
| RANGE touch | DURATION until triggered |
|--------------------|---------------------------------|

You protect a 10-foot-square area with an invisible trap. When touched, the trap explodes, dealing 2d8 points of fire damage (Reflex half, DC 13 + your WIS). Rogues can notice or disable the glyph (DC 28). Casting this costs 200 gp of diamond dust and takes 10 minutes.



MAGIC STONE (1ST LEVEL)

| | |
|--------------------|----------------------------|
| RANGE touch | DURATION 30 minutes |
|--------------------|----------------------------|

You enhance three pebbles so they strike hard when thrown (range increment 20 feet) or used in a sling. Each pebble adds +1 on its attack roll. A creature hit takes 1d6+1 points of damage, or 2d6+2 points if it is undead. Once used to attack, a pebble loses its magic.



REMOVE PARALYSIS (2ND LEVEL)

| | |
|----------------------|-------------------------------|
| RANGE 30 feet | DURATION instantaneous |
|----------------------|-------------------------------|

You free allies from paralyzing effects, such as a *hold person* spell or ghoulish paralysis. If cast on one ally, the effect immediately ends. If cast on two, each gets another save with a +4 bonus. If cast on three or four, each gets another save with a +2 bonus.



WATER WALK (3RD LEVEL)

| | |
|--------------------|--------------------------------------|
| RANGE touch | DURATION 2 hours/cleric level |
|--------------------|--------------------------------------|

You touch one or more allies and give them the ability to walk on any liquid (including mud, oil, snow, or quicksand) as if it were firm ground. Divide the duration evenly among all the creatures you cast the spell on.



CUSTOMIZE YOUR FIGHTER

In the *Beginner Box*, fighters automatically get Weapon Focus at 1st level and Weapon Specialization at 4th level. However, the *Player Pack* gives you the option of selecting a combat feat at 1st level instead of Weapon Focus, or a combat feat at 4th level instead of Weapon Specialization. Those are still really good choices for fighters, but now you have the option of building your fighter in a different way.

BLIND-FIGHT



PREREQUISITE None

BENEFIT

Every time you miss because of concealment (*Hero's Handbook*, page 59), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible creature attacking you doesn't get the +2 bonus on attack rolls for its invisibility.

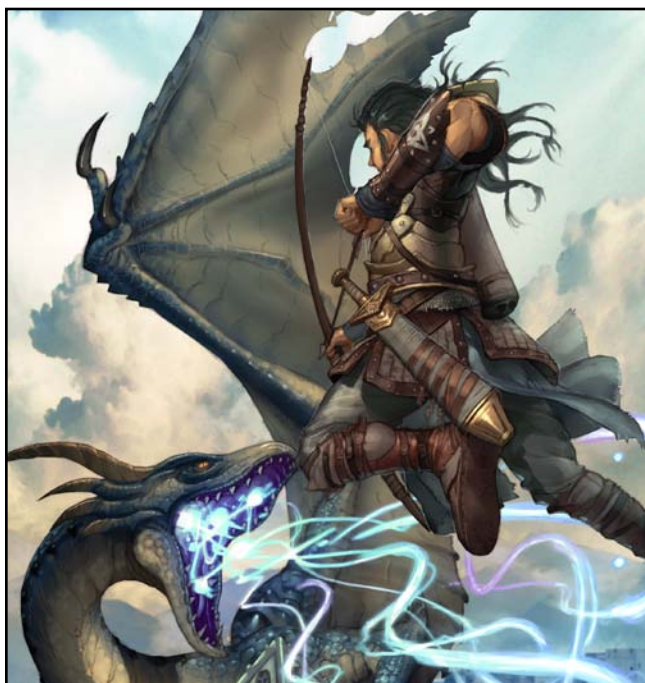
FAR SHOT



PREREQUISITE Point-Blank Shot

BENEFIT

Your range increment penalty for using ranged weapons (see *Hero's Handbook*, page 57) is only -1 per range increment instead of -2.



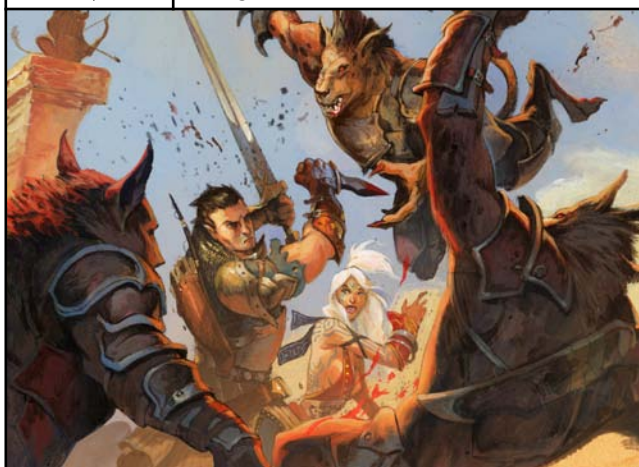
FIGHTER OPTIONS

Being a fighter is all about options! This section gives you new choices for fighter class abilities and five new combat feats.

GREAT CLEAVE



PREREQUISITE Strength 13, Power Attack, Cleave



BENEFIT

When you use the Cleave feat, if you hit the second creature, you get to make a free melee attack (using the same attack bonus) against a third creature. This third creature has to be adjacent to the second opponent and you. As long as each extra attack hits, you can continue to make extra attacks in this way, so long as the next creature is adjacent to you and the previous creature. You cannot use Great Cleave to attack a particular creature more than once each round (for example, you can't cleave back and forth between two enemies).

You do not have to tell the GM you're trying to use Great Cleave instead of Cleave (Great Cleave activates automatically if you try to use Cleave).

RAPID SHOT



PREREQUISITE Dexterity 13, Point-Blank Shot

BENEFIT

If you use a standard action and a move action to attack with a longbow, shortbow, or thrown weapon, you can make two attacks instead of one. Make an attack roll for each attack. You take a -2 penalty on both attack rolls.

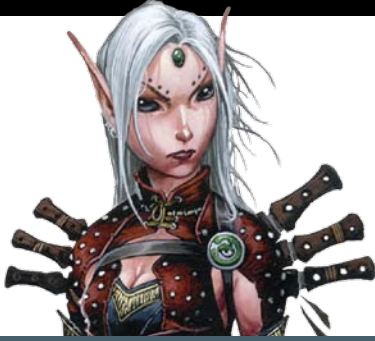
STEP UP



PREREQUISITE Attack bonus +1

BENEFIT

When an adjacent opponent takes a 5-foot-step away from you, you may immediately take a 5-foot-step, as long as you end up adjacent to that opponent. You can do this once per round.



ROGUE TALENTS

If a rogue talent has an asterisk (*) after its name, it adds to your sneak attack, and you can only use one of these talents per sneak attack (decide before the attack which one you're using).

BEFUDDLING STRIKE*

When you damage an opponent with a sneak attack, it takes a -2 penalty on attack rolls against you for 1d4 rounds.

COMBAT TRICK

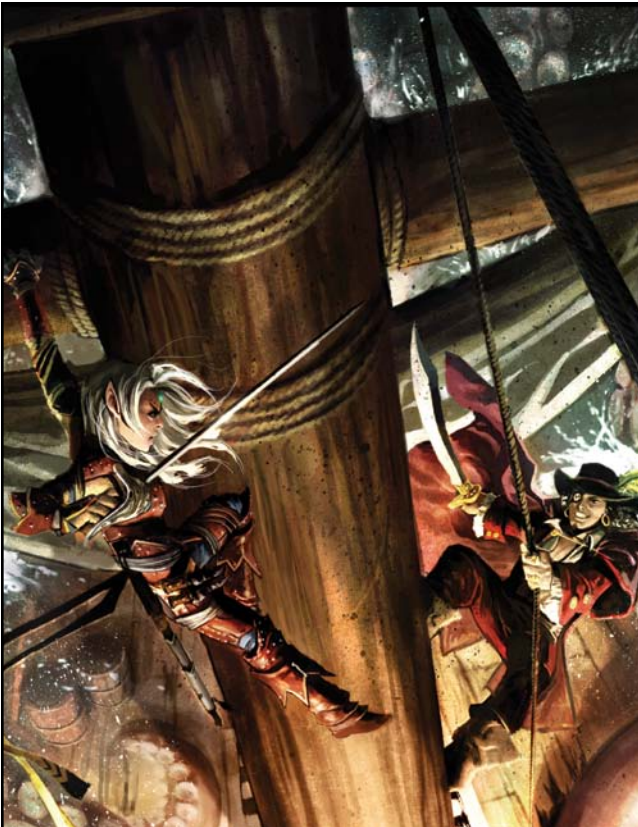
You gain one combat feat (see fighter combat feats, *Hero's Handbook*, page 23). You must meet all prerequisites for the feat.

DEADLY RANGE

The maximum range at which you can make a sneak attack with a ranged weapon increases by 10 feet.

ESOTERIC SCHOLAR

Once per day, you can attempt any Knowledge check, even if you don't have ranks in it or the DC is higher than 10.



ROGUE OPTIONS

These new rogue talents are an expansion of the rogue talents listed in the *Hero's Handbook*. Any rogue able to select a rogue talent can choose one of these instead.



EXPERT LEAPER

Your jumps always count as if they had a running start. When you deliberately jump down, treat the distance as 20 feet shorter.

FAST PICKS

You can use the Disable Device skill to attempt to open a lock as a standard action instead of a standard and a move action.

MINOR MAGIC

Choose one wizard cantrip. You can cast this cantrip three times per day as if your wizard level were equal to your rogue level.

NIMBLE CLIMBER

When you fail a Climb check by 5 or more, you can immediately stop your fall if you make another Climb check at the DC + 10.

POWERFUL SNEAK*

If you take a -2 attack penalty on a sneak attack and don't move on your turn, treat all 1s on the sneak attack damage dice as 2s.

SNAP SHOT

If you have a ranged weapon ready in the surprise round, treat your initiative in the surprise round as if you had rolled a 20.

STAND UP

You can stand up from a prone position as a free action instead of a move action.

SURPRISE ATTACK

You can sneak attack opponents in the surprise round, even if they've already acted.



CONJURATION SCHOOL

Conjuration magic moves energy and matter from one place to another. Conjurers focus on attack and defensive spells rather than illusions or mind-affecting magic.

At 3rd level, conjurers can cast *acid arrow* (*Hero's Handbook*, page 30) once per day without having to prepare it.

At 5th level, conjurers can cast *stinking cloud* (*Hero's Handbook*, page 31) once per day without having to prepare it.

MAGE ARMOR

1 PER DAY

You can cast the *mage armor* spell (*Hero's Handbook*, page 29) once per day without having to prepare it.

ACID DART

3 + INT PER DAY

You unleash a liquid dart of acid. Make a ranged touch attack roll against a target within 30 feet. If you hit, the acid deals 1d6 points of acid damage + 1/2 your wizard level. Using this ability is a standard action. You can do this a number of times per day equal to 3 + INT.

WIZARD OPTIONS

This section introduces a new wizard school—conjuration—and several new spells that wizards can learn.



RESTRICTED SPELLS

You can never learn or cast *charm person*, *deep slumber*, *disguise self*, *displacement*, *hideous laughter*, *invisibility*, *sleep*, or *suggestion*.

K WIZARD SPELLS

MOUNT (1ST LEVEL)

RANGE 30 feet

DURATION 2 hours/wizard level

You summon a trained riding horse (including a bridle and riding saddle) to serve as your mount. It serves you willingly and well. It (including its gear) vanishes if killed or when the spell duration ends.

CAT'S GRACE (2ND LEVEL)

RANGE 30 feet

DURATION 1 minute/wizard level

Your touched ally gets more agile. The ally gets a +2 bonus on ranged attack rolls, melee attack rolls using Weapon Finesse, initiative checks, Reflex saving throws, Acrobatics checks, Disable Device checks, Ride checks, Stealth checks, and to Armor Class.

DEEP SLUMBER (3RD LEVEL)

RANGE 30 feet

DURATION 1 minute/wizard level

Living creatures in a 10-foot radius fall asleep. The spell can affect any number of creatures whose total CR is equal to 10 or less, starting with the lowest CR creatures and ignoring unconscious, mindless, or construct creatures. Creatures can make a Will save (DC 13 + your INT Mod) to resist. Waking a sleeping creature is a standard action.

GREASE (1ST LEVEL)

RANGE 30 feet

DURATION 1 minute/wizard level

You make a 10-foot square slippery with nonflammable grease. Creatures in the area must make a Reflex save (DC 11 + your INT Mod) or fall prone. A creature in the area can move at half speed with a DC 10 Acrobatics check. Failing the check means the creature can't move and must make a Reflex save or fall prone.

PROTECTION FROM ARROWS (2ND LEVEL)

RANGE touch

DURATION 1 hour/wizard level

Your touched ally becomes resistant to nonmagical arrows, bolts, sling bullets, and thrown weapons. Each time the ally is hit by a ranged weapon, subtract 10 from the damage rolled. Once the spell has prevented 10 points of damage per wizard level, it ends.

HALT UNDEAD (3RD LEVEL)

RANGE 100 feet

DURATION 1 round/wizard level

You make up to three undead creatures unable to move. Mindless undead get no saving throw to resist the spell. Other undead get a Will save (DC 13 + your INT Mod) to resist. If the creature gets no save or fails its save, it is paralyzed. The spell is broken if the creature is attacked or takes damage.



I FEATS

ARCANE STRIKE



PREREQUISITE Wizard



BENEFIT

As a free action, you can enchant your weapons with some of your magical power. Until your next turn, your weapons count as +1 magic weapons (+1 on attack and damage rolls).

POWER-UP

If you're a 4th-level wizard, when you use this feat your weapons count as +2 magic weapons.

ATHLETIC



PREREQUISITE DEXTERITY 13

BENEFIT

You get a +2 bonus on Climb checks and Swim checks.

EXTRA RAGE



PREREQUISITE Barbarian

BENEFIT

You gain +6 rounds of rage per day.

TURN UNDEAD



PREREQUISITE Cleric

BENEFIT

You gain a third option when using your channel energy ability: turn undead. As a standard action you can channel energy, and all undead within 30 feet of you must make a Will save or turn around and run away from you for 1 minute as if they had the frightened condition (*Game Master's Guide*, page 95). The DC of this save is 10 + 1/2 your cleric level (minimum 0) + CHA. Undead that aren't mindless (like ghosts and ghouls) get a new save each round to end this effect. Using channel energy this way does not damage undead or heal living creatures.

J ADVENTURING GEAR

Just like the adventuring gear on pages 48–49 of the *Hero's Handbook*, these items can help you survive a dungeon or get past a tough obstacle. This equipment is available in most cities. There's even more gear, including new armor and weapons, in the *Pathfinder RPG Core Rulebook*!



ACID

10 GP

This is a thrown weapon. Make a ranged touch attack (*Hero's Handbook*, page 58). If you hit, the target takes 1d6 points of acid damage. Acid damage ignores the hardness (*Game Master's Guide*, page 34) of most stone and metal objects.



BLOODBLOCK

25 GP

This gooey, pinkish substance helps treat wounds and stop bleeding. Using a dose gives you a +5 bonus on Heal checks to provide first aid or treat deadly wounds.



CALTROPS

1 GP

You can scatter these in a 5-foot square as a standard action. Each round, make a +0 touch attack roll against each creature that moves or fights in the area. If it hits, the creature takes 1 point of damage and moves at half speed until healed.



CLIMBER'S KIT

80 GP

These crampons, pitons, ropes, and tools give you a +2 bonus on Climb checks.



LIQUID ICE

40 GP

You can use this crystalline blue fluid to freeze liquid or as a thrown weapon. If thrown, make a ranged touch attack (*Hero's Handbook*, page 58). If you hit, the target takes 1d6 points of cold damage.



MAGNET

5 SP

This handheld iron magnet is relatively weak and is mainly used to detect or pull iron or steel objects. It can lift up to 3 pounds of iron or steel.



MASTERWORK THIEVES' TOOLS

100 GP

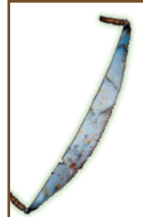
When you use this high-quality set of thieves' tools instead of a normal kit (*Hero's Handbook*, page 49), you get a +2 bonus on Disable Device checks.



PORTABLE RAM

10 GP

This iron-shod wooden beam gives you a +2 bonus on STR checks to open doors. One ally can help you break down the door with it. If your ally succeeds at a DC 10 STR check, you add +2 to your STR check to break down the door.



SAW

4 CP

This small handsaw is used to cut wood or ice. As a standard action, you can cut through wooden bolts or bars, dealing 5 + STR hit points to the object. Hearing the sawing is a DC 10 Perception check.



SMOKESTICK

20 GP

This alchemical stick creates a 10-foot cube of thick smoke. Anything in the smoke has concealment (*Hero's Handbook*, page 59). You can light and throw it as a standard action (10-foot range increment). The smoke disperses after 1 minute.



SPYGLASS

1,000 GP

This device makes it easier to see distant objects and creatures. When using a spyglass, your Perception check penalty for looking long distances is only –1 for every 20 feet instead of a –1 for every 10 feet.



THUNDERSTONE

30 GP

This alchemical stone makes a loud noise when it hits. Throw it as a ranged touch attack (20-foot range increment) against a 5-foot square (AC 5). Creatures within 10 feet are deafened for one hour (Fort DC 15 to resist).



TINDERTWIG

1 GP

This alchemical wooden match ignites when you strike it against a rough surface. Lighting a torch with a tindertwig is a standard action (rather than a full-round action). Lighting any other fire with one is at least a standard action.

DO YOU WANT EVEN MORE?

The *Pathfinder RPG Beginner Box* is an introduction to the *Pathfinder Roleplaying Game*. The *Pathfinder RPG Core Rulebook* is a 576-page book full of tons of options for all kinds of characters. Now that you've started playing the game and are familiar with races, classes, attack rolls, saving throws, skill checks, and spells, you're ready to take a look at the other features of the full game.

MORE RACES

Here's a rundown of the other races you can play using the *Core Rulebook*!

GNOME

Gnomes fled their homeland thousands of years ago, a place where magic and nature are wild and strange. Tough but friendly, gnomes are half as tall as humans, have a natural talent for illusion magic, and are traditional foes of goblins and giants.

HALF-ELF

A cross between humans and elves, half-elves are often outcasts from human and elven societies, and never fully accepted—which gives them the perfect motivation to go adventuring!

HALF-ORC

A cross between a human and an orc, half-orcs must work hard for anyone to trust them. They are ferocious like orcs and can see in the dark, but are just as smart as a typical human.

HALFLING

Short, brave, and curious, halflings often live within all-halfling neighborhoods in human cities and towns. They are frequently underestimated by monsters and adventurers. Agile and naturally stealthy, halflings are sharp-eyed, lucky, and resistant to fear.

MORE CLASSES

Not only do all five classes featured in the *Beginner Box* and this PDF get new options and go all the way up to level 20, there are six more classes in the *Core Rulebook*!

BARD

Bards are masters of song-magic, using their voices or instruments to charm enemies, enhance allies, heal, or blast with pure sound. They're also jacks-of-all-trades, competent in battle and good at many skills.

DRUID

Druids are nature-priests who revere the sky, earth, plants, and animals. They are similar to clerics but with their own special spells, and can tame dangerous beasts to help them in their adventures. Druids can transform into animals or even elementals!

MONK

Monks are martial artists, masters of unarmed combat striking with hands as hard as iron. Though they can't wear armor, they develop incredible reflexes that improve their Armor Class, and learn other mystical powers like stunning opponents with one hit, poison immunity, and incredible speed.

PALADIN

Paladins are holy knights who champion the causes of law and good. Heavily armored like fighters, they trade bonus feats for magical abilities like smite attacks, combat auras, and a healing touch.

RANGER

Rangers are skilled in combat, friends to animals, and specialized in hunting types of monsters such as orcs, giants, or demons. Rangers specialize either in archery or fighting with two weapons at the same time.

SORCERER

Sorcerers are born knowing how to use magic. Instead of preparing specific spells each day like a wizard, sorcerers can cast any spell they know. They don't know as many spells as a wizard, but they can cast them more often.



MULTICLASSING

Does your rogue want to learn a little bit of healing magic? Does your wizard want to sneak attack? Does your fighter want to be able to rage? Does your cleric want extra combat feats? With the *Core Rulebook*, you can multiclass—take levels in **any** class you want, in **any** combination!

PRESTIGE CLASSES

With the right combination of skills and feats, you can multiclass into a specialized class to unlock strange new abilities! Become an arcane archer and imbue your arrows with fire or frost. Become a mystic theurge and mix your cleric and wizard spells. Become a shadowdancer and learn how to summon shadows to do your bidding!

MORE SKILLS

Use Appraise to spot the most valuable loot in a pile of treasure, Disguise to pretend to look like someone else, or Escape Artist to get out of a tight spot! Use Handle Animal to command animals and teach them tricks, Intimidate to make your opponents fear you, and Linguistics to learn new languages. Use the Survival skill to track prey and navigate the wilderness, and the Use Magic Device skill to activate scrolls and wands even if you're not a spellcaster. With more than 20 skills to choose from, you'll have plenty of choices for every skill rank!

MORE COMBAT OPTIONS

The *Core Rulebook* gives even more details on things you can do in combat.

COMBAT MANEUVERS

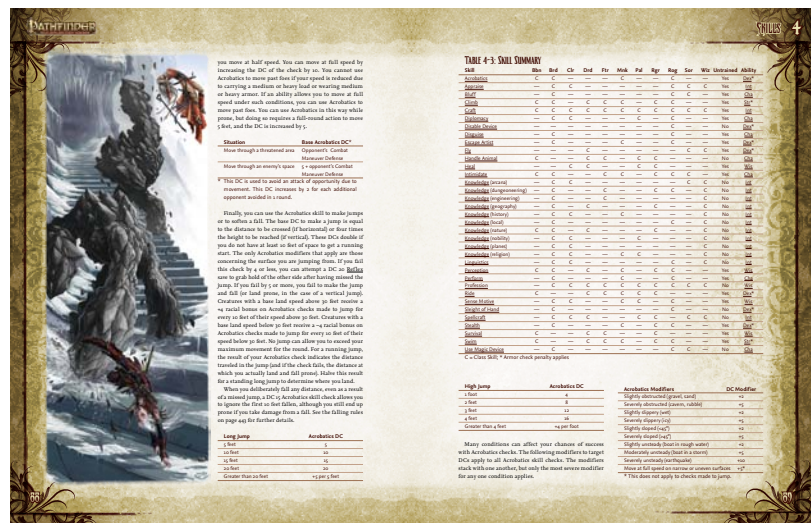
Have you ever wanted to disarm an orc? Grapple a wizard to keep him from casting spells? Trip an ogre? These kinds of attacks are called combat maneuvers, and there's a special kind of attack roll to do them—and feats to make you even better at them!

MULTIPLE ATTACKS

It's not just for monsters anymore! Powerful characters can eventually attack two, three, or four times per round! Even low-level heroes can learn how to fight with two weapons!

MORE EQUIPMENT

Buy armor and weapons made out of cold iron, mithral, or adamantite. Wear a locking gauntlet so you can't be disarmed, or armor spikes that damage enemies that grab you. Polearms, longbows, repeating crossbows, nunchaku, and tons of other weapons give you many options for creating a character with a unique combat style!



MORE MAGIC OPTIONS

If you're a cleric, you can choose from 20 different gods, each giving you a choice of magical domains (such as Fire, Healing, or War) that let you decide what special powers you get.

If you're a wizard, there are eight wizard schools to choose from (such as enchantment and necromancy), each granting you new magical abilities. Instead of a wizard's arcane bond, you can have a familiar—an intelligent magical animal servant to help you quest or even deliver spells for you in combat.

Spellcasters can take feats to learn how to make potions, scrolls, wands, and other magic items! Wizards automatically start at 1st level with the ability to create scrolls!

MORE SPELLS

The *Core Rulebook* contains over 500 spells!

Wizards can blast opponents with *cone of cold*, reflect enemy magic with *spell turning*, terrify foes with *phantasmal killer*, or freeze the battlefield in place with *time stop*.

Clerics can conjure angels and elementals from other dimensions using *planar ally*, blast heretics with *holy word*, focus the wrath of the gods with *fire storm*, punish evildoers with *symbol of insanity*, and eradicate the unworthy with *implosion*!

CORRECTIONS

Open your *Hero's Handbook* and turn to page 19. If the cleric's *cause fear* spell says "Hit Dice," change "Hit Dice" to "CR 4 or higher." Do the same thing for the wizard's *cause fear* spell on page 29.

Turn to page 22. If the fighter's Will save says "+2," change it to "+0."

Turn to page 25. If the 4th-level rogue's Will save says "Add +1," change it to "no change."

Turn to page 29. If the wizard's *sleep* spell says "Hit Dice," change "Hit Dice" to "character levels or CR 3."



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