

Chapter 1 : Pathfinder Roleplaying Game: Beginner Box | RPG Item | RPGGeek

I want 5 copies of the Heroes Handbook, so everyone at the table can have their own. Any plans for selling separate copies of this particular book?

That means that anyone can download and use it to create characters and manage encounters for any of the games it supports. Players can create characters from any of the Beginner Box races and classes and advance them from levels 1 to 5. Features For new RPG players, Hero Lab walks you through each step of character creation, helpfully prompting you through the process. All modifiers to skills and abilities due to class, race, ability scores, feats, and more are automatically calculated for you. These include extra feats or skill points, save modifiers, combat modifiers, extra spells, skill bonuses, etc, saving you time and lots of page flipping. Ideal for both players and GMs - players can create and advance a level 1 starting character, while GMs can create a level 5 orc wizard NPC to use against the players. Let Hero Lab handle the complexity to make it easier for you to keep up with your character. Instantly see how many ability score bonuses, custom abilities, and other special powers you get as you level up. For appropriate classes, choose from the full selection of customizable abilities. As you fight monsters and gain powerful magic items, you can add them to Hero Lab with only a few clicks. Costs are automatically calculated and magical modifiers applied when you equip the item. Choose how much to pay, based on whether you find the item or buy it from a merchant with a surcharge or discount. Damage, class and attack bonus of weapons is automatically calculated, based on the weapons, your class and your proficiencies and ability scores. Unmet pre-requisites are properly flagged. Choose which weapons and armor to equip. Your attack bonus, armor class and armor check penalty are calculated automatically. Generate a random age, height and weight based on your race and character class. Once your hero is complete, you can generate standard text, HTML, BBCode or Wikitext statblocks, save your hero as a PDF to upload to a website, or print out a character sheet to use at the game table. For players, Hero Lab Starter Edition includes level 1 versions of Valeros, Kyra, Ezren and Merisiel, so you can use them as a basis for your own characters. Create your encounters in Hero Lab beforehand, then manage the combatants in Hero Lab to make combats a snap! Hero Lab Starter Edition is free to all users! Download your copy now , or check our our downloads page for more details.

Chapter 2 : Want to try Pathfinder RPG? Here's How to Start | Voice of E

New Pathfinder player (and soon-to-be GM) here. I have the Beginner Box, and I will be playing through the example dungeon with some other newbies. After that I expect to play through some, or all, the various Beginner scenarios I see out there.

After watching the Youtube video of Erik slamming down that heavy box of goodies and pulling out stuff like rabbits from a hat, I could not resist. Why would I be interested in a beginner box set? We bought him the Pathfinder Core Rules book for his birthday. He was so excited to start playing with his friends. When they finally sat down they were so confused by the rules that they needed my help with every little detail. I would love to help them, but one of the best experiences in my life was opening those brand new RPG books as a child, and not understanding a thing. I wanted my son to have a similar experience, but since the Pathfinder Core Rules book is such a large book it is fairly daunting for a 9 year old. After watching him in frustration I finally gave in and helped him figure out how to roll up a druid. When I found out that Paizo was releasing a new beginner box set I knew it was time to get to work on a new product review. I would experience this review through the eyes of my son. Last night the box set arrived. We tore open the cardboard shipping box to get at the glossy colorful contents inside. This box had everything! One by one all of the goodies started popping out perhaps this was a box of holding!! Pathfinder Beginner Box contents: We spread out all the goodies as if we were in the middle of a session. I was very impressed with the detail that Paizo has put into their product. Everything was in full color glossy and there were TONS of illustrations throughout the books. This is eye candy for kids and is great for the imagination. I love being able to pop them in and out of the stands as needed. I currently have over 10 plastic boxes of miniatures. If I take them all to a gaming session I have to load my hiking pack up well over my head just to fit them all. If I had these cardboard tokens it would make my life a lot easier. These tokens bring to mind the Dragonlance Tales of the Lance box set from TSR! they had little cardboard cut outs that you could use instead of miniatures. The pre-generated character sheets are exactly what I need to finally convince my wife she needs to play role-playing games. In the past she would spend an entire week rolling up and creating a character. By the time she was done writing down every single spell and ability she no longer wanted to risk having the character killed in combat. No harm will come to him. The book also gives you the basics on how to run a game. After my son and I went through everything he was super excited to play, but would have to wait until morning to invite his friends over! Today my son woke up bright and early as his friends were arriving. They would finally have a chance to play the new Pathfinder Beginner Box! My interview with him and his friends through the eyes of year olds is forthcoming. More articles you may enjoy:

Chapter 3 : Starter Edition - Hero Lab - Lone Wolf Development

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!

Feel free to run only the adventures you like best. They are able to restock their supplies, repair or replace weapons and armor, and shop for various other necessities throughout town. It has been raining off and on throughout the day. With a DC 10 Knowledge Local check, they recognize her. She is the owner of the Rusty Dragon. Ameiko Kaijitsu She approaches them a few moments later, and introduces herself as Ameiko Kaijitsu. If they confirm that they are who she thinks they are, she lets them know how impressed she is with their deeds. She grants them the honor of free rooms at the inn from now on. She tells them that there have been more customers than usual lately due to more soldiers being stationed in the area. Include some tables, chairs, and the front door with some stairs leading up to it. You can draw some other buildings along the road, with some carts, a few barrels, etc. The road leads off to the southeast. It is a rainy evening. It is chilly outside, and the streets have mostly turned to mud. He is covered in mud and blood. The dead walk again! But a few moments after he collapses. If they pry open his hand while he is unconscious, they see a ring of rose gold, with some strange runes engraved on it. If someone casts Detect Magic, then it only takes a few moments to sense that the ring is magical. Skeletons are scary! Encounter: Behind the fleeing citizens, they see: They are in varying states of decay a few also still seem to be wearing remnants of leather armor and so on. The Skeletal Champion joins in the fight as well focusing his attacks on the person carrying the ring, whenever possible. If they knock that character unconscious, they attempt to take the ring and drag him away back the way the skeletons came to the southeast. If none of the party members took the ring, then the skeletons will continue to approach. If they fail, they collapse in just the same way as the man who ran into the tavern earlier, carrying the ring. They remain only barely conscious and half of their HP is lost. If they succeed, they awake that morning feeling weak and sick to their stomach, but otherwise recovered their HP is back to normal and they can function as before. They will hunger for corpse flesh and will attack the townsfolk, and even their former party members. They will head down the street toward the southeast, outside of town. They will not attack anyone, but they will defend themselves. They will have gotten what they came for. However, if this happens, you may choose to either allow the skeletons to leave town, or have members of the Town Guard will show up and charge the remaining skeletons preventing their escape. A real Anglo-Saxon magic ring. It can only be used at night, and only by intelligent beings of Evil alignment for example, Neutral Evil or Chaotic Evil. Not far from Sandpoint, just off the road, on the edge of the woods, they will find an old graveyard that is no longer used. However, the sky will still be cloudy, so there will not be much moonlight to help them. There is an entrance with a broken wrought iron gate it is hanging from a rusted hinge. Consider the entrance difficult terrain which will slow the movement of anyone going through the gate by 10 feet 2 squares on the map. The road the PCs have been following leads past the cemetery. The graveyard rests about 40 feet away from the road. Indicate the low stone wall which surrounds the graveyard. There are about a dozen graves visible before the woods obscure the rest of the area. The woods extend to about half-way through the graveyard. This obscures the back of the cemetery from view. There are 2 ghouls on guard duty near the front of the graveyard. If the party succeeds on the Perception check, then they sense the presence of the 2 creatures. They also hear a distant chanting come from the back of the cemetery. The first round will be a surprise round too where the 2 Ghouls will have a free attack against that character. If they choose to Stealthily move into the graveyard toward where the sound of the chanting had been, then after about 10 feet, they see a spooky green glow further into the woods. He was awakened when the man who fled into town robbed his grave and stole his Ring of Command. He wants revenge on the man to take his life and then raise him as an undead servant. If the party killed one or both of the guardian Ghouls, then the Ghost also insists that the party members who destroyed the Ghouls also replace those servants with themselves. He tells them that resistance is useless he has just completed a ritual which restored himself to his full power. He rises from the dead and joins the Ghost in the battle against the remaining party members. During the next

2 rounds of battle, he takes 10 HP of damage from other party members. He therefore has just 3 HP left. The grave robber was driven off before he finished looting the grave, so roll twice on the Major Random Treasure table on page 30 to determine what the party finds. Conclusion From here, you can have the party return to town and seek out the grave robber who started it all. Do they turn him in to the authorities? Do they try to find out how he learned of the grave in the first place?

Chapter 4 : Pathfinder Beginner Box - calendrierdelascience.com

The Beginner Box, a Pathfinder Roleplaying Game product designed for new players, was released in October. It won the Gold Product of the Year ENnie Award, as well as Gold ENnie Awards for best cover art and best production values.

That means that anyone can download and use it to create Beginner Box characters or manage Beginner Box encounters. Players can create characters from any of the Beginner Box races and classes and advance them from levels 1 to 5. Features For new RPG players, Hero Lab walks you through each step of character creation, helpfully prompting you through the process. All modifiers to skills and abilities due to class, race, ability scores, feats, and more are automatically calculated for you. These include extra feats or skill points, save modifiers, combat modifiers, extra spells, skill bonuses, etc, saving you time and lots of page flipping. Ideal for both players and GMs - players can create and advance a level 1 starting character, while GMs can create a level 5 orc wizard NPC to use against the players. Let Hero Lab handle the complexity to make it easier for you to keep up with your character. Instantly see how many ability score bonuses, custom abilities, and other special powers you get as you level up. For appropriate classes, choose from the full selection of customizable abilities. As you fight monsters and gain powerful magic items, you can add them to Hero Lab with only a few clicks. Costs are automatically calculated and magical modifiers applied when you equip the item. Choose how much to pay, based on whether you find the item or buy it from a merchant with a surcharge or discount. Damage, class and attack bonus of weapons is automatically calculated, based on the weapons, your class and your proficiencies and ability scores. Unmet pre-requisites are properly flagged. Choose which weapons and armor to equip. Your attack bonus, armor class and armor check penalty are calculated automatically. Generate a random age, height and weight based on your race and character class. Once your hero is complete, you can generate standard text, HTML, BBCode or Wikitext statblocks, save your hero as a PDF to upload to a website, or print out a character sheet to use at the game table. For players, Hero Lab for the Pathfinder Beginner Box includes level 1 versions of Valeros, Kyra, Ezren and Merisiel, so you can use them as a basis for your own characters. Create your encounters in Hero Lab beforehand, then manage the combatants in Hero Lab to make combats a snap! This page does not exist. You can edit this page to create it.

Chapter 5 : Pathfinder: Beginner Box

The Pathfinder Roleplaying Beginner Box includes: a page Hero's Handbook, a page Game Master's Guide, a page Transition Guide to bring your hero to the full Pathfinder Roleplaying Game, a complete set of seven high-impact polyhedral dice, more than 80 full-color pawns depicting tons of heroes, monsters, and even a fearsome black dragon.

The purpose of this? Yet when it came to fantasy roleplaying, there was one title missing from this series – the Pathfinder Roleplaying Game. The reason for that is simple. Now there is, and of all of the available introductory sets for fantasy roleplaying game, the Pathfinder Roleplaying Game Beginner Box is the heaviest, the most attractive, the most well put together, and the most expensive of them all. This set is designed for use by between two and five players aged thirteen and up, and take their adventurers from first to fifth levels. Opening up the box reveals two sealed packets, the first containing a set of polyhedral dice, the second a set of twenty stands for use with the eighty counters included further into the box. This sheet asks what role the reader wants to take – solo player, playing as part of a group, or Game Master and then directs them to the appropriate starting point. Underneath is there are four expanded and pre-generated character sheets, one for each of the Classes given in the Pathfinder Roleplaying Game Beginner Box. Each sheet explains what the Class is good at, describes each of the elements on the sheet and how they work in the rules, and gives some background on the pre-generated character. The four are reasonable creations, although it is a pity that no Dwarf character is included in the four. The game is explained in two rule books. Both of these slim volumes are cleanly laid out and very nicely illustrated. They are also easy to use, each including not just an index, but also several pages of references at the rear of the book. Rounding out the contents of the Pathfinder Roleplaying Game Beginner Box are a double-sided Flip-Mat and a set of counters each of which can slot into the plastic stands provided. Both dry-erase and wet-erase write pens can be used with the Flip-Mat. The last item in the box is a flyer for the next step to take once the GM and players want to go beyond the contents of the Pathfinder Roleplaying Game Beginner Box. It is a simple affair that easily demonstrates how the rules work. Here is where the design of the Pathfinder Roleplaying Game Beginner Box really begins to shine – and all it takes is cross-referencing. By working through the corresponding sections, a player can quickly create a character. Each section gives aspects that a player needs to note down on the character sheet, most of them mandatory, some of them giving the player several options to choose from. For example, a Wizard must choose his Arcane School. If he chooses the Evocation School learns attack rather than defence or trickery spells and can cast the spell Burning Hands one per day and Force Missile several times a day. The Cleric has similar features, but they are called Orisons rather than Cantrips. To offset the lack of Dwarf characters amongst the given pregenerated quartet, our sample character is a Dwarf, and rather than the traditional Fighter, this one is a Cleric. He is devoted to Gorum, God of Strength and Battle. Weapon Focus Longsword Deity: Again these guidelines are easy to work through and apply to a character sheet. Equally, the guidelines to completing a character are easy to work through, being organised by Class and giving several suggestions as to what a player should select from the following lists of Skills, Feats, and Equipment. One issue is that the number of Feats is limited, especially if the character is a spellcaster. A nice touch is that every single piece of equipment is accompanied by an illustration. The rules cover everything that a player needs to know in terms of exploration and combat. Not just combat, but also traps and puzzles as well as a little roleplaying. If the GM has more time, then the following section on Gamemastering is worth reading as preparation for running the scenario. In terms of rewards, hundreds of magical items are not only described, but also illustrated, these ranging from simple scrolls and potions to wondrous items like Bandages of Rapid Recovery and Slippers of Spider Climbing. All of these are represented by the counters also found in the box. None of these omissions should be counted against the Pathfinder Roleplaying Game Beginner Box as it is designed to introduce new players without burdening them with the complexity to be found in the Pathfinder Roleplaying Game or facing the daunting prospect of opening up what is a weighty tome. Ideally, the dice should not have been one colour, but each in the set a different colour to help easy identification and use during the game. The box could also have done with another scenario. A more sophisticated adventure would also have presented the GM with an

example when it comes to writing his own in addition to giving more of a challenge to the players. And, not just because it allows characters to go from first to fifth level. It provides more options, more ideas, and more for both the GM and the players to play and work with. You simply get more for your money! The truth is, out of all of the introductory fantasy roleplaying games currently available, the Pathfinder Roleplaying Game Beginner Box is the most comprehensive, the most accessible, and the most enjoyable. And an excellent introduction to Pathfinder Roleplaying Game to boot.

Chapter 6 : Player's Handbook Heroes: Series 1 - D&D Miniatures

Bring an exciting new dimension to your Pathfinder game with these beautifully crafted fully painted miniature figurines representing the iconic heroes of the Beginner Box: Valeros the fighter, Kyra the cleric, Merisiel the rogue, and Ezren the wizard.

Want to try Pathfinder RPG? Paizo offers a beginners box for those who want to dip their toes into the shallow end of the RPG pool without going all the way on a first date. Take your first step into an exciting world of fantasy adventure with the Pathfinder Roleplaying Game Beginner Box! Will you be a courageous fighter who masters weapons and armor to cut a trail of destruction through your enemies? A wise cleric who calls upon the power of the gods to heal your allies and burn enemies with sacred fire? A witty rogue able to disarm traps and strike with deadly accuracy? A brilliant wizard whose magical powers bring foes to their knees? All the details of your character are yours to control. The only limit is your imagination! The Pathfinder Roleplaying Game Beginner Box is packed with everything you need to get started with the Pathfinder Roleplaying Game, an imaginative tabletop fantasy adventure game for 2-5 players. Scores of monsters, challenges, and advice give gamers the tools to create their own worlds and adventure, providing countless hours of gaming excitement. With streamlined rules and a focus on action-packed heroic adventure, this deluxe boxed set is the ideal introduction to the world of the Pathfinder Roleplaying Game, and the best starting point for a lifetime of pulse-pounding adventure! Beginner Box Player Pack provides new character creation options for Pathfinder players, including a complete player character class: Kit out your character with tons of new adventure gear and alchemical items, dominate combat with new feats and spells, and spruce up your character with new class options for clerics, fighters, rogues, and wizards! Take your Beginner Box characters to the next level with these exciting tips and tricks! Unlock a world of unlimited adventure with Pathfinder RPG: These adventures allow a GM and players to expand their experience of the Beginner Box. Each of the included adventures revolve around Sandpoint and are set in four different areas of Varisia. These instructions allow for a seamless transition from the Beginner Box to Pathfinder Society play. Character Sheet Download this colorful two-sided character sheet to record every detail of your custom hero, from ability scores and skill bonuses to weaponry and treasures. Take on the role of Valeros the fighter, Kyra the cleric, Merisiel the rogue, or Ezren the wizard with these digital copies of the 1st-level characters included in the Beginner Box.

Chapter 7 : Beginner Box - PathfinderWiki

Hero Lab for the Pathfinder Beginner Box supports the character creation rules from the Hero's Handbook and Player Pack, as well as allowing the creation of monsters from the Gamemaster's Guide and GM Kit.

Chapter 8 : Pathfinder Roleplaying Game: Beginner Box - RPGs » Pathfinder » Core Books - Game Cit

The Pathfinder Roleplaying Game Beginner Box is packed with everything you need to get started with the Pathfinder Roleplaying Game, an imaginative tabletop fantasy adventure game for 2 to 5 players. Scores of monsters, challenges, and advice give gamers the tools to create their own worlds and adventure, providing countless hours of gaming.

Chapter 9 : Pathfinder Beginner Box Adventure: The GhouL Plague

Pathfinder Beginner Box Download List at this site help visitor to find best Pathfinder Beginner Box book By provides Pathfinder Beginner Box detail list, visitor can compares many Pathfinder Beginner Box book, Simple Click on download button for free download or read online, below we provides Pathfinder Beginner Box Download List.