

Item no.: 337388 US50011T - Pathfinder - expansion rules 3: Völker, paperback, 256 pages (DE edition)



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Product Description

Pathfinder - expansion rules 3: Völker, paperback (DE), 256 pages

Get everything out of your ancestry with the Pathfinder expansion rules III: Völker! Choose from 30 iconic races from mythology and RPG history, or create a whole new race. If you are more interested in the classic races, you have new options and equipment for the races of the Pathfinder basic set of rules to differentiate yourself from the mass of elves, dwarves and others.

The Pathfinder expansion rules III: Races are a new supplement to the Pathfinder basic rules. This imaginative role-playing game is based on more than ten years of development and a public test phase in which over 50,000 players have contributed to the creation of a modern role-playing game to bring the bestseller among fantasy role-playing games into the new millennium.

This book contains:

- New rules and choices for personalizing characters from the seven primitive races, including new racial traits, subspecies and archetypes.
- 30 exotic races such as chaotic goblins, reptilian goblins, crow-headed tengus and dangerous drow. All are presented with full rules for their use as player characters, plus
 archetypes, alternate racial traits, and other customization options.
- A complete and balanced system for creating new races and blending powers and abilities to create characters and cultures to adapt to your campaign.
- Lots of people-specific equipment, talents, spells and magical items for each presented people!

Warning!Not suitable for children under 36 months.

Specifications



