


Pfs field guide

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Pathfinder Society Field Guide, Pathfinder Campaign Installation Handbook by Eric Mona, Mark Moreland, Russ Taylor, and Larry Wilhelm, was released in July 2011. The Rangers Society is an eccentric organization of adventurers, researchers and scientists with agents scattered across goarion and beyond. While members are expected to be fairly self-sufficient, the organization's management knows that those equipped with the knowledge and equipment to solve work problems are likely to survive to recover priceless treasures and fill Pathfinder Chronicles with tales of their daring exploits. Pathfinder Society Field Guide breaks down what it means to be a Pathfinder and gives players and grandmasters the tools to create characters and campaigns around a glorified organization. In addition, all content in this book is 100% legitimate for use in the Pathfinder Society Organized Play worldwide campaign. In this 64-page book, Pathfinders will find: Absalom Review, the city in the center of the world where the Pathfinder Society maintains its headquarters. Details of the 10 factions in the Ranger Society, as well as the benefits available to those agents loyal to each of them. New archetypes for pathfinders of all three branches of the organization: Scrolls, spells, and swords. Full field guidance covering threats to Pathfinder agents, as well as suggestions for creating PCs ready to go. Rules for day jobs and professions, property, followers and other ways to customize your character. The system of turning the fame and prestige of the characters into valuable rewards in the game. Dozens of new spells, magical items, specialized adventure tools and more! Grenadiers train to exercise their talents in the thick of battle, even when they are not under the influence of their mutagen. They learn how to combine weapons attacks with their alchemical magic, and sacrifice poison skills to become more skilled at using alchemical bombs or using alchemical objects in combination with their fighting skills. As an unusual side effect of their skill in handling bombs and alchemical objects at increased speed, the Grenadiers master the ability to drink potions, elixirs and mutagenas quickly and safely without endangering themselves. Grenadier has the following class features. Proficiency Combat Weapon On Level 1, the Grenadier chooses one combat weapon to become experienced in use. This ability replaces Brew Potion. Alchemical Weapon (Su) At level 2, a grenadier can fill a weapon or piece of ammunition with a single harmful alchemical liquid or powder, such as an alchemist's fire or sneezing powder, as an action of motion. This action consumes the alchemical element, but transmits its effect to the weapon in question. The alchemical element fully affects the next creature, struck by the weapon, but does not splash, spread and does not affect additional targets. Any added damage is treated as bonus bone bone and doesn't double when critically impacted. Alchemical treatment does not harm the treated weapon, and is erased 1 minute after the application, if the blow is not inflicted. At level 6, the grenadier can use his ability to

alchemical weapons as a quick action. At the 15th level, this ability becomes a free action. This ability replaces poisonous resistance. Accurate Bombs (Ex) On Level 2, the Grenadier gets the exact alchemist bomb opening as a bonus discovery. This ability replaces the use of poison. Directed by Blast (Su) On level 6, a grenadier can detonate a bomb so that it sprays into a 20-foot cone rather than affecting the radius. The cone begins at the alchemist and extends from her in the direction she chooses. The alchemist denotes one creature on squares affected by a cone to be the target of a bomb and makes its attack roll against that creature; All the other squares in the cone take a splash of damage. If the alchemist has the detection of an explosive bomb and throws an explosive directional explosion, the cone damages the splash 30 feet long, not 20 feet. This ability replaces rapid poisoning. Staggering Blast (Su) On the 10th level, grenadier bombs become particularly overwhelming when they explode. Whenever a grenadier scores a successful critical bomb, the creature directly struck by the bomb staggers for 1d4*1 rounds. Successful fortitude save (DC equal reflex bombs save DC to avoid a burst of damage) reduces the duration to Round 1. The effects of this ability stack up with the stunning effect of a frost bomb, but not with the consequences of a Staggering Critical feat. Additional hits from the stunning explosion add to the overall duration of the effect. This ability replaces poisonous immunity. The head of knowledge has the following class features. Lore wardens get 2 additional skill ranks each level. These titles should be spent on intelligence-based skills. All intelligence-based skills are class skills for service chiefs. This ability replaces the warden's knowledge with medium armor, heavy armor and shields. Examination (Ex) At level 2, the knowledge warden receives combat expertise as a bonus feat, even if he doesn't usually claim this feat. This ability replaces bravery 1. Maneuver Mastery (Ex) At level 3, the Knowledge Warden receives a bonus of 2 pounds for all CMB checks and his CMD. This bonus increases to 4 euros at the 7th level, 6 euros at the 11th level and 8 euros at the 15th level. This ability replaces the training armor 1. Know your enemy (Ex) At level 7, a knowledge warden can take standard steps to explore a specific target in sight. He must do a knowledge test to determine the abilities and weaknesses of the target within this standard action. If successful, the chief of knowledge not only notes the relevant and weakness, as described in the Skill of Knowledge, but also receives a bonus of 2 pounds for all the rolls of attack and rolls of damage weapons made against this enemy. Please note that this bonus applies only to this particular creature when the rolls are attacked and damaged. This bonus lasts the duration of the meeting, or until the head of knowledge does not try a new knowledge test to use this ability for another purpose. This ability replaces the training armor 2. Hair Width (Ex) At the 11th level, the knowledge warden may try to tumbling to check as an immediate action to negate the confirmation role for a critical hit. Confirmation of a critical impact is negated (although the attack still hits and causes normal damage) if the acrobatics check is larger than the opponent's confirmation roll. This ability replaces the training armor 3. Swift Lore (Ex) On the 14th level, the Master of Knowledge can use his Know Thy Enemy ability as a quick action. This ability replaces the training armor 4. Know Weakness (Ex) At the 19th level, the Knowledge Boss can automatically confirm a critical blow once a round when he threatens a critical blow. This ability replaces gun skill. Is there a second edition of the PFS guide yet? I searched the site but can only find the 1st edition of additional resources. Any help will be awesome! Page 2 14 Comments Guide moved. New page: guide is now available in Portuguese. This page contains links to all the information found in the Pathfinder Society's Playbook (Second Edition). Each of the links below will lead you to one section of the document. Pathfinder Society Guide Play (Second Edition) is currently under construction. We expect frequent updates over the next few weeks. We will unlock the date of the version for people to track which version is up. Current version: 0.09Current Version Date 03/18/2020 - 22:00 Fast Start Guide - Pathfinder Society (2nd Edition) Organized Basics Game - Pathfinder Society (2 Edition) World Pathfinder Society - Pathfinder Society (2nd Edition) Player Basics - Pathfinder Society (2nd Edition) GM Basics - Pathfinder Society (2nd Edition) GM Basics - Pathfinder Society (2nd edition) Society (2nd Edition) Faction - Pathfinder Society (2nd Edition) (Review) Faction Boons - Pathfinder Society (2nd Edition) Legacy Of the Background - Pathfinder Society (2nd Edition) Edition) Character Options - Pathfinder Society (2nd edition) Glossary - Pathfinder Society (2nd edition) Voluntary Coordinators of Trademarks and Licenses Changelog 0.09 - Errata and Refinement. Refined Pathfinder Lore/Pathfinder Society Lor.- GM Basics: Refined (hopefully) adventure scaling. Added Work with out-of-game problems and dealing with distracted sections.- Player Basics: Added a section on character sheets, clarified ability assessments. Level 3 points in Pathfinder Training have been refined. Added free name and gender retraining.- Glossary: Added Base Level0.08 - Big error and refinement update - GM Basics - clarified a number of rules. Added edict and in the variation of the table.- Glossary - Added Assign a Chronicle and Apply Chronicle - Player Basics - Added RIP, Clarified Purchase Guidelines - Organized Game Basics - Updated Buying Guidelines, Chronicle Sheet Sheet and clarified who can make decisions for the campaign.- Character Options - Added link to additional options.0.07 - Clarified Boons a little more. Moved Changelog at the bottom of the index page0.06 - Fixed a few typos and cut and paste errors0.05 - Faction Boons - Reformed page to improve tables and add links and waivers0.04 - Player Basics - Refined Boone Slots Text - Boon Faction - Updated Promo Boone Text - Volunteer Coordinators - Added Washington DC in Northeast Region0.03 - Volunteer Coordinators - Updated page with correct RVC letters and location names

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