



## Pathfinder Roleplaying Game: Ultimate Combat

*Jason Bulmahn (Lead Designer) , Dennis Baker (Designer) , Tom Phillips (Designer) , Patrick Renie (Designer) , Sean K. Reynolds (Designer) , Russ Taylor (Designer) , Jesse Benner (Designer) , Benjamin Bruck (Designer) , more... Brian J. Cortijo (Designer) , Jim Groves (Designer) , Tim Hitchcock (Designer) , Colim McComb (Designer) , Jason Nelson (Designer) , Richard A. Hunt (Designer) ...less*

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Seize the initiative and chop your foes to pieces with this exhaustive guide to the art of martial combat in this exciting new rulebook for the smash-hit Pathfinder Roleplaying Game, suitable for players and Game Masters alike!

This comprehensive 256-page hardcover reference reveals the martial secrets of the Pathfinder RPG rules like never before! Tons of new tricks and techniques for combat-oriented character classes put a sharp edge on your weapons and a sure step in your tactics, ranging from new barbarian rage powers, new cavalier orders, tons of new rogue talents, and more than 60 new archetypes for nearly every Pathfinder RPG character class, including spellcasters like wizards and clerics.

Ultimate Combat also introduces three new Pathfinder RPG classes: the ninja, samurai, and gunslinger! The ninja blends the subterfuge of the rogue with high-flying martial arts and assassination techniques. The samurai is an unstoppable armored warrior who lives by a strong code of honor—with or without a master. The gunslinger combines the fighter's martial prowess with a new grit mechanic that allows her to pull off fantastic acts with a pistol or rifle. All this plus tons of new armor and weapons, a complete treatment of firearms in the Pathfinder RPG, a vast array of martial arts, finishing moves, vehicle combat, duels, and new combat-oriented spells for every spellcasting class in the game!

Ultimate Combat includes:

- New player character options for 14 Pathfinder RPG base classes, including alchemist discoveries, barbarian rage powers, cavalier orders, combat-cleric archetypes, animal shaman druids, new fighter archetypes like gladiator and armor master, inquisitor archetypes like witch-hunter or spellbreaker, combat-themed magus arcana, monk archetypes based on mastery of martial arts, new paladin archetypes like angelic warrior, ranger archetypes like big game hunter and trapper, new rogue tricks, and wizard archetypes like the gunmage
- The ninja, samurai, and gunslinger, brand-new 20-level alternate classes specially designed to get the most out of combat
- Hundreds of new combat-oriented feats including martial arts feat trees, finishing moves, and combination feats
- In-depth overviews on a variety of combat-related topics, such as armor, Asian weapons, duels, fighting schools, guns, siege weapons, and more
- A complete system covering vehicle combat, including wagons, boats, airships, and more
- Tons of optional combat rules like called shots, armor as damage reduction, and new ways to track character health
- ...and much, much more!

## **Pathfinder Roleplaying Game: Ultimate Combat Details**

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## From Reader Review Pathfinder Roleplaying Game: Ultimate Combat for online ebook

### **Pablo Raphael says**

Excelente, principalmente pelo sistema de armas de fogo.

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### **Marvin says**

A great entry in terms of providing options for martial players. Three new classes, including the gunslinger.

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### **Colin says**

A combat-related expansion of rules for the Pathfinder RPG. There is some odd stuff in there (samurai, ninja, and gunslingers, for example, don't exactly fit a "standard" fantasy setting), but well worth reading . . .

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### **Dustin says**

For fans of Pathfinder this is a must, for fans of RPGs in general, I'd say check out the core rules first.

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### **Jerry says**

Great addition to the game, particularly firearms and some of the alternate combat rules. Worth checking out if you want to add something different to your game.

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