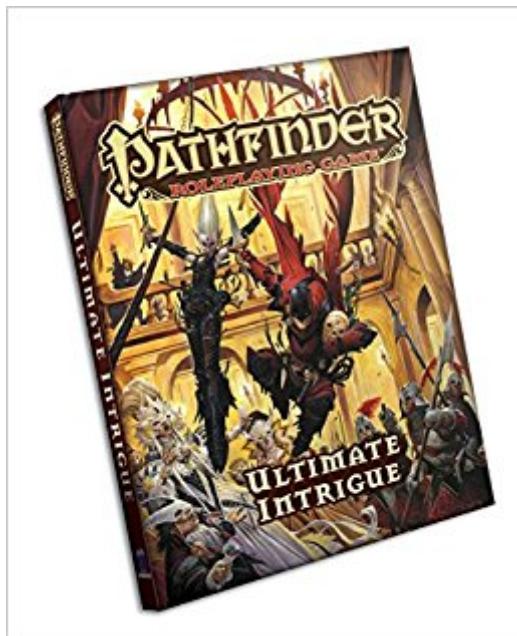


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# Pathfinder Roleplaying Game: Ultimate Intrigue



## Synopsis

A sharp sword and a powerful spell are not the answer to every problem an adventurer is bound to face. *Ultimate Intrigue*, the latest hardcover rules reference for the Pathfinder Roleplaying Game, arms players with every bit of charm, grace, innuendo, and insult necessary to defeat even the most difficult social encounters. This expansive 256-page hardcover book delves into the shadowy world of intrigue, giving both players and GMs alike plenty of rules to add to their game. Engage in social combat, dueling with words instead of steel. Participate in a heist, working as a team to steal a valuable object or vital piece of information. Curry favor with the local churches, guilds, and royals with a complete influence system. Give your character an edge in social situations with a wide variety of new archetypes, feats, spells, and gear! *Ultimate Intrigue* also introduces a new Pathfinder RPG class: the vigilante. Influential socialite by day, avenging warrior by night, the vigilante is ready for anything, but he must take care to ensure that no one learns about his secret life! *Ultimate Intrigue* includes:

- The vigilante, a new character class that lives two lives, one as a respected member of the community, another as a crusader willing to do anything to get the job done.
- Character options for every class that relies on skills to win the day, including the alchemist, bard, druid, hunter, inquisitor, investigator, mesmerist, ranger, rogue, slayer, spiritualist, and more!
- A complete system of influence, giving the GM a new way to reward players for helping out an organization or community.
- Rules for social combat and verbal dueling, using words as weapons to accomplish goals and defeat foes.
- Dozens of feats and spells that can be used in a social setting, some to spy with and some to hide the truth.
- And much, much more!

## Book Information

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## Customer Reviews

If you're doing a typical Lord of the Rings-ish adventure, or really just anything where the players don't stay very long in one place, you won't get much milage from this, aside from some new archetypes and spells. If however, your heroes intend to plant some roots and get social with NPCs and organizations, this is super helpful. It outlines new rules for things like reputation and fame, as well as designs for social encounters, and even deeper rules for research in libraries. Cool stuff: Vigilantes - a new class that's literally Batman. Or depending on archetype, literally The Hulk, or literally Sailor Moon. You could seriously fill out a functional party with just this class and archetypes. Social Encounters - No more repeatedly rolling diplomacy with one PC. This has rules for learning what NPCs like and demonstrating those skills. Organization and reputation stats - now you can accurately track both player standing with a guild or government, and see what advantages (or consequences) they earn. Building an organization up could be a big part of a campaign, and this provides concrete systems for it. Rules clarification - a whole section on how to properly use skills like bluff, disguise, and diplomacy that addresses common issues and misunderstandings with them. As well as some tweaks, like speeding up stealth checks against large groups. Leadership variants - if your campaign has characters heading organizations, there are rules for giving them all Leadership for free, or allowing early variants of the feat (mostly, hiring a peasant to carry your crap). Less cool stuff:- Verbal duels sound cool, but are basically a second game that you have to learn, compared to the relative ease of understanding something like Mass Combat. I can't see one working unless both players have this book out in front of them.- Again, most new class options only work in a social adventure. Overall: recommended - possibly necessary - for adventures with some significant social element, but not needed for very much else.

Fun stuff to use, especially as a GM. I would suggest this to those who like using intrigue in their games.

The Vigilante class (and all of its game changing archetypes) is a base class that allows players to hybridize between social characters and combat characters without feeling as if they had to give up too much to do so. The many other expansions to rules, systems and character options is a welcome addition to this system.

Game mechanics for roleplaying aspect of RPGs. Rules appear to be well written, but I'm not sure you need printed mechanics for a political intrigue parts of a campaign.

Perfect for suggesting new challenges in-game. The Bard Archetypes are phenomenal! :D

shipped really quick ...in time for my next game. Thanks! I love the images and content is clear and easy to follow format.

great product it a gift hopes my hubby likes it

are you intrigued, then get the book nuff said :)

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