The book was found

Pathfinder Campaign Setting: Inner Sea Races
Synopsis

Along with expansive details on Golarion’s most prominent races you’ll find whole chapters of exciting new character options, allowing you to make your favorite hero’s culture more vital and valuable than ever before! Dozens of racial details and heritages also make choosing the perfect race easier than ever, whether you want to be a Varisian human or an archon-blooded aasimar. Pathfinder Campaign Setting: Inner Sea Races reveals new details on Golarion’s most important races, including multiple human ethnicities.

Book Information

Series: Pathfinder Campaign Setting
Hardcover: 272 pages
Publisher: Paizo Publishing Inc.; Brdgm edition (October 13, 2015)
Language: English
ISBN-10: 1601257228
Product Dimensions: 8.5 x 0.7 x 10.9 inches
Shipping Weight: 2.1 pounds (View shipping rates and policies)
Average Customer Review: 4.1 out of 5 stars See all reviews (12 customer reviews)
Best Sellers Rank: #256,685 in Books (See Top 100 in Books) #111 in Books > Science Fiction & Fantasy > Gaming > Pathfinder #23593 in Books > Teens

Customer Reviews

It has been a while since we took a look at some tabletop games, but with the recent release of the Pathfinder Campaign Setting: Inner Sea Races, this seemed as good of a time as any to cover this latest campaign setting. Depending on what you look for from a setting guide, the Pathfinder Campaign Setting: Inner Sea Races is going to be either very hit or very miss. It is hard for me to envision much of a middle ground with this one. For those looking for a lot of system mechanics, this release is rather light, ringing in around fifty pages of content. These focus on mechanics such as traits, spells, items and since all of them have racial roots to them, they fit in quite well here. Of course, you do not have to limit these by race, but they were created with these flavors in mind. There is a clear four chapter structure at play here, with the first focusing on the more commonly known races. While dwarves might not come to mind immediately in a book about sea races, it is work keeping in mind that this tome is trying to create a sense of structure and interaction - not just a bestiary of sorts. The next chapter gets into less common races such as the draw - ones
that show up in a good number of guide books, but are not considered part of the primary rotation of races that get used. The third chapter really starts to get into the more unique races, and here is where I had the most fun frankly. Now these first three chapters are the kind of material I really enjoy from a campaign setting. I can easily enough come up with ideas for my players to do things most of the time, but I enjoy some lore and detail that helps to flesh out characters and the world they inhabit.

*Download to continue reading...*


*Dmca*