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Second Edition Gamemastery Guide Logan Bonner und Mark Seifter Gamemastery Guide AUTHORS Inhaltsverzeichnis Logan Bonner und Mark Seifter ADDITIONAL WRITING 6 54 Alexander Augunas, Jesse Benner, John Bennett, Clinton J. Boomer, Introduction 4 Jason Bulmahn, James Case, Paris Crenshaw, Jesse Decker, Robert N. Emerson, Eleanor Ferron, 1 Gamemastery Basics 6 Jaym Gates, Matthew Goetz, T.H. Gulliver, Kev Hamilton, Sasha Laranoa Harving, Introduction 7 Special Circumstances 33 BJ Hensley, Vanessa Hoskins, Brian R. James, Running Encounters 10 Rarity in Your Game 35 Jason LeMaitre, Lyz Liddell, Luis Loza, Running Exploration 17 Campaign Structure 36 Colm Lundberg, Ron Lundeen, Running Downtime 22 Adventure Design 40 Stephen Radney-MacFarland, Jessica Redekop, Adjudicating Rules 28 Encounter Design 46 Alistair Rigg, Owen K.C. Stephens, Resolving Problems 30 Drawing Maps 52 Amber Stewart, Christina Stiles, Landon Winkler, Narrative Collaboration 32 and Linda Zayas-Palmer 54 DESIGNERS 2 Tools 55 Artifacts Jason Bul, Lyz Liddell, und 56 Edelsteine und Kunstobjekte 106 Stephen Radney-MacFarland Einführung 74 Afflictions 114 ADDITIONAL DEVELOPMENT Building Creatures 82 Building Worlds 116 Luis Loza Building Hazards 86 Nations 122 EDITING LEAD Building Items 88 Settlements 130 Leo Glass Item Quirks 90 Planes 132 EDITORS Intelligent Items 94 136 Judy Bauer, James Case, Leo Glass, Avi Kool, Cursed Items Lyz Liddell, Adrian Ng und Lu Pellazar Relics 146 COVER ARTIST Wayne Reynolds 3 Subsystems 147 Reputation 164 INTERIOR ARTISTS 148 Duelle 166 Klaher Baklaher, Giorgio Baroni, Diana Campos, Einführung 151 Leadership 168 Emile Denis, Michele Esposito, Cynthia F.G., Victory Points 154 Hexploration 170 Giorgio Falconi, Michele Giorgi, Igor Grechanyi, Influence 156 Vehicles 174 Hai Hoang, Oksana Kerro, Ksenia Kozhevnikova, Forschung 160 William Liu, Raph Lomotan, Diana Martinez, Chases Will O'Brien, Mary Jane Pajaron, Infiltration Mikhail Palamarchuk, Maichol Quinto, Stephen Radney-MacFarland, Kiki Moch Rizky, Firat Solhan, und Anthony Star ART DIRECTION AND GRAPHIC DESIGN Sonja Morris and Sarah E. Robinson CREATIVE DIRECTOR James Jacobs DIRECTOR OF GAME 185. Ave NE, Ste 120 Redmond, WA 98052-0577 paizo.com Gamemastery Guide 146 180 2024 Variant Rules 180 Einführung 181 Level 0 Charaktere 195 Ability Score Varianten 182 Magic Item Variants 196 Alignment Variants 184 Proficiency without Level 198 Deep Backgrounds 186 Skill Points 199 Feats and Features 192 Stamina 2005 NPC Gallery 202 Introduction 203 Publicans 238 Courtiers 206 Scholars 240 Criminals 208 Seeleute 242 Devotees 212 Handwerker 244 Downtrodden 214 Schurken 246 Forscher 216 Förster 218 Heler 220 Laborers 222 Magistrates 224 Mercenaries 226 Mystics 228 Officers 232 Performers 236 Glossary und Index 250 Gamemastery Guide Game is the player – their characters are the stars of the show and appear in every scene that plays in the game. But what about these scenes? What stories are told? Which ancient legends are discovered and which new ones are forged? Who are the villains, the allies, the traitors, the lovers, the monsters and the gods? Who leads the world? If you're the Game Master, it's up to you! THE GAME MASTER Although the word master is in the title of GM, it is not a role that requires absolutism or even benefits. In a Game of Pathfinder, the Game Master (often is Pathfinder is a collaborative experience, and while your abbreviated GM) is the player responsible for the story role, since the Game Master is one of an adjudicator or one and the world that the other players explore with Moderator, that doesn't mean you control everything on the characters. As GM, you set the stage for the table – especially not the players and their characters. Adventure, show how the rest of the world responds Still requires the role mastery, either the rules on the actions of the player characters, and perform the action or the setting. You have to understand the game, but along a compelling story. It's up to you to describe that you don't have to memorize every rule. When the environment of the characters, the threats they face, everyone has the goal to have fun and a and tell the creatures with which they interact. They present history together, the details will fall in place. the challenges the heroes must overcome, be it a deadly trap of haunted blades in a lost tomb full of HOW THIS BOOK of ancient treasures or a vicious troll threatening the heroes' home village. It also comes to you to interpret the Gamemastery Guide is one of the central rule books and decide the rules. Game Mastering includes many for Pathfinder. It is not required to play the game, but there are more components than playing a character, but it is a fun build on the basic guidelines provided in the game and enormously rewarding experience. Mastering chapter of the Pathfinder Core Rulebook 4 Introduction and you will find it helpful to read this chapter before the advice in this chapter about running a game is introductory to this book. This book provides more details on published adventures. A series of adventures – on these topics, as well as many other tools that will help you, especially scenarios in the Pathfinder Society Organized Gamemastery make your game an entertaining and memorable experience for Play Campaign and Pathfinder Adventure Path Volumes – basics everyone involved. the subsystems Chapter 3. The Victory Points subsystem is the most basic of these, but many tools in most of these books you refer to the adventures that also use the other subsystems that are found here, Game Master. In some sections of the such as vehicles, chases and influence. However, subsystems, such as some player-oriented variant rules and actions for specific subsystems, refer instead to If you want to create your own Pathfinder variant rules to the player who uses this material. Adventure, Chapter 1 offers you design guide from the wide strokes of an entire campaign, NPC Gallery Pathfinder as a game is all about customization, and to individual adventures, and then to the special this book offers you as The Master opportunities, reflections of a particular encounter. Chapter 2 is a GLOSSARY customize of your game, just like a player fits their true toolbox, which you can use to build the creatures, and INDEX character. The Toolbox Nature of the Gamemastery Guide Dangers, Items and other items you want to use makes it easy to take and use what components you need for the game your adventures. If you plan to set you run your adventures in a world of you anytime. As with any toolbox, own design, the world-building you don't need to use section of Chapter 2 that can lead to everything at once! Process and help you establish the decision-making details you need to ensure that your YOUR setting is a vibrant backdrop for a fantastic adventure. The NPC The tools of this book gallery in Chapter 5 You will be able to use most dependent to help populate what kind of game master you are, what your players want your story and want, and the story you tell together. World so you don't have no two Game Masters are the same. You might create any Experienced Game Master who is looking for new ways to customize the game and adapt it to your element of interest from the ground up. Or maybe you're a brand if you're an experienced game master, you'll find new GM and looking for guidance to feel comfortable adapting a wealth of customization options to your games leading your own game. Maybe you were a game for the needs of the players. The advice in Chapter 1, as Master has been for years, but this is your first time executing a guide to make encounters more dynamic can help pathfinder game. No matter where you are as a game, you'll fine-tune your GM skills and enrich your game. With Master, this book is a valuable tool that can help you use the tools in Chapter 2, you will be able to create exactly what you want to tell your players. option you need for each game. Chapter 3 provides a variety of rule subsystems that provide a framework for certain if you are a newer game master, you will find a wealth of efforts and from chases and duels to social-of-information to help you feel in ongoing influence and overland exploration. In Chapter 4 you will play your games. In particular, Chapter 1 can help you better find variant rules that you can use to specifically optimize in the different modes of elements of the game, from backgrounds to the entire game, how to decide the rules quickly and fairly, and mathematical underpinning of the game to do your when special circumstances or problems harvest preferences or the needs of a particular setting or story up at your table. This chapter also contains advice on using and determining rarity in your game, working with REMEMBER THE FIRST RULE Your players to create a collaborative story, and adapting your game to the needs of players at your table. The first rule of Pathfinder is that this game is yours. The You also find the NPC gallery useful in Chapter 5, as a rest of the rules are available for you to tell the story source of stock NPCs to play a role in your game, and also you want to tell and share exciting adventures with your for examples to compare when using the rules in friends. There are many rules in this book, but no Chapter 2 to build your own monsters and NPCs. of them overrule this first rule. Take the rules that will help you make the game you want, change those that don't do when you a game master with a published one, which you need, and let those who adventure pathfinder, find instructions in Chapter 1 not help. It's your game. There's no right or wrong specifically for running published adventures, and a lot of way to GM as long as everyone has fun – and that includes you! 5 Gamemastery Guide 6 Gamemastery Basics 1 CHAPTER 1: GAMEMASTERY BASICS Introduction The role of a GM can be complex, challenging and sometimes difficult, but ultimately Gamemastery rewarding. Luckily, you are not on your own! Not only the other players in your game Basic stable help you tell collaborative stories, but you can use the advice here to make your games run smoother and feel more exciting. Tools The information presented here provides helpful guidance on how to be a dynamic and engaging GENETISCH ver and complements the GM recommendations in Chapter 10 of the Core Rulebook. Some groups

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