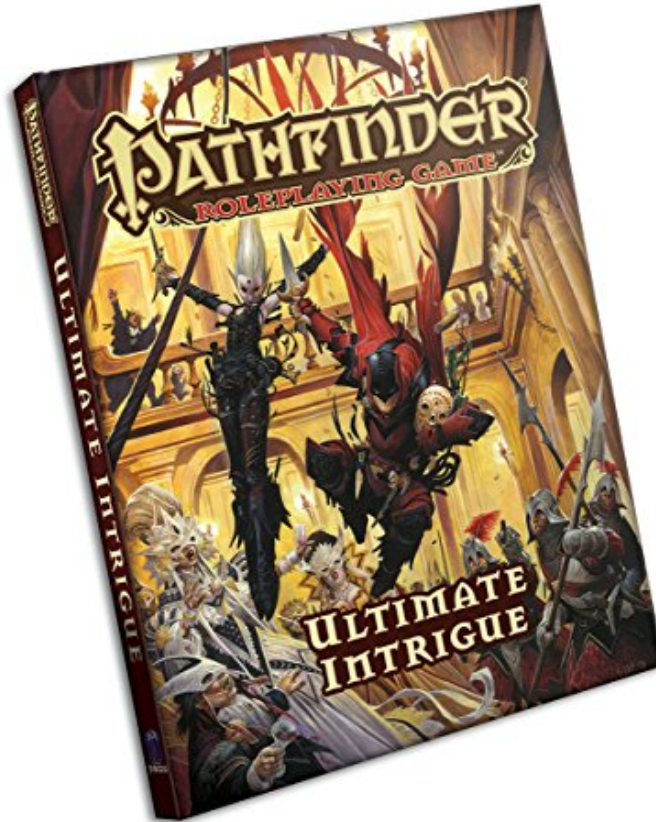


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## Pathfinder Roleplaying Game: Ultimate Intrigue

*Jason Bulmahn*

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**Jason Bulmahn : Pathfinder Roleplaying Game: Ultimate Intrigue** before purchasing it in order to gage whether or not it would be worth my time, and all praised Pathfinder Roleplaying Game: Ultimate Intrigue:

0 of 0 people found the following review helpful. Rogues, Thieves, and UndesirablesBy Dennis VeronicaI haven't read the book from cover-to-cover but the content seems pretty useful and fun. As other reviewers have mentioned, the book delves fairly deeply into diplomatic, bluffing, and other social interactions that might be better served with role-play rather than dice rolling. There are an overwhelming trove of new classes and archetypes that no DM will ever be able to fully implement (sort of like a Bestiary of covert types). They do however give a DM some good ideas about the type of characters or organizations players might encounter. Don't forget about the feats! There always seems to be more feats. The book seems more useful for campaigns that center around a single location (like a city) rather than games that wander the wilderness or climb into the depths of the Darklands. All that said, it is a good addition to my core rulebooks.0 of 0 people found the following review helpful. Fun stuff to useBy Rick GarskeFun stuff to use, especially as a GM. I would suggest this to those who like using intrigue in their games.0 of 0 people found the following review helpful. Five StarsBy LeesawPerfect for suggesting new challenges in-game.The Bard Archetypes

are phenomenal! :D

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!