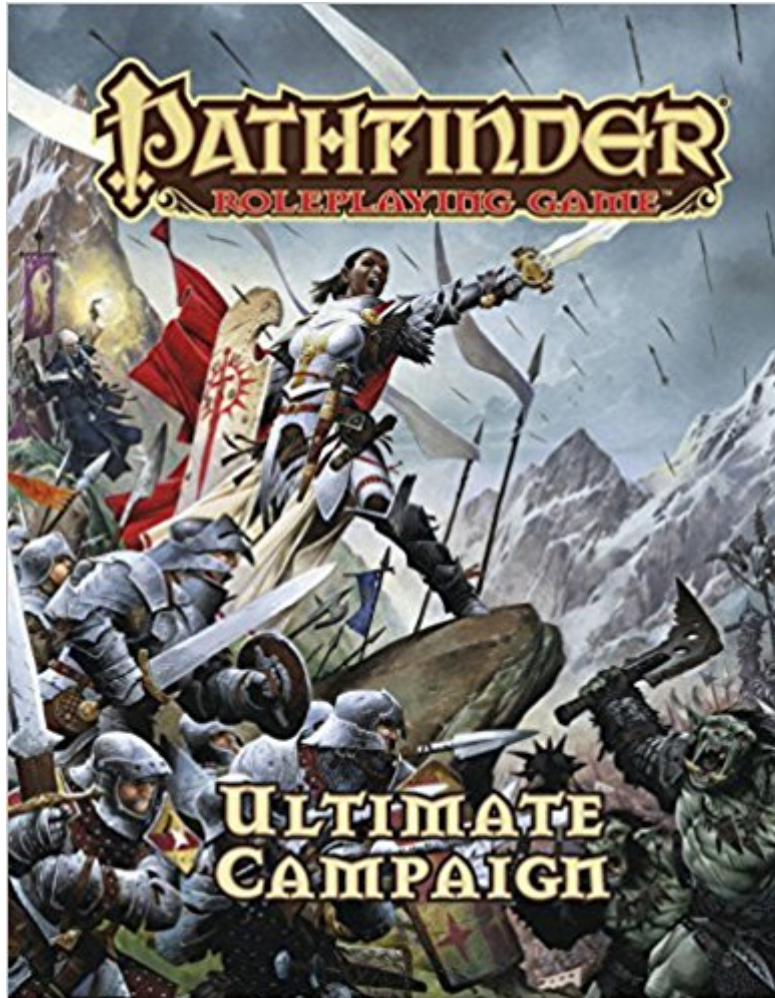


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Pathfinder Roleplaying Game: Ultimate Campaign



Synopsis

Take Charge! Where the dungeon ends, another adventure begins! Pathfinder RPG Ultimate Campaign takes you on a guided tour through the parts of the game that happen between monster attacks and quests for ancient artifacts. As some of the most powerful and prestigious heroes around, do your player characters want to build up a kingdom of their own, or lead an army against a neighboring nation? Perhaps they want to start a business, craft magic items, or embark on a quest that will come to define them. Whether you're looking for help generating a young character or seeking ways to challenge adventurers who've grown bored of fighting monsters one-on-one, this book has everything you need! Pathfinder RPG Ultimate Campaign is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds on more than 10 years of system development and an open playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into a new era. Pathfinder RPG Ultimate Campaign includes:— A detailed guide to generating character backstories, including a new system for random character generation and traits and drawbacks to meld your background with your statistics.— Story feats that increase in power as you achieve key goals, making quests and crusades more than just flavor!— A complete downtime rules system to flesh out those parts of a PC's life that take place between adventures, such as running a business, gaining power and influence in a community, or starting a magical academy. — New rules for retraining and switching classes; honor, reputation, and fame; young characters; investment; magic item creation; and other key adventuring topics.— Rules for building up a kingdom, including construction and technological advancements, governing your people, and more.— Mass combat rules to help you lead clashing armies and conduct epic battles in a fun and efficient manner-without losing sight of the PCs themselves.— AND MUCH, MUCH MORE!

Book Information

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Customer Reviews

For a long time I've thought this book is going to be more or less a compilation of subsystems from various APs, so I was a bit skeptical. Now that I have ze PDF, the question is, what actually is inside Ucamp? First chapter is the character background generator. Now, it's not just a set of tables, but it's connected to Traits and new Story Feats. I love the idea of meshing PC backstory with Traits ...

because I've been doing this for several years, awarding appropriate Traits for writing a one-page character history. Neat, Paizo stealing ideas from my brain. What next, they'll publish a pirate AP oh wait. What's also nice is that the backstory generator doesn't do all the work for you, there's still plenty of room left for improvisation and meshing it all together. So overall, almost a perfect chapter BUT while all the classes are represented, there are only backgrounds for core races. One could wish at least the more popular (Tieflings, Aasimar, Tengu, etc.) minor races would get their due. Oh well. Chapter Two - Downtime or the dreaded question "what can my PC do between adventures".

Well, this one handles this one pretty much completely, including a rather neat if baroque system for establishing your own facilities/buildings/hirelings/businesses. I can't think of any angle not covered here. Paladins running brothels, finally with rules and tables. Oh d20, you and your shameless desire to have numbers for everything! We love you so much for that, you nasty little minx. Chapter Three - Systems. A collection of various aspects of not-combat-related mechanics. There's Honor, Reputation, the flamewar magnet of Retraining (anime MMO munchkins territory oh noes Gary save us!), Hexploration and several others.

I am a big pathfinder fan, and their latest books (Advanced Race Guide, Bestiary 3, NPC Codex) made me pre-order this without hesitation. I've plans for a game that in 3.5 would have used the Stronghold Builder's Guidebook and so that was my main interest when purchasing this book. On the whole the material feels a little thin. One of the first things you are presented with is an entire re-hash of how to make a character's backstory, and a reprinting of every trait with a few new ones. The backstory stuff isn't bad, but it didn't really feel appropriate to the book. Traits and their negative counterparts never interested me, there were always too many with too little flavor and too little impact on gameplay so reprinting the entire list just to add a few seemed like a waste of pages even

if it did tie in to the backstory section. They even attempt to justify it in the text of the book saying that some of them have been updated. Do they not print errata? Next of note is a new set of feats, called "story" feats. I really like the idea, but based on the execution as a GM I would think twice or thrice about letting them in my game. The power curve seems to range from worthless to just-short-of-ridiculous supposedly in proportion with the difficulty of achieving the conditions. A lot of these conditions require an obliging GM to provide an artificially constructed opportunity or an enterprising player to circumvent an uncooperative DM. It feels like a recipe for bad blood rather than good storytelling. Now, the section I was most interested in was the castle/organization building portion. Having read the Stronghold Builder's Guidebook the systems are similar though Piazo has managed to both remove much of the complexity and replace it with more complexity.

This book.... I cannot say enough good things about this book! It has everything you need to take your campaign to the next level.

Chapter 1: Background This chapter is very extensive. Lots of random roll tables to help you flesh out a very detailed background for any character you'd ever want to play. Also included is the most comprehensive Trait List ever. A new type of feat called Story Feats is introduced as well.

Chapter 2: Downtime Everything you've ever wanted to do during downtime is now possible. While you could pretty much do whatever your Gamemaster would allow before this book was available, now he has codified rules that will smoothly cover any possible thing you want to accomplish during downtime. This chapter is my second favorite chapter coming in just behind chapter 4.

Chapter 3 I haven't dug too deep into this chapter yet, but from what I've read it's essentially a huge selection of new systems that you can drop into your game "toolbox style". There are rules for Honor, Contacts, Hagglng, Fame and Infamy, etc...

Chapter 4: Kingdoms and War This is by far my favorite chapter. This chapter consists of the Kingdom Building and Mass Combat rules from the Kingmaker Adventure Path. However, they have been updated and expanded to offer a better experience and to make them not specific to the Adventure Path they originally appeared in. Everything you need to build your own Kingdoms from the ground up is in this chapter. Player Character will take on various roles in governing their Kingdom and helping it grow and prosper. The rules for mass combat are done nicely as well, with rules for Building your own armies and waging war on neighboring Kingdoms.

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