



Pathfinder Roleplaying Game: Beginner Box

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Take your first step into an exciting world of fantasy adventure with the Pathfinder Roleplaying Game Beginner Box! Within you'll find simple rules to create and customize your own hero, as well as a robust system to run your character through challenging adventures and deadly battles against villainous monsters like goblins and dragons! The only limit is your imagination! The Pathfinder Roleplaying Beginner Box includes: a 64-page Hero's Handbook, a 96-page Game Master's Guide, a 16-page Transition Guide to bring your hero to the full Pathfinder Roleplaying Game, a complete set of seven high-impact polyhedral dice, more than 80 full-color pawns depicting tons of heroes, monsters, and even a fearsome black dragon, four pregenerated character sheets to throw you right into the action.

Pathfinder Roleplaying Game: Beginner Box Details

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From Reader Review Pathfinder Roleplaying Game: Beginner Box for online ebook

Christopher Wright says

So funny enough even though I rated this 5 stars I don't actually like the Pathfinder roleplaying system that much.

I was never a huge fan of D&D 3.5 and I don't think Pathfinder has done much to improve its rough edges. I think Pathfinder and D&D 3.5/4th edition have both strayed too far away from D&D's original storytelling origins in favor of creating complexly for modern gamers. Which don't get me wrong, that's all well and good, but as someone who plays many many tabletop games, that's not something I always want in my RPG experience. This is especially true when I'm trying to get new friends into Roleplaying. Often the rules of Pathfinder or 4E are just too much for them so I usually end up either going with other systems or dumbing down the rules on my own for them.

So why am I rating this 5 stars? Simple. This box is awesome and Paizo has actually done a great job in creating a product that serves as a perfect intro to get people into RPGs in a way that is both engaging and not too overwhelming. The rules strip out all of the unnecessary bits, but leave enough meat on the bones to make you feel like you're getting an authentic roleplaying experience. They do a good job of cleverly including some rules that seem arbitrary, but help you internalize some complex concepts for when you graduate to proper Pathfinder.

Plus it includes a bunch of things. A double sided map, a set of dice, some really well done prebuilt character sheets, a pretty lengthy campaign, a lot of cardboard pawns, and best of all a transition guide. The transition guide is really what sold me on this set. It does exactly what it promises, it helps to explain exactly how to convert your characters into proper Pathfinder ones and it even gets into a bit of the logic behind some of the dumbing down of the rules I mentioned before.

I haven't had a chance to run the campaign for friends yet, but from everything I read it in I'm really happy with it.

Brian says

Great introduction and great value w/ the map, pawns, and quick adventure. It doesn't teach all the rules though, so might lead to some bad habits if players transition to the full game.
