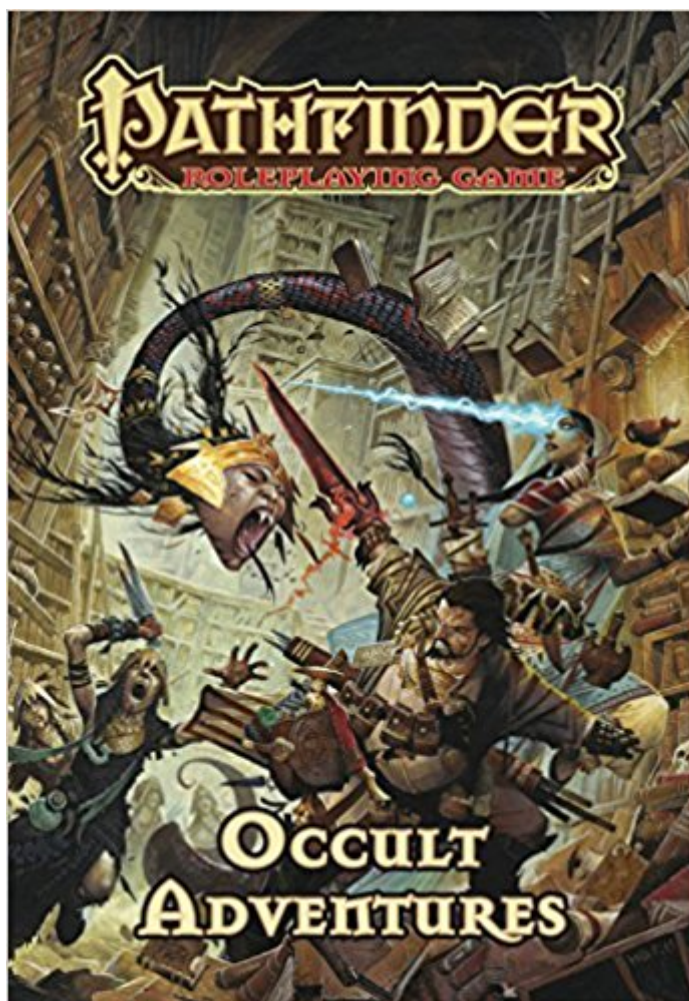


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# Pathfinder Roleplaying Game: Occult Adventures



## Synopsis

Delve into the occult secrets of psychic magic, mystic rituals, and esoteric sciences with Occult Adventures! Six new, occult-themed character classes bring the vast treasures of occultism and mysticism to Pathfinder players like never before. Set out on new adventures as a kineticist, medium, mesmerist, psychic, occultist, or spiritualist, or choose from dozens of archetypes for these and most existing Pathfinder RPG classes. Explore forbidden secrets long kept from the world to discover magical forces that unlock vast powers of mind and body. Uncover lost relics and proscribed spells to give your hero new powers in the fight against evil, and pick up new psychic tricks with a library of new feats based on occult traditions.

## Book Information

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Best Sellers Rank: #202,487 in Books (See Top 100 in Books) #78 in Books > Science Fiction & Fantasy > Gaming > Pathfinder #18969 in Books > Teens

## Customer Reviews

Shipping information out of the way: As usual book came in excellent condition and didn't even have much in the way of shelf wear. Now, on to the content. This book is chock full of archetypal occult flavor, both interesting and serious such as spirit mediums both real and fake, rules for 'skill unlocks' like automatic writing and reading auras or portents, and psychics. It also has some delightfully cheesy stuff like an archetype that literally eats magical books to gain their power, phrenology, and skull deformation to enhance psychic ability. I loved it overall, but the class chapter is dense. Very dense. These are not the same as the easily read and understood classes in the Advanced Class Guide. If your group is lazy or not really into the whole 'reading' thing, you've been warned.

As I helped playtest the new classes, there was not much surprise there...they did simplify a few

things...for example they took the many specific spirits the Medium could access and collapsed them into only 6 archetypes and only presented one resonance power for each Occultist Implement. The rest of the book was the interesting type for me...as it presented basic archetypes for the Occult classes, occult archetypes for the other classes, occult skill unlocks, occult feats, occult rituals and some rules on how to present occult situations of the game. All in all, a good book to have if you want to add some new spice to your existing pathfinder game.

This is the kind of book I love from Pathfinder. New classes, new archetypes, new feats, new flavor!The Kineticist is a great class, especially for fans of Avatar, players who always wanted a "Bender" can finally play one. While not as amazing as the Ultimate series, this is a must have for a gaming group looking for new classes and flavor to the campaign

I was intrigued enough by Paizo Publishing "take" on psychic powers (or psychic magic) which is actually different from "psionics" (done quite well by Dreamscarred Press) ... and I like what Paizo gave us in that regard. (It's a nice enough rules set that, a more "modern" game or setting could be used in conjunction with the abilities), allowing Game-Masters to tell a story much like many of the Hollywood "paranormal" movies, or series like "Supernatural" using the Pathfinder RPG line of rules and supplements.Nice Job.

In reading through, I like it. Yes it is another variation on magic, but well done and not just the introduction on new spells. Each new class seems to be well thought out and have their own unique abilities that fit together well.I am planning on using this book to build out the mysterious villains in a new campaign.

I wanted to give it 5 stars, I am a true Paizo fan-boy but some of the class abilities just prolong combat and periods of initiative. It's well written and a good source book. If you are trying to add a psionics component to your adventures I would buy this book.

A great addition to the system. It fills its niche well. Highly recommend its use for horror, mystery, and low/dead-magic (Occult Skill Unlocks) themed games. Low-mid Stat buy with a slow to medium XP progression can really ramp up immersion and tension with this book.

Good book and will be interesting to add to my extensive library thus far.

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