

Pathfinder is a fantasy tabletop RPG published by Paizo in 2009, based on the D&D 3.5 ruleset. Key features:

- d20 system: 20-sided die for most rolls, add modifiers
- Classes: 11 core (Barbarian, Bard, Cleric, Druid, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer, Wizard)
- Races: 7 core (Human, Elf, Dwarf, Gnome, Half-Elf, Half-Orc, Halfling)
- Skills: 35 base skills, points gained per level
- Feats: Special abilities gained every odd level
- Magic: Vancian system, spell levels 0-9
- Combat: Initiative, attacks, saving throws, hit points
- Experience points: Used for leveling up (20 levels)
- Settings: Golarion (official), compatible with other fantasy worlds

Key supplements:

- Advanced Player's Guide: New classes, archetypes
- Ultimate Magic/Combat: Expanded rules
- Bestiaries: Monster manuals
- Adventure Paths: Pre-written campaigns

Pathfinder 2nd Edition released in 2019:

- Streamlined rules, new action economy
- Redesigned classes and ancestries
- Critical success/failure system
- Proficiency ranks replace static bonuses

Popular for its extensive customization options, backward compatibility with D&D 3.5 content, and regular release schedule of new material. Known for complex character building and tactical combat.