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Your attacks against an enemy's vital locations are extra lethal. Condition(s): Stealth attack class feature. Profit(s): Your stealth attack loss increases by 1d6. Stealth attacks can't exceed your character's level of dice (round). In this pathfinder kingmaker guide we will take a look at a hybrid construction consisting of monk, knife master and fighter. It's a very powerful scramble to build that based around hitting an opponent as many times as possible in round one, and hitting hard while at it. It's equivalent to having a machine gun in your Handfinder kingmaker: Thousand StabsIn this build we'll have a rogue knife master, monk and fighter multiclass. The idea is that in one round, there are as many attacks as 2 sai weapons. Sais needs because it's the only weapon that works with the knife sneak knife idle from the knife master, and the flurry of blows from the monk, since the flurry of blows only works with weapons a monk is skilled at level 20 with this build we'll attack 9 per round, and that number goes up with haste and power of : Additional attacks. It's an absolutely insane number of attacks, and although some will miss, it's still huge losses per round. Monk gives us abilities such as blows and a flurry of power: extra attacks which add more attacks per round. They also add power: to enhance the Barkskin Armored class and unarmed combat, which is great against opponents who have high resistance to piercing damage from the sass (unarmed attacks do Bludgeon damage). Monk stabbed level 11 and monk is enough to get the most out of class jitters. The Knife Master is a great addition to the monk because of all the stealth attack bonuses, and featuring the knife master called Stealth Knife. It is a spectacular passive increase in damages with sneak attacks that grant Sais increased by increasing the normal 1-6 damage rather than dying for 1-8 damage. The downside is that every other weapon suffers less damage which is 1-4. The next significant potential is called finesse training (PSI). It is acquired at level 3 and it adds DEX to roll out losses instead of STR. With 4 levels in Knife Master we also get 2 stealth attack bonuses, skillful stealth attacker, supernatural dodge and debilitating injury. Especially useful is the bewildered injury because it reduces the AC of enemies that have been hit by our stealth attacks. Given that most attacks are going to have a low base attack bonus, it makes it much easier to kill enemies. The fighter is an optional multiclassing option here, but one I also went through because of all the extra feats that we meet with only 5 levels in the fighter. In addition, we get weapon expertise (SAI) that adds 2 damage to our attacks. Weapons training couldn't help us, unfortunately, because devs forgot to include monk weapons as an option (so no Sais there). If you don't want the fighter, put in those levels Master or monk instead. Start from either going level 1 in monk and then level 4 in knife master or level 4 in monk and level 1 in knife master. Then add the combat level to get the feat at the faster rate, or after leveling the monk to 11 instead of if you want. With 11 levels in Monk we get these feats and abilities automatically: unarmed strike: damage basically done with more unarmed attacks. AC Bonus: WIS and DEX modifiers are added to AC and combat maneuver defense. Flurry of blows: Extra strikes per round as a full-round action. This is an automatic capability that does not require activation. Haste and the power of the pile up with extra attacks. Fast Movement: +10 Bonus for Movement Speed. Still mind: Magic spells and effects against +2. Purity of the body: Immune to all Diseases.Ki attacks: adds properties to unarmed attacks that help overcome damage reduction. Stunning fists (fatigue): Stun opponents with this ability. Instead of being unconscious afterwards, it makes them tiring. Stunning fist does not work with weapons. Stealing and better theft: Reflex helps against attacks targeted to throw savings. Power of: Powers of monks are granted that use points from the pool of. Some such as barkskin are particularly useful because it works unrelated to weapons. With 4 levels in Knife Master we get these feats and abilities automatically: Stealth Knives: With Sais we are going to roll D8s instead of D6s roll for the purposes of sneaking attack damage. Finesse Training (SAI): Adds dex to damage the roll. Weapon finesse: With this we are going to use DEX instead of STR for attack rolls. Blade Sense: Dodge bonuses to AC against strikes from light blades. Debilitating injury: Add condition to your stealth attacks. Bewildered works best with this construction. Supernatural Hoax: You can't be caught flat-Footed when being attacked by invisible opponents. With 5 levels in fighter we get 3 bonus feats which are always good. You can choose who you want, but weapon expertise sai should be one of them. Thousand Stabbing Features, Skills and RaceWIS and DEX are the primary features for this creation. Both modifiers are added to the AC, which is important for survival because monks can not use armor, if they do not want to lose all bonuses. Dex is added to the loss with finesse training (Sais) and attack rolls. I've just added 2 points in Congress to add more health points. There's 1 more point left and I've put it in str just to help with team loads, but you place it elsewhere if you want. Use the skills that start with boosts lore (nature), lore (religion), magic device, perception, trickery and mobility. of mobility to avoid attack of opportunity when walking around enemies walking around the battlefield Recommended, but the rest can go anytime. A total of 3 skills can be leveled to the maximum with this build. The best race for this build is Plumekith Aasimar because +2 2 Good to pass still for DEX and WIS. Plus you get the wing feat at level 10 (don't forget to choose from this feat). In addition, they also call astronomical resistance (acid, cold and power resistance) and light halo to save the active ability that throws against blinds and glare +2. Thousand Stabs FeatsFeats we want are to help with any two weapon fighting and attack bonuses. Outflank is an extremely important one, but it also means you need someone on your team with the same achievement fighting next to you. Outflank should be on every team anyway because it's the best teamwork feat for melee characters. Here's a list of feats for this build we're taking: The powers of Thousand Stabbing and GearMonks receive the powers of chants instead, there are many you can choose from, and some are more useful so others for this creation. I've already mentioned Barkskin because it's so good, and it raises AC from 4th at Monk level 9. The perfection of the body and restoration are good additions to give yourself a medical ability and a way to deal with negative level annoyance. Monks do not use any armor and should remain so, so we do not lose a flurry of blows and other bonuses. There are 2 sais weapons that we need. An Oleg trading can be purchased at the post and starting with level 1 in Monk gives you 1 psi equipped. The rest of the items go with anything that increases AC, throws savings, damage and attack rolls. The safety ring in this example is very good because it stacks with barkskin. If you don't have cat grace and owl knowledge spells on someone in your party then definitely go along the belt of headbands of dexterity and inspired knowledge. Remember that there is not the same bonus stack from spells and objects. Thousand stabbing summary The build thousand razors is extremely easy to play. Use the power before the fight: Barkskin, someone from the party says cat graces, boob knowledge and anything that attacks bonuses on you, then bewildered ability to activate and position the character next to anyone that is Outflank, and should go to work. A very high number of attacks with stealth attack applied to each one, is a lot of fun to play. If the sass don't work against a particular enemy, instead switch to the unarmed to do bladeageon damage. Very fun, simple and effective buildscaled Fist Monk is also a good choice for multiclass, but if you choose to use it, choose Musetouched Aasimar as a race, and insert points in cha instead of WIS. It provides additional boosts for unarmed attacks, but it will do nothing for Sais. More Pathfinder Kingmaker content is coming soon, including creating classes and guides, so stay tuned! You might be interested to read our Tower Shield Tank Valerie Build Guide, Zalthal Serious Reaper Build Guide, Octavia Mysterious Trickster Build Guide, Amiri Savage Build Guide Ranger Build Guide, Linzie Bard and our beginner guide. Meanwhile you can check the wiki for all your pathfinder needs. From Pathfinder:Kingmaker Wiki feats each character has special abilities, further setting them apart from comparable builds. Feats often have a number of pre-requirements that must be met in order to select them during level ups. How often a character is allowed to choose a new achievement depends on his class. Combat maneuver feat [edit. Edit Source] Provide combat maneuver feats that players can choose to actively use in fights. → manoeuvres all feats [edit] † this achievement is a legitimate combat bonus achievement. BAB-Basic Attack Bonus (BAB) Name Requirements Impact Capability Focus - Add Bomb Bomb or Arcane Bomb +2 throws DC against its bomb for all savings. Skillful stealth attack stealth attack 1 increases your stealth attack damage by 1d6. Stealth attacks can't exceed your character's level of dice (round). Playful maneuvers† bull rush or dirty tricks or disarm or beautiful armor or travel you've learned to use your velocity in place of brute force when performing combat maneuvers. Benefits: You add your dexterity bonus to your base attack bonus and size bonus when determining your combat maneuver bonus instead of your strength bonus. General: Add your strength bonuses to your base attack bonuses and size bonuses while determining your combat maneuver bonus. Eldori Dueling Mastery† Dex 13, Weapon Finesse, Proficient: Duel Swords, Weapon Focus (Duel Swords) you have mastered the impenetrable fighting style. By the time you start coping with a duel sword, you receive +2 bonuses on the initiative check. Unless you wield only one duel sword in one hand (not using a shield, a closed-hand weapon, armor spikes, unarmed attacks, or natural weapons), you gain a +2 shield bonus for your AC. Although the duel sword deals reduction in damage, you get a +2 bonus on treating it as if it were also a piercing weapon when determining the impact of weapons used by a couple's alertness to check your perception skills. If you have 10 or more ranks in that skill, the bonus increases to +4. With the help of a colleague† friend spellcaster, you are skilled at penetrating the protection of other creatures with your mantra. Advantages: Whenever you are close to a colleague who also has this achievement, you get +2 bonuses on concentration checks and level checks made to overcome magic resistance. Mysterious Armor Mastery† Mastery in mysterious armor training you've mastered the ability to cast spells wearing armor. Advantage: Reduce the mysterious magic failure chance due to the armor you are wearing by 20% for any spell you cast. This bonus changes, and doesn't stack up with bonuses given by mysterious armor training. Mysterious armor training† you've learned how to cast spells Wearing armor. Advantage: Armor you reduce the chance of mysterious magic failure due to any spell you've been wearing by 10% for the cast. Mysterious Strike† Mysterious Spelling a fast action spent every round, can impress your weapons with a fraction of your power. For Round 1, your weapons deal +1 are treated as magic for the purpose of overcoming loss and loss reduction. For every five caster levels you have, this bonus increases from +1 to the 20th level to a maximum of +5. Armor Focus† BAB1 Armor Proficiency Your familiarity with a specific type of armor increases the amount of protection you get from it. Advantage(s): Select a type of armor. The AC bonus given by the selected armor increases by 1. Armor proficiency (light armor) † you become proficient with light armor. Armor Proficiency (Medium Armor) † Armor Proficiency (Light Armor) you become proficient with medium armor. Armor proficiency (heavy armor) † armor proficiency (medium armor) you become proficient with heavy armor. Summon Spell Focus (Magic) Each creature called it that you have for a period of magic for magic A+4 enhancement bonus power and constitution with any summoning magic. Back to back† Notion 3 Your colleague's eyes are his own, and yours are your own. Advantages: When you are close and flanked by a colleague with this achievement, you receive a +2 situation bonus for AC against opponents' attacks. Finnish Bashing† Proficiency: Light Shield Proficiency Heavy Shield Proficiency, Shield Bash, Two Weapon Fighting, Base Attack Bonus: 11. Shield Master you follow a powerful flick from your weapon with an opportunistic kill from your shield. Advantage: Whenever you score a critical hit with a scramble weapon, you can attack a shield bash against the same goal using the same bonus as a free action. Blind Fight† In The Scramble, every time you miss the hiding because, you can see your missed chance percentile roll to roll once again if you actually hit. An invisible attacker gets no benefit related to killing you in the melee. That is, you don't lose your dexterity bonus for the armor class, and the attacker doesn't get the usual + 2 bonus to be invisible. The bonuses of the invisible attacker still apply to carrying attacks, however. Critical† Critical Focus Glare, BOB15 Whenever you score a significant hit, your opponent is permanently blinded. To save a successful patience it reduces to glare up to 1d4 rounds. Save this patience dc 10+ is equivalent to your base attack bonus. This achievement has no effect on creatures that do not rely on eyes for more than two-eyed vision or creatures. By correcting, reviving, blindness can be overcome or similar abilities are removed. Exclusive: You can only apply the effect of a significant achievement to a significant hit unless you have significant mastery. Boon Fellow Animal Partner Your Bond Your animal companion is unusually close. Your animal companion's abilities are calculated as if your Class 4 level was higher, to the maximum effective level equal to your character level. Bull Rush† Power Attack, STR 13 This feat gives the character the ability to maneuver the bull rush combat. It also offers CMB +2 bonus and +2 bonus to CMD when defending against it when performing this maneuver. A Bulls crowd attempts to push an opponent straight back without any damage. If your combat maneuver is successful, your goal is pushed back 5 feet. For every 5 by which your attack

exceeds your opponent's CMD, you can push the target back an extra 5 feet. An enemy is being transported from a bull crowd because movement doesn't provoke an attack of opportunity unless you possess greater bull rush feats. You can't bull a creature quickly in a square that is occupied by a solid object or barrier. Halfling the cautious fighter when fighting defensively, his Dodgers bonus for AC increases by 2. Cleave† Power Attack, STR 13 As a standard action, you can attack a single one on your full base attack bonus against an enemy within reach. If you hit, you deal with the damage in general and an extra attack against an enemy (can use your full base attack bonus) which is before and even within reach. You can only attack one extra per round with this achievement. When you use this feat, you take -2 fines in your armor class until your next turn. Cleaving Finish† Power Attack, Cleave, STR 13 If you attack the melee, and your goal drops to 0 or less hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can attack only one extra per round with this achievement. Cluster shots† point-blank shots, accurate shots, bab 6 you take a moment to aim your shots carefully, leaving them all in almost the same spot. Advantage: When you use a full attack to carry multiple weapons attacks against the same opponent, use a total of damage from all hits before applying that opponent's loss reduction. Combat casting specializes in spellcasting when you are threatened or distracted. You get + 4 bonuses on concentration checks made to use the ability like magic or magic. Combat expertise† INT 13 You can choose to take a one-1 penalty on the scramble attack roll to gain a +1 Dodge bonus for your armor class and counter maneuver checks. When your base attack bonus reaches +4, and then every +4, the penalty increases by -1 and the dodge bonus increases by +1. You can only choose to use this feat when you announce that you are an attack or a full attack with a melee weapon. Effect of this achievement until your next turn is. Combat Mobility† Dex 13, Dodge you can easily move through a dangerous scramble. Benefits: You get +4 Bonus to armor class against attack of opportunity when you move out or in a threatening area. A bet that lets you lose your dexterity bonus for the armor class (if any) also makes you lose the Dodge bonus. Dodge bonuses stack with each other, unlike most types of bonuses. Combat Reflex† you can attack many extra of the opportunity per round equal to your dexterity bonus. With this achievement, you can also attack the opportunity during flat foot. Coordinated Defense† Whenever you're close to a colleague who also has this feat, you get a +2 capability bonus for your combat maneuver defense. This bonus increases to +4 if the creature attempting to maneuver is bigger than both you and your colleague. Coordinated maneuvers† you are skilled at working with your colleagues to perform dangerous maneuvers. Advantages: Whenever you are close to a colleague who also has this feat, you get a + 2 capacity bonus on all combat maneuver checks. This bonus increases to +4 when attempting to break free from a scramble. Cornugon Smash† Persuasion 6, Power Attack When you damage an opponent with a power attack, you can check for instant persuasion (scare) as a free action to try to demoralize your opponent. Crane Repost† Dodge, Better Unarmed Strike, Crane Style, Crane Wing, Monk 7 or Bab 8 you take only one-1 penalty on the attack roll to fight defensively. Whenever you lose the dodge bonus from the crane wing because an attack misses you 4 or less, the enemy provokes an attack of opportunity. Crane Style† Dodge, Better Unarmed Strike, Monk 1 or Bab 2 you take only one-2 penalty on the attack roll to fight defensively. When using this style and fighting defensively, you get your armor class an extra +1 dodge bonus. Crane Wing† Dodge, Better Unarmed Strike, Crane Style, Monk 5 or Bab 5 When fighting defensively with at least one hand, you receive ac +4 dodge bonus against melee attacks. If a melee attack misses you 4 or less, you lose this Dodge bonus until the start of your next turn. Critical Focus† Bab 9 you are trained in the art of causing pain. You receive the +4 situation bonus on the attack roll made to confirm the critical hit. Critical Mastery† Fighter 14, Critical Focus, is one of the following feats: (Glare Critical, Tedious Critical, Sickening Critical, Staggering Critical, Tiring Critical) When you score a critical hit, you can apply the effect of two important feats in addition to damage. General: You can only implement the impact of a significant achievement to a given critical hit in addition to the damage dealt. Crush Blow† Better Strike Unarmed, Stunning Fist You Can Attempt a Stunning Fist as a Full Round Action. If successful, instead of ripping your target, you reduce the AC of the target by an amount Equal to your knowledge modifier 1 1. This penalty does not stack up with other penalties applied due to crush blow. Dazzling display† focus weapons can scare your skill enemies with your favored weapon. Advantages: Welding the weapon in which you have weapon focus, you can perform a flurry of skills as a full-round action show. Check a persuasion (scare) to discourage all enemies within 30 feet who can see your performance. Lethal Objective† DEX 13, BAB 1 You can choose to take a one-1 penalty on all carrying attack rolls to gain a +2 bonus on all carrying damage rolls. When your base attack bonus reaches +4, and then every +4, the penalty increases by -1 and the bonus for damages increases to +2. You must choose to use this feat before creating an attack roll and its effects last until your next turn. Bonus damage does not apply to touching attacks or effects that do not deal with hit point damage. Fraudsters get you +2 bonuses on all persuasion and tricky skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill. Defensive combat training† you excel at defending yourself from all manner of combat maneuvers. Advantages: Let's treat your total hit dice as your base attack bonus when you calculate your combat maneuver defense. To use this achievement arrows† better unarmed strike, bend dex 13 you must have at least one hand free (nothing to hold). Once per round when you would normally be hit with an attack with a weapon, you remove it so that you couldn't take any harm from it. You should be aware of the attack and not flat feet. A carrying attempt to deflect the attack doesn't count as an action. Clever hands you get a +2 bonus on all trickery and use magic device skills check. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill. Hardcore Orc cruelty isn't particularly hard to kill you. When your hit point total is below 0 but you're not killed, you can fight for 1 more rounds like disabled. At the end of your next turn, until 0 hits brought up by points, you immediately fall unconscious. Dirty Tricks† Combat Expertise, INT 13 This achievement gives the character the ability to maneuver dirty trick combat. It also offers CMB +2 bonus and +2 bonus to CMD when defending against it when performing this maneuver. You can attempt to hinder an enemy in the melee as a standard action. If your attack is successful, the target takes a penalty. The penalty is limited to one of the following conditions: blind, disveveled or sickening. This situation lasts up to 1 round. Every 5 by which your attack exceeds your opponent's CMD, the penalty lasts up to 1 extra round. Tame† combat expertise, INT 13 to tame an enemy in you melee as a standard action Can. If your combat maneuver is successful, the goal may not use your weapons for off-1. Every 5 by which your own Over your opponent's CMD, the disarmed condition lasts up to 1 extra round. Dodge† DEX 13 you gain a +1 Dodge bonus for your AC. A condition that lets you lose your DEX bonus in AC also gives you the benefit of this achievement. Double slices† DEX 15, two weapons fighting his off-hand weapon while double-wielding attacks with more power. Advantages: Add your strength bonus to damage the rolls made from your off-hand weapon. Normal: You typically add only half of your strength modifier to damage the roll made with a weapon made in your off-hand. Dragon Brutality† Better Unarmed Strike, Dynamics 5, STR15, Dragon Style, Amazing Fist Attack You with the Strength of a Dragon, blows your saying striking fear into your enemies. When using Dragon Style, increase your strength bonus on unarmed strike damage rolls by an extra one-half your strength bonus, doubling your strength bonus on the first attack and 1.5 times your strength bonus on other attacks. When you attempt a significant hit or a successful astonishing fist against the opponent when using this style, that opponent is also shaken for several rounds equal to 1d4+ your strength bonus. Dragon style† better unarmed strike, mobility 3 or STR15 you invoke the spirit of Dragonkind, gaining more flexibility, dynamism and ferocity than the blessings of these great creatures. When using this style, you receive +2 bonuses on saving throws against sleep effects, paralysis effects and stunning effects. In addition, you can add 1.5 times of your strength bonus on damage roll for your first unarmed strike on a given round. Awesome massacre† power attack, dazzling performance, str 15, bab 11 killing an enemy demoralises you other surrounding enemies. Advantages: Whenever you reduce an enemy to 0 or fewer hit points, you can check for a persuasion (for scare) to demoralize all enemies within 30 feet as a free action. Enemies that can't see both you and the enemy, which you've reduced to 0 or fewer hit points, are unaffected. Fundamental focuses are more difficult to resist your mantra of a certain element. Advantages: Choose an energy type (acid, cold, electricity, or fire). Add +1 to the difficulty class for all savings throws against spells that deal with the loss of energy type you choose. Endurance† harsh conditions or long labor do not easily tire you. Advantages: You gain +2 bonuses on athletics checks and on patience + 4 bonus saves against fatigue and exhaustion. You can sleep in a light or medium armor without being tired. Tedious critical† critical focus, tiring critical, BOB 15 When you score a critical hit on the enemy, your target is eliminated immediately. This achievement has no effect on tired creatures. EXCLUSIVE: You can only apply the impact of a significant achievement to a significant hit unless you possess significant mastery feats. Foreign Weapons Bab 1, Marshall Marshall Proficiency Select a type of foreign weapon, such as duel sword or sai. You understand how to use that type of foreign weapon in combat, and can use any special moves or properties that can allow foreign weapons. Additional mysterious pool arcan pool or aldrich pool you can achieve this feat many times. Its effects pile up, giving you a hike to its mysterious pool every time you take this feat. Additionally made you can use your built-in capacity for 3 additional rounds per day. Additional bomb bombs you can throw four extra bombs per day. Additional Channel Channel Energy can channel you two extra times energy per day. Lay on extra hands-on hand lay on hand advantage: You can use the ability to keep your hands on two extra times per day. Special: You can get extra on the hands several times. Its effects pile up. Extra performance baric performance You can use bardic performance for 6 additional rounds per day. Excess anger power power power benefits: Savage talks a new ability to use while furious. To gain an extra anger power he or she must get all of the requirements for this anger power. Exclusive: This achievement can be taken several times. Extra Anger Rage Benefits: You can rage up to 6 extra rounds per day. Exclusive: You can get extra anger several times. Its effects pile up. Fencing grace† weapon focus (appropriate weapon), weapon finesse. DEX 13 forms your sharp style and fluid fence allow you to use agility rather than brute force to fall to your enemies. Advantages: Choose a kind of light or a hand piercing weapon (e.g. rapier). When your chosen weapon wields a hand, you can add your strength modifier to the damage of that weapon instead of your dexterity modifier. You do not achieve this advantage by fighting with two weapons or using a flurry of blows, or anytime another hand is otherwise captured. Fury Collapse† journey can send you enemies crashing to the ground using power and agility. Advantages: When attacking the trip, add your dexterity bonus to your CMB. Great Cleave† Cleave, STR 13 As a standard action, you can attack a single one against an enemy within reach on your full base attack bonus. If you hit, you normally deal with the damage and an extra attack against an enemy near the previous enemy and even within reach (can use your full base attack bonus). If you hit, you can continue to attack against enemies adjacent to the previous enemy, as long as they are within your reach. You can't attack an individual enemy more than once during this attack action. When you use this feat, you take -2 fines in your armor class until your next turn. Great patience gives a +2 bonus for patience gives a +2 bonus for greater Blind Fight saves† Notion 15, better blind battle your The attacks ignore the missed chance for less than the total barricade, and you treat opponents with total concealment as if they had normal concealment (20% miss 50% instead). You can still re-roll a missed chance percentile roll normally. If you successfully point to an invisible or hidden attacker, regardless of the extent to that attacker, you get no benefit related to hitting with the border. That is, you don't lose your dexterity bonus for the armor class, and the attacker doesn't get the usual + 2 bonus to be invisible. Greater Bull Rush† Bull Rush, STR15, Power Attack, BOB6 you get +2 bonus on a cheque made to an enemy bull rush. This bonus is piled up with bonuses given by Bull Rush. Whenever you rush a rival bull, his movement provokes attacks of opportunity from you and all of your allies. Greater Dirty Tricks† Dirty Tricks, INT 13, Combat Specialization, BOB6 you get +2 bonus on the cheques made to try a dirty trick. This bonus is piled up with bonuses given by Dirty Trick. Whenever you successfully perform a dirty trick, the penalty stays for 1d4 rounds, as well as 1 round for every 5 by which your attack exceeds the CMD of the target. Greater disarm† disarm, INT 13, combat expertise, Bab 6 receives +2 bonuses on checks made to try to disarm you. This bonus is piled up with the bonuses lame. Whenever you successfully perform a tame, the penalty lasts for 1d4 rounds, plus 1 round for every 5 by which your attack exceeds the CMD of the target. Greater Fundamental Focus Fundamental Focus choose an energy type on which you have already applied the fundamental focus feat. Any spells you cast of this energy type are very hard to resist. Add +1 to the difficulty class for all savings throws against spells that deal with the loss of energy type you choose. This bonus is piled with bonuses from the fundamental focus. Greater Penetrating Strike† Fighter 16, weapon focus, penetrating strike weapons are ignored up to 10 points of loss reduction, your attacks carried out with selected weapons with focus. Greater Shield Focus† Fighter 8, Shield Focus, Praveen† (Light Shield proficiency, heavy shield proficiency, buckler proficiency) you are skilled at removing blows with your shield. Advantages: Increase the AC bonus given by any gradient you are using by 1. This bonus is piled up with bonuses given by Shield Focus. Choose a school of greater spell focus focus magic on which you have already applied the spell focus feat. Any chants you cast of this school are very hard to resist. Advantages: Add +1 in difficulty class to all savings throws against spells from Magic School you select. This bonus is piled up with bonuses from spell focus. EXCLUSIVE: You can achieve this feat many times. Its effects do not stack. Every time you take the feat, it applies to a new school to which you have already applied the spell focus feat. Greater spell penetration magic penetration break through your spells magic resistance most easily. You get +2 bonus at caster level check (1d20+ caster level) Magic resistance of a creature. This bonus is piled with one from Spar Penis. Greater Beautiful Armor† Beautiful Armor, STR13, Power Attack, BOB6 you get +2 bonus on the check made to make a beautiful effect. This bonus is piled with bonuses given by beautiful armor. Whenever you successfully perform a beautiful, the penalty lasts for 1d4 rounds, plus 1 round every 5 for which your attack exceeds the CMD of the target. Greater Trip† Combat Expertise, INT 13, Trip, BAB 6 You can make free attacks on enemies that knock you down. Advantages: You receive a +2 bonus on checks made to visit an enemy. It stacks up with bonuses given by bonus trips. Whenever you successfully travel to an opponent, that opponent provokes attacks of opportunity. Normal: The creatures do not provoke attack of opportunity by slipping. Fighting more than two weapons† DEX 19, better fighting two weapons, Bab 11 you get a third attack with your off-hand weapon, albeit on a one-10 penalty. Greater Critical Strike† BOB 16, Better Important Strike You can attack a single one that deals with incredible damage. Advantages: As a standard action, you can make an attack on your highest base attack bonus that deals with additional damage. Roll the weapon's damage dice four times for attack and add results together before adding bonuses from power, weapon capabilities (e.g. flaming), precision-based damage, and other damage bonuses. These additional weapons damage are not multiplied on the dice a significant hit, but are added to the total. Greater weapon focus† fighter 8, weapon focus choose a type of weapon (including unarmed strike) for which you have already selected weapon focus. You are a master on your chosen weapon. Advantages: You receive +1 bonus on the attack roll you made using the selected weapon. This bonus is piled with other bonuses on attack rolls including people of weapon focus. Exclusive: You can get more and more weapon focus at times. Its effects do not stack. Every time you take the feat, it applies to a new type of weapon. More weapon expertise† Fighter 12, choose a type of weapon specialization weapon (including unarmed strike) for which you possess weapons expertise feats. Your attacks with the chosen weapon are more destructive than usual. Advantages: You receive +2 bonuses on all damage rolls you have done using the selected weapon. This bonus to damage the pile with other damage roll bonuses, in which any of the weapon expertise you receive. Exclusive: You can get more and more weapon expertise at times. Its effects do not stack. Every time you take the feat, it applies to a new type of weapon. Gap Hammer† BAB6 you repeatedly hit the same spot, increasing the amount of damage. Advantage: When you make a full attack, each consecutive hit against the same opponent equals the number of previous consecutive hits you made against that opponent from additional damage Turn. This loss is multiplied on a significant hit. Better blind fight† Notion 10, blind-fight your melee attacks ignore the missed chance for less than hiding the total. You can still re-roll your Miss Chance percentile roll to total conceal. If you successfully point to an invisible or hidden attacker within 30 feet, that attacker does not get any benefit related to you. That is, you don't lose your dexterity bonus for the armor class, and the attacker doesn't get the usual + 2 bonus to be invisible. Better cleaving finish† cleave, STR 13, power attack, great cleave, cleaving finish, BAS 6 how many times you can use the cleaving finish per round. Better critical† bab 8 choose a type of weapon. When using the weapon you choose, your danger limit is doubled. Exclusive: You can get better important at times. The effect is not piled up. Every time you take the feat, it applies to a new type of weapon. This effect does not stack up with any other effect that extends the range of the weapon's threat. Better Great Patience Great Patience you get +2 bonus on all patience saving throw. Better initiative† your quick reflexes allow you to react faster to the threat. You get + 4 bonuses on the initiative check. Better iron will iron you will get a + 2 bonus on all that will save the throw. Better power reflexes power reflexes get you a +2 bonus on all reflex saving throws. Better accurate shots† accurate shots, bab 11, dex 19, point-blank shots your lakers attack ignores anything but total barricade and cover. Advantages: Your carry attacks ignore the missed chance given to the target by anything less than a total concealer. Total Guise offers their usual advantages against the attacks you have made. Better fighting two weapons† DEX 17, fighting two weapons, Bab 6 you get a second attack with your off-hand weapon, albeit on a one-5 penalty. Better unarmed strikes† you are considered armed even if you are unarmed - you can do unarmed attacks that damage 1d3 (if moderate; 1d2 if small). Better critical strike† BAB 11, critical strike you can make a single attack that deals a huge amount of damage. Advantages: As a standard action, you can make an attack on your highest base attack bonus that deals with additional damage. Three times add the results together before adding bonuses from weapon damage dice rolls and power, weapon capabilities (such as flaming), precision-based damage, and other damage bonuses for the attack. These additional weapons damage are not multiplied on the dice a significant hit, but are added to the total. Intimidating valour† your physical strength is intimidating others. Advantages: Add your strength modifier to check persuasion (scare) in addition to your charisma modifier. Iron will get you a +2 bonus on all the savings throws. Light Armor Focus † given by AC Bonus Light armor that you equip with 1. Lightening reflexes get you a +2 bonus on all reflex saving throws. Sluggish performance baric performance continues the effect of your bardic performance, even after you have stopped performing. Benefits: Bonuses and penalties from your baric performance continue for up to 2 rounds after you stop performing. Any other requirement, such as limits or specific conditions, must still be met in case the impact continues. If you start a new bardic display during this time, the effect of the previous display stops immediately. Many† rapid shots, Bab 6 when attacking complete with bows, your first attack fires two arrows. If the attack hits, both arrows collide. Apply accurate-based damage (e.g. stealth attack) and significant hit damage only once for this attack. Damage bonuses from using a composite bow with high power bonuses apply to each arrow, such as ranger's favored enemy bonuses such as other damage bonuses. Damage reduction and resistance are applied separately on each arrow. Marshall weapon proficiency† you become skilled with all martial weapons. Medium Armor Focus † AC bonus provided by any medium armor that you increase by 1. Metamagic (strong magic) you can increase the power of your mantra, causing them more damage. Advantages: All variables of a forceful spell, numerical effects are increasing by half, including bonuses for those rolls. Savings throws and opposing rolls are not affected, nor are spells without random variables. Level Increase: +2 (a strong magic a magic slot uses two levels over actual levels of magic). Metamagic (expansion magic) you can do your spells twice as long. Advantages: An extended spell normally lasts twice. A spell with a period of concentration, instantaneous or permanent is not affected by this achievement. Level increase: +1 (an extended magic uses a magic slot over a level more than the actual level of magic. Metamagic (heightened magic) you can put spells as if they were a high level. Advantages: A heightened spell has more magic levels than usual (up to a maximum of 9th level). Unlike other metamagic feats, the heightened magic actually enhances the effective level of magic that modified it. All effects dependent on magic levels (such as the ability to throw savings to DC and penetrate a lower world of invulnerability) are calculated according to heightened levels. Increasing levels: Heightened magic is difficult to prepare as and cast as a spell of your effective level. Metamagic (maximum magic) is the maximum possible effect of your mantra. Advantages: All variables of magic modified by this achievement, numeric effects are maximum. Savings throws and opposing rolls are not affected, nor are spells without random variables. Level rise: +3 (a maximum magic one magic slot uses more than real magic to three levels A forceful, maximum magic gains the distinct benefits of each achievement: maximum results plus half the typically rolled results. Metamagic (quicken spell) you can put spells in a fraction of normal times. Advantages: Casting a sharp spell is a fast action. You can do another action, even casting another spell, in the same round as you cast a sharp spell. A spell whose casting time is more than 1 round or 1 full round action cannot be sharpened. Level rise: +4 (a sharp spell uses a magic slot over real levels of magic to four levels.) casting a sharp spell is not an attacking instigation of opportunity. EXCLUSIVE: You can effortlessly apply the effects of this achievement to a magic cast, unless it's a casting time that's not more than 1 full round action, without increasing magic casting time. Metamagic (reach spell) Your mantra goes far beyond normal. Advantages: You can change a spell with a range of touch, off or medium to increase your range by a range by using the following order. touch, off, medium and long. Level increase: +1 (an accessibility spell uses a magic slot level greater than the actual level of a spell.) This spells modified by the feat that requires melee touch attacks rather than ranging touch attacks. Mantras that do not have touch, off or medium do not benefit from this achievement Missile Shield† Shield Focus, DEX 13 You should use the shield to use this achievement. Once per round you would normally be hit with an attack from a bearing weapon (not including magic effects, natural attacks, or weapons ranging at large), you remove it so that you couldn't take any harm, as if you'd feat the deflected arrow. You should be aware of the attack and not flat feet. Natural magic† wild shapes, knowledge 13 you can put spells using wild shapes. You substitute different noises and gestures for the normal oral and somatic components of a spell. Outflank† BAB 4 Whenever you and a colleague who also have this feat are flanking the same creature, your flanking bonus on the attack roll increases to +4. Also, whenever you score a significant hit against the lateral creature, it provokes an attack of opportunity from your colleague. Penetrating Strike† Fighter 12, weapons focus weapons are ignored up to 5 points of loss reduction, your attacks made with weapons chosen with focus focus. Motivational you get a +2 bonus on checking all persuasion and perception skills. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill. Piranha Strike† Dex 13, weapon racking when wielding a light weapon or any other weapon that can be used with weapon finesse, you can choose to take a -1 penalty on all melee attack rolls and counter maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus for loss is halved (-50%) If you are attacked with an off-hand weapon or Natural weapons. When your base attack bonus reaches +4, and then for every 4 points, the penalty increases by -1 and the bonus on the loss roll increases to +2. You must choose to use this feat before the attack rolls, and its effects last until your next turn. Bonus damage does not apply to touching attacks or effects that do not deal with hit point damage. This feat cannot be used with power attack feats Choose point-blank master† fighter 4, weapon specialization (appropriate weapon) Advantage: a type of weapon. You don't provoke opportunity attacks when shooting a selected weapon while threatening. Normal: Using a weapon provokes attacks of opportunity you are threatened. Point-blank shot† you get +1 bonus on attack and damage roll with weapons in the range of up to 30 feet. Power Attack† STR 13 you can choose to take -1 penalty on all melee attack rolls and combat maneuver checks to gain +2 bonus on all melee damage rolls. This bonus for loss is half (+50%) If you're an attack with a two-handed weapon, one hand weapon using two hands, or a primary natural weapon that adds its strength modifier on the damage roll 1-1/2 times. This bonus for loss is halved (-50%) If you are attacked with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and after that every 4 points, the penalty increases by -1 and the bonus for damages increases by +2. You must choose to use this feat before creating an attack roll, and its effects last until your next turn. Bonus damage does not apply to touching attacks or effects that do not deal with hit point damage. Accurate shot† point-blank shot you can shoot or throw weapons at the opponent engaged in melee without taking standard-4 penalties on your attack roll. Precision Strike† Dex 13, Bab 1 Whenever you and a colleague who also has this achievement are flanking the same creature, you deal with 1d6 points in addition to precise damage with each successful melee attack. This bonus damage gets piled up with other sources of precise damage, such as a stealth attack. This bonus damage is not multiplied on a significant hit. Pummeling bully† Pummeling style, travel, better unarmed strike, Bab 9 or Monk 5 when you use Pummeling style to create a whole attack or a flurry of blows against the same target, if you hit with any of your attacks, you attempt to check a travel combat maneuver as a free action. You can take a flurry of full assault or blows at the end of your charge as part of your charging action: pummeling charge† Pummeling style, Bab 12 or Monk 8 ends with a power grass. You can use the pummeling charge in this way only if all your attacks are qualified to use the pummeling style against the same goal. Pummeling style† better bewilderment of unarmed strike, blows or bab Your unarmed attacks weave together in a simple combo, focusing on the spots you've weakened with hits past you. Advantage: Whenever you use a full attack or flurry of blows to perform multiple attacks against the same opponent with unarmed attacks, use a total of damage from all hits before applying a reduction in damage. This capability only works with unarmed attacks, no matter what other capabilities you may have. Rapid shot† when making a complete attack with a carrying weapon, you can fire an extra time this round on your highest bonus. Take all your attack roll-2 penalty when using rapid shots. Moment† counter reflexes seize when a colleague who also has this feat confirms a significant hit against an opponent that you also threaten, you can attack the opportunity against that opponent. Select Channel Channel Energy, Karishma 13 Whenever you live to fix the dead or channel positive energy to fix the channel negative energy, you don't affect enemies. When you damage the dead to live positive energy channels or negative energy channels to damage the dead, you don't affect colleagues. Shake it when you're close to one or more colleagues who also have this feat, you gain a +1 bonus on savings throws according to such a colleague (max +4). Shattering defenses† your skills with your chosen weapon leaves opponents unable to defend themselves if you strike them when their defenses are already compromised. Advantage: Any shaken, frightened, or feared opponent you hit from this round is flat-footed for your forays by the end of your next turn. This includes any additional attacks you make to this round. Shield Bash† Proficiency: Buckler Proficiency Light Shield Proficiency Heavy Shield Proficiency can attack you with light and heavy shield. If you have a weapon in your other hand it gives standard penalties for fighting two-weapon. A light shield deals 1d3 damage and is considered a light weapon. A heavy shield deals 1d4 damage and is considered a hand weapon. Increase the AC bonus given by shield focus† any gradient you are using by 1. Shield Master† Proficiency: (Light & Heavy Shield Proficiency), Shield Bash, Two Weapon Fighting, Your Mastery of BOB 11 Shield allows you to fight with it without any hindrance. Advantages: You don't suffer any penalties on attack rolls made with a shield while you're wielding another weapon. Add the enhancement bonus of your shield to the attack and roll made with the damage shield as if it were a weapon enhancement bonus. Shield proficiency† you've become proficient with bucklers, light shields, and heavy shield shield walst whenever you're running a shield and close to a shield-wielding colleague who also keeps this feat, increases the AC bonus from your shield, depending on the shield wielded by your colleague. If your colleague is wielding a buckle or one Shield, your shield bonus increases by +1. If your partner is running a heavy shield or tower shield, your Shield bonus increases to +2. You keep these bonuses even when your affiliate loses its Shield bonus due to shield bash attack. If an adjacent associate with this achievement uses a tower shield to give total cover, you also benefit that the attack targeting you passes through the edge of the shield. Shielded caster† your colleagues cover you when you add complex spells. Benefits: Whenever you are close to a colleague who also has this achievement, you get +4 capacity bonus on concentration check. If your colleague is running a buckle or light shield, this bonus increases to +1. If your colleague is running a heavy shield or tower shield, this bonus increases to +2. Sickening critical† critical focus, BOB 11 Whenever you score a critical hit, your opponent gets sickened for 1 minute. The impact of this achievement does not pile up. Instead additional hits add to the duration of the effect. Exclusive: You can only apply the effect of a significant achievement to a significant hit unless you have significant mastery. Simple weapon proficiency† you become efficient with all simple weapons. Skill Focus Choose a skill. You are particularly adept at that skill. Advantages: You get + 3 bonuses on all checks associated with the selected skill. If you have 10 or more ranks in that skill, this bonus increases to +6. EXCLUSIVE: You can achieve this feat many times. Its effects do not stack. Every time you take the feat, it applies to a new skill. Grace† DEX 13, weapon finesse, weapon focus (suitable weapon) reduction you can stab your enemies with your sword or any other reduction weapon. Advantages: Choose a type of light or a hand reduction weapon (e.g. longward). When your chosen weapon wields a hand, you can treat it as a hand piercing scramble weapon on all the feats and class abilities that require such a weapon (such as a doubles list precision strike) and you can add your dexterity modifier instead of your power modifier that damages the weapon. The weapon should be suitable for your size. Choose a school of magic focus magic. Any chant you cast of that school is more difficult to resist. Advantages: Add +1 in difficulty class to all savings throws against spells from Magic School you select. EXCLUSIVE: You can achieve this feat many times. Its effects do not stack. Every time you take the feat, it applies to a new school of magic. Magic ushers break your spells most easily through magic resistance. You get + 2 bonuses at caster level check (1d20+ caster level) designed to overcome the magic resistance of a creature. Choose a spell specialization spell focus. You cast that magic with more than normal power. Advantage: Select a spell. Treat your caster level as having two high for all level variable effects of magic. Every time you A level in a spelling class, you can choose a new spell to replace the selected magic with this feat, and that magic gets its special magic. Staggering critical† critical focus, BOB 13 Whenever you score critical hits, your opponent gets staggered for 1d4+1 rounds. Reduces the duration to round 1 to save a successful patience. Save this patience dc 10+ is equivalent to your base attack bonus. The impact of this achievement does not pile up. Add to duration instead of additional hits. Exclusive: You can only apply the effect of a significant achievement to a significant hit unless you have significant mastery. Stealthy you get a +2 bonus on checking all the dynamics and stealth skills. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill. Steel soul dwarf, hardy you are especially resistant to magic. Advantages: You get +4 racial bonuses when you save throws against abilities like spells and magic. It replaces the usual bonus from dwarf hardy racial trait. Normal: Dwarves generally receive a +2 racial bonus on savings throws against abilities like spells and magic. Amazingly fitter better strike unarmed you know just where to temporarily strike an enemy unconscious. You must use this feat before making your attack (thus, a failed attack ruins the roll attempt). The astonishing fist forces an enemy damaged by his unarmed attack to make an patience-saving throw (DC 10+1/2 his character level + his Wis modifier), usually in addition to dealing with damage. A defender who fails to throw this save is stunned for Round 1 (just before his next turn). A stunned character drops everything held, can't take action, loses any dexterity bonus to AC, and takes a one-2 penalty for AC. You can attempt a stunning attack once per day for every four levels you've received, and no more than once per round. Building, oozes, plants, dead, incorporeal creatures, and immune creatures to significant hits can't be stunned. Sunder Armor† Power Attack, STR 13 You can try to overthrow a piece of armor worn by your opponent. If your combat maneuver is successful, the goal loses its bonus from armor for round 1. Every 5 by which your attack exceeds your opponent's CMD, the penalty lasts up to 1 extra round. Superior subpoenaes are called every time you cast a subpoena magic that conjures up more than one creature, add one to the total number of creatures. Tandem Trip† Trip You know how to work together to trip your enemies. Advantage: Whenever you attempt to maneuver a travel combat against an enemy threatened by an ally with this feat, you roll twice and take better results. Throwing anything you receive a +1 circumstance bonus on attack rolls made with thrown splash weapons. Tiring Critical† Critical Focus, BOB 13 Whenever you score critical hits The opponent gets tired. This achievement has no additional effect on tired or tired Organisms. Exclusive: You can only apply the effect of a significant achievement to a significant hit unless you have significant mastery. Brutality you gain +3 hit points. For every hit die you have more than 3 executives, you get an extra +1 hit point. If you have more than 3 hit dice, you get +1 hit points whenever you get hit dye (such as when you achieve a level). Tower Shield Proficiency† Shield Proficiency Let you become efficient with Tower Shield. Trip† Combat Expertise, INT 13 you can try to visit your opponent in place of the attack of the melee. If your combat maneuver is successful, the goal becomes prone. If the target has more than two legs, add +2 to the DC of the Combat Maneuver attack roll for each extra leg. Some organisms- such as oz, creatures without legs, and flying organisms- cannot slip. Fighting two weapons† dex 15 advantage: fighting with two weapons to reduce your penalties on attack rolls. Penalty for your primary hand reduced to 2 and less than a 6 with your hand. Normal: If you wield a second weapon in hand with your hand, you can get an extra attack per round with that weapon. When fighting this way you suffer -6 penalties and -10 penalties for attack with your primary hand with attacks from your primary hand. If your off-hand weapon is lighter, the penalty is reduced to less than 2 each. An unarmed strike is always considered light. Important Strike† Bab 6 You do a single attack that inflicts a lot more damage than usual. Advantages: As a standard action, you can make an attack on your highest base attack bonus that deals with additional damage. Twice add the results together before adding bonuses from weapon damage dice rolls and power, weapon capabilities (such as flaming), precision-based damage, and other damage bonuses for the attack. These additional weapons damage are not multiplied on the dice a significant hit, but are added to the total. Weapon finesse† made for a creature of your size category with a light weapon, Elven curve blade, estok, rapier, or edgy chain, you can use your dexterity modifier instead of your strength modifier on the attack roll. If you take a shield, check your armor penalty applies to your attack roll. Weapon Focus† BAB 1 Choose a type of weapon. You can also choose unarmed strike (or ray, if you are a spelling) as your weapon for the purposes of this achievement. Advantages: You receive +1 bonus on all attack rolls you have made using the selected weapon. EXCLUSIVE: You can achieve this feat many times. Its effects do not stack. Every time you take the feat, it applies to a new type of weapon. Weapon expertise† Fighter 4, Weapon Focus you are skilled at handling damage with a weapon. Choose a type of weapon (including unarmed strike) for which you have already selected weapon focus feats. You deal with additional damage when using this weapon. You receive +2 bonuses on all damage rolls you have done using the selected weapon. EXCLUSIVE: You can achieve this feat many times. Its effects do not stack. Every time you take the feat, it applies to a new type of weapon. Feather Aasimar, Level 10 you receive an immunity to a pair of wings that grant a +3 Dodgers bonus to AC against melee strikes and ground-based effects, such as tough terrain. This article is a stub. You can help Pathfinder: Kingmaker Wiki by expanding it. This.