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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

