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## Pathfinder step up reach

Author Topic: 5 Foot Step Rules (Read 3625 Times) View Full Version: Pathfinder is able still worth it? ArcanistSupreme2015-01-13, 1:55 PM I'm doing a level 4 Lore Gardenen/Martial Master lock-down fighter, and Stand Still ( looks like it would be an ideal performance. Ideal except for the following (weight mine): When an enemy provokes an attack of possibilities due to moving through your adjacent squares, you can make ... I know that some DMs rule it as all threatened squares, but my DM is ruling it literally. Is it still worth it to take the piece? Or are there better options? Currently I have the following accomplishments: 1: Power Attack Human Bonus: Combat Reflexes Fighter 1: Improved Unarmed Strike Fighter 2: ?????? Lore Gardenen: Combat Expertise 3rd Level: Improved Trip Fighter 4: Martial Training I (Blade of Breaking & Red Zephyr's Strike) I'm also eyeing Bodyguard, Step Up, and Furious Focus. Thoughts? Elricaltovilla2015-01-13, 2:20 PM Betragende that your DM takes literal reading, probably not. Bodyguard can be useful and can be used to take In Harm's Way allows you to take an attack for an adjacent ally, step up line is very popular for tank signs as it does you... stickier? I think that's the word. I would avoid Furious Focus unless you only plan to make one big attack per round. On a sidenote, if you are able to take Martial Training, why not use a full-blown PoW class? ArcanistSupreme2015-01-13, 2:27 PM I looked at Warlord, but it just seemed that I could do the whole lock-down thing better as a fighter. Are you suggesting Warlord? What maneuvers do you want to focus on? If you want to lock and refuel, you have to be a warder. That's kind of their schtick. I have a link to a bunch of Path of War guides in my signature, including a Warlord Guide. Give it a look and feel free to ask me any questions you've got. Bucky2015-01-13, 2:35 PM I'm currently running a lore warden fighter 3 with these feats: Combat Reflexes (Racial Human) Enhanced Initiative (Level 1) Step Up (Fighter bonus 1) Combat Expertise (Lore Gardenen 2) Improved Trip (Fighter bonus 2) Fury's Fall (Level 3) Improved Unarmed Strike Strike doesn't seem necessary when I can use Spikes instead. Step Up is sometimes wasted when I'm in a Reach position as it only works on adjacent enemies, but still IMO worth taking. ArcanistSupreme2015-01-13, 2:52 PM If you want to lock down and tank, you pretty much have to be a Warlord. That's kind of their schtick. I have a link to a bunch of Path of War in my signature, including a Warlord Guide. Give it a look and feel free to ask me questions you have. I've looked in the guide and I'm thinking Zweihander Sentinel focusing on the Scarlet Throne and a little bit of Iron Turtle and Golden Lion. What do you think? Elricaltovilla2015-01-13, 03:05 PM I've been browsing the guide, and I'm thinking Zweihander Sentinel focusing on scarlet throne and a little bit of Iron Turtle and Golden Lion. What do you think? yes, that's pretty standard. The exact maneuver selection will depend on how much tank you want. I usually prefer Iron Tortoise&Scarlet Throne&Golden Lion&Primal Fury. There are a few important maneuvers in Golden Lion and Primal Fury that can really help your party's survivability if you want to branch out on your maneuver of choice. Keledrath2015-01-13, 3:09 PM On I do a tank build I like to use Warlord with a mix of Iron Turtle, Golden Lion, and Silver Crane (trade out Primal Fury for Silver Crane) ArcanistSupreme2015-01-13, 3:27 PM Ooo, I like the idea of Silver Crane instead of Primal Fury. Would I be losing out on something by trading it away? We also get 25 point purchases (which is fun). What do you like: Size 16, Dex 10, Con 16, Int 18 (Including Human +2), Wis 9, Cha 7 No, you're not really missing anything from Primal Fury that isn't offset by Silver Crane's Healing, Protection, DR and Flying. I prefer 14 10 16 18 12 8 for a few reasons: 1. A negative modifier on it apart from protecting you from mind control is bad and 2. because you don't have to hit the top of damage charts, you should be able to control an area and keep your enemies inside it so strength doesn't have to be super high. Keledrath2015-01-13, 03:34 PM Well, Primal Fury is mostly HIT THING HARD discipline. That's a lot of two hand maneuvers with a big focus on injuries. Silver Crane, meanwhile, brings in battle healing to the table, along with some defensive reinforcements (Silver Crane Waltz is possibly the best level 1 defensive position). Basically, my PoW Paladin build is a Golden Lion/Silver Crane Warlord. grarrg2015-01-13, 11:08 PM Well, some kind of road around adjacent problem is getting magnified. So you take up more space and they are more likely to have to be 'adjacent' to you. Improved Unarmed Strike doesn't seem necessary when I can use Armor Spikes instead. Step Up is sometimes wasted when I'm in a Reach position as it only works on adjacent enemies, but still IMO worth taking. Except you can't just use Armor Spikes'. Relevant FAQ ( If you are using two-handed weapons (as most Reach weapons are), so both of your arms are studded with that for the round, and are not available to do AoO's and such. If you go with the original idea, it may be worth it to fall into a level of Brawler. It would let you bypass the INT 13 requirement for all the Enhanced Holdings. As for how Martial Training interacts with Martial Master... Not sure. Either you get 2 pools of uses, or the level 'stack'. You have to check with your DM. Bucky2015-01-14, 1:00 AM Except you can't just use Armor Spikes'. Relevant FAQ ( If you use a two-handed weapon (as most REACH weapons are), then both of your arms are occupied with that weapon for the round and are not available to make AoOs and such. Last I checked, improved unarmed Strike didn't let you use unarmed strikes with both hands full. Monks can because it is a class feature on top of the feat. If you really want to threaten adjacent squares while using a two-handed Reach weapon, the only way I know to do this through feats/equipment is a Blade Boot, which may require acrobatic step feat to employ effectively. (Assuming that a released blade boot remains attached to your foot, rather than somehow moving to your off-side as RAW suggests) Undertucker2015-01-14, 01:15 AM Except you can't just use Armor Spikes'. Relevant FAQ ( If you use a two-handed weapon (as most REACH weapons are), then both of your arms are occupied with that weapon for the round and are not available to make AoOs and such. This FAQ refers to using TWF to carry out a casual attack in addition to attacking with a 2h weapon. I assume in this case Bucky was referring to removing a hand from the weapon to use armor spikes to attack instead, then place that hand back on his pole arm after. This is backed up by the FAQ here ( . Note the FAQ states you are still threatening the area you would normally once swing the weapon with two hands again, so range AoOs are still good too. Since it's a free action to remove/replace your hand, you can also do this if you had iterative attacks to punch the guy next to you and then re-grab your weapon to stab another guy with your pole arm. grarrg2015-01-14, 08:54 PM Last I checked, Improved Unarmed Strike does not let you use unarmed strikes with both hands full. Monks can because it is a class feature on top of the feat. There are enough people that hand-wave be able to kick like an unarmed strike normally. From the other side of the coin, there are people who think that Monk is capable of headbutting people, but a strict RAW reading reveals this not to be the case. I assume in this case Bucky was referring to a hand from weapons to use armor spikes to attack instead, then place this hand back on his pole arm after .... you still threaten the area you would normally when weapons with two hands again, so reaching AoOs is still good too. It's all very well... during your trip. But you can't do free actions when it's not your turn. Which means you can make AoO's either Two-Handing your weapon or using Spikes/Unarmed, but not both. This decision must be made before/at the end of your tour and lasts until the beginning of your next trip. Most relevant FAQ ( Subtucker2015-01-14, 09:28 PM That is all very well ... during your trip. But you can't do free actions when it's not your turn. Which means you can make AoO's either Two-Handing your weapon or using Spikes/Unarmed, but not both. This decision must be made before/at the end of your tour and lasts until the beginning of your next trip. Ah yes, totally agree with it. Except you can't just use Armor Spikes'. Relevant FAQ ( If you use a two-handed weapon (as most REACH weapons are), then both of your arms are occupied with that weapon for the round and are not available to make AoOs and such. That FAQ doesn't stop you from using armor spikes to make AoOs. Armor spikes can be used as either regular attacks or as off-hand attacks. That FAQ only refers to their use as off-hand attacks, so does not limit your ability to use armor spikes to make regular AOOs. You also don't have to take a hand from the pole arm to attack with armor spikes (unless there are some other faq that say you have to), so there should be no need to worry about free actions. Random NPC2015-01-14, 11:13 PM That FAQ does not stop you from using armor spikes to make AoOs. Armor spikes can be used as either regular attacks or as off-hand attacks. That FAQ only refers to their use as off-hand attacks, so does not limit your ability to use armor spikes to make regular AOOs. You also don't have to take a hand from the pole arm to attack with armor spikes (unless there are some other faq that say you have to), so there should be no need to worry about free actions. There were some FAQ that said you couldn't TWF with a Greatsword and Armor Spikes, so maybe? I'm trying to find it. EDIT: Found it. ( EDIT2: Wow, I must be tired. I can't believe I missed what the whole last two posts were about. I'm going to bed now. Powered by vBulletin® Copyright © 2020 vBulletin Solutions, Inc. Reserved.

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