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## Pathfinder kingmaker accomplished sneak attacker arcane trickster

Last updated October 22, 2018 In this Pathfinder KingMaker Guide we will try to take a look at Octavia. She's the wizard we're going to turn into a very powerful prestige class: a vision trickster. Octavia's vision tricksters may seem complicated in the first look, but they're easy to use and naturally go through because they do a lot of damage. Pathfinder Kingmaker Build – Octaviaray orders this build this build is the focus of this build and the focus of this build is focused on using ray spells with stealthy attack bonuses that can do great single-goal damage, with additional AoE damage for good measure. Vision Tricksters automatically receive the following achievements and abilities: Ranged Legerdemain: Trickry is available in a range of 30 feet or less. It helps when dealing with traps and trapped chests. Sneak Attack: Add 1-6 damage per rank to stealthy attacks when attacking enemies who have denied their dexterity bonuses to the flanks and AC (stuns, numbness, flatfoot, blinds, fixed...). Improvised Stealth Attack: You can sneak an attack even if the target does not meet the conditions of stealthy attack (side, stun, numb, flat foot...). Invisible Thief: Gives you great transparency, meaning it can constantly cast spells invisibility until worn with stealthy attack bonuses applied to all attacks. Surprise Spell: If the target secretly meets the attack condition, add stealth attack damage to all spells. This feat stealth attack bonus can only be applied to Ray spells, but in addition to this it applies to all spells that do damage (fireballs, chain lightning...) and Octavia also has the physical enhancement ability to turn bonuses on DEX, CON or STR. Before you get the cat's grace I would suggest using DEX Magic and switching to CON later. This has bonuses for two properties. In Wizards.Dexterity and Intelligence, what should be only 1 rank and 9 is the most important attribute for a vision trickster. Dexterity modifiers are added to all Ray Spell attack rolls. We recommend that you start adding two points to DEX and INT because intelligence increases the number of orders available per day. The last point you get at the start of the game is to put it wherever you want. Technology is more important than others are some skills, and you will have enough points to level them up most of them in high rankings thanks to the high INT. Stealth is a good choice to start a battle without discovering an enemy, and adds a stealthy attack bonus to the first attack. Arcana allows you to copy spells from scrolling to spellbooks and can be used to identify magic items and monsters. Magic devices allow you to scroll and use wands, so it's a very good choice. Examples of technology Maximize usability by adding points of knowledge (Word) to recognition. Due to the feats of distant Legerdemain, Tricky is fantastic at dealing with traps and caged chests. Investing 4 points in mobility is a must because it is a requirement to unlock the vision trickster class. Perception is an ideal combo with tricker settings as you can find traps among other things. Classes & FeatsOctavia starts with level 1 on the run and step 1 in the wizard. If you meet all the requirements, you can unlock the Vision Trickster class. Follow these tips to maximize build efficiency. Take the achievements of stealthy attackers achieved as soon as possible. Level up knowledge (Arcana), tricks and mobility4.Level up wizards until they become available to vision tricksters. When the Vision Trickster is able to focus on the maximum level of the Prestige class, up to level 10, the rest of the level will move to the wizard class to increase the caster level. The Pathfinder: Kingmaker Beta Test section wondered if this was already possible. Does anyone know? And what are the prerequisites? Very much enjoying the beta! Step 2 mysterious spells, 2d6 stealthy attacks (achieved stealthy attackers can be easily reached), I believe each rank of 4 knowledge (arcana) and deception. Thanks, but does this already work in the game? Beta 1 bug where Vision Trickster was not leveled properly, but this audit has been fixed, then it will be checked out. Jade: Tier 2 Mystic: Step 2 Mystical Spell, 2d6 Stealth Attack (Excellent Stealthy Attacker) makes it easy to reach, and 4 believes in evaluating each arcana's knowledge and deception. K (Arcana), deception, and mobility. You can get her at level 5, but you have to level her up exactly to do it. So she will get a spell now? I think it was a problem earlier. Wicked XOne: So she'll get a spell now? I think it was a problem earlier. Yes, she would. Jared\_Thaler: K (Arcana), deception, mobility. You can get her at level 5, but you have to level her up exactly to do it. I'm leaning towards doing it at just 6 so I can squeeze in evasion. In: Feats, legends, and general achievements are extra deadly to edit to share strikes against important places of the enemy. Precondition: Stealth attack: 1 (or more). Benefits: Stealthy attack damage increased by 1d6. The number of stealthy attack dice can't exceed half the character level (rounded). Feats Lore General Feats community content is available on CC-BY-SA unless otherwise noted. From Pathfinder: King Maker Wiki accomplished stealthy attacker is a feat in Pathfinder: Kingmaker. The enemy's attacks on important places are very deadly. Effect [Edit | Edit Source] Sneak attack damage increased by 1d6. The number of stealthy attack dice can't exceed half the character level (rounded). Strategy [Edit | Edit Source] On vision tricksters as one level of the dorsal. Rogue 1/Wizard 3/Vision Trickster 10/Mage 6 provides almost full casting progression with much more skill and stealthy attacks. Click here to add a strategy! If despicable fighters [edit | edit sources] are willing to spend the feat on it, The 1st Level Dip in This Feat of Dorsal Plus will allow a lot of dice to attack the fighter (or Ranger) attack dice, in addition to their normal high damage output. Especially high with both weapon users. Pathfinder: Kingmaker & General Discussion & Topic Details Mysterious Trickster I didn't realize I needed the stealthy attack feat I achieved for Octavia. She has 1 level bad and 4 levels of wizards - what's the best way to get a sneak attack on 2 at this point without editing the files? IMO, continue lvling the wizard until you get your next feat (from charlv 7). Choose the stealthy attack you've achieved, and take the first level of Mystrixter in charlv 8. Make sure octavia meets other AT requirements (it should come easily). When Octavia reaches charlv 17 she will be log 1/wizard6/AT10 as if she were to switch to AT as soon as possible. Note: It's only used to report spam, ads, and problematic posts (harassing, fighting, or rude). Pathfinder: Kingmaker & Bug Report & Topic Details Vision Trickster / Accomplished Stealthy Attacker - Sneak Attack Bug My friend and I play octavia in our own game and all they have to do is have more stealthy attacks. My Octavia induces 1 loose/5 wizard/3 vision tricksters and 5 stealthy attack dice to achieve stealthy attackers. My friend has 4 stealthy attack dice with her with 1 loose/3 wizard/2 vision trickster. It seems that each level of mystery trickster gives you extra stealthy attack dice. It can only be combined with skilled stealthy attackers, but more testing needs to be done. Finally edited by Thrall: 9 October, 2018 @ 4:36am Note: This can be used to report spam, ads and problematic (harassing, fighting or disrespectful) posts. The enemy's attacks on important places are very deadly. Prerequisite: Stealthy attack class feature. Benefit(s): Stealthy attack damage increased by 1d6. The number of stealthy attack dice can't exceed half the character level (rounded). Basically I'm just recruiting Octavia and when I go to level her I can see she can take this feat. My MC is a sword master and this feat would be great, but I've never seen it while leveling up, and who knows why? Page 2 13 Comments Comments