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Pathfinder summon monster templates

Einige Word-Funktionen können in Google Docs nicht angezeigt werden und werden bei Änderungen entferntDetails anzeigenLetzte Änderungen anzeigen Discussion on the lmarkus campaign framework for D&D3.x a Pathfinder. Moderators: dorpond, trevor, Azhrei, giliath, Gamerdude, jay, Mr.Ice, lmarkus001 Forum Rules Discussion regarding the framework lmarkus001 is only. Other posts removed without notice! neofax Great Wyrm Posts: 1694 Joined: Tue May 26, 2009 20:51 Location: Philadelphia, PA Contact: Contact neofax Post by neofax » No May 30, 2010 15:26 Imper1um wrote: yes but amazing macro. Along with , Statblock2Token macro, and this macro, (also modifying macros for heavenly templates) I was able to make the entire list of 1st and 2nd Level Tokens for Summon Nature Ally and Summon Monster for about 8 hours of work. I have several third levels, but the reason is that people talked about subpoenaing things, so I did these tokens. ... inder.htmlWorks with the latest framework (in fact, all I did was cheat and use the supplied campaign file and create a new map. XD). Now, if I could just update the macro to update the weapons, and make macros for each type of template, that would be amazing. I've included them here, but I've also had a macroset which players can use. It's a bit more 'user friendly' in how they are located. dragonlady cave Troll Posts: 32 Joined: Tue November 10, 2009 16:40 Post dragonlady » Sun Jun 06, 2010 1:57am This is actually the stat blocks I used even though I didn't realize it was updated. I look at them and update tomorrow.thnx neofax Great Wyrm Posts: 1694 Joined: Tue May 26, 2009 2009 20:51 Location: Philadelphia, PA Contact: Contact neofax Post by neofax » Mon Jun 07, 2010 12:29 pm BTW, I did not do these Imper1um did. He should get all the credit. I just got bored over Memorial Day weekend and instead of constantly pulling my hair trying to fix Spell Manager, I read over 90+ pages of Lindsay's FW and posted the ones that I thought needed not be buried. jsharen Giant Posts: 196 Joined: Tue February 5, 2008 15:39 Post by jsharen » Mon Jul 05, 2010 17:18 With the ability to have a mod Augmented that gives something that has mod aplied extended called bonuses, wouldn't it be cleaner to use? Amazing job btw, I have to do the same for all the normal summoning crowds as I summoner in my group. Cheers, Jash Glock-9mm Giant Posts: 178 United: Fri Jan 05, 2007 19:53 Location: Wgtn, New Zealand Post from Glock-9mm » Wed Sep 08, 2010 17:17 Great job, Exceed wait until the database is finished, Saves me graft that will have to make my statblocks work ... ---Glock-9mm (Wgtn, NZ)Shooting from the side ... Never a ret! neofax Great Wyrm Contributions: 1694 Joined: Tue May 26, 2009 20:51 Location: Philadelphia, Contact: Contact neofax post neofax » Wed September 08, 2010 18:21 FYI IMarvin site should now have all Bestiary uploaded to it and in working order. You may need to start working on creating macros to add templates to tokens. i.e. young, diabolical, heavenly, advanced... lmarkus001 Great Wyrm Posts: 1862 Joined: Sat Mar 29, 2008 12:30 Pm Location: Layfayette Hill, PA Post by lmarkus001 » Sun Jan 16, 2011 19:09 Thanks for that, these are great! I'm going to start playing Summoner, so you're making my life easier! One comment in PF has summoned animals all come with average hitpoints, or do they come with random HP? If random, you may want your basic chips to have just die items in maxhp fields... I'll see about it easier to do and have a macro roll hp new token ... D & D3.5 / Pathfinder Framework dragonlady Cave Troll Posts: 32 Joined: Tue Nov 10, 2009 4:40 PM Post dragonlady » After Jan 17, 2011 1:24am Average hitpoints on bestiary statblock, HP bonus for extended summons, for performance. The following rules allow you to edit monsters, increase (or even reduce) their stats and abilities while creating balanced and fun encounters. Template Template is a set of rules that you apply to a monster to turn it into another monster. All templates provide accurate instructions on how to change monster stats in order to transform into a new monster. Acquired templates: Some templates, such as odd, are the result of the choice of creation and the desire to transform. Others, like the spirit template, are the result of an external force acting on creation (for example, when a tormented person dies and becomes a spirit). In both cases, however, the template changed the creature even after its birth or creation – these types are called acquired templates and can be added to the creature at any time during its existence. Inherited templates: Some templates, such as half dragon and half devil templates, have been part of the creation since the beginning of its existence. Creatures are born or created with these templates already in place, and have never known life without them. These types of templates are called inherited templates. Simple templates Simple templates can be used during the game with minimal effort. This makes it easier, for example, to deal with celestial and evil creatures conjured up in the heat of battle by summoning monster spells. All simple templates have two categories of changes. Quick rules are a quick way to edit die rolls made in the game to simulate template effects without actually remagining the stat block – this method works great for summoned creatures. Recovery rules indicate the exact changes you make to the base stat block if you have time to fully restore it - this method works best when you have time during the game Build full stat blocks. The result of these two methods are creatures with similar, if not identical, abilities. In some cases, a complete rebuilding makes unusual things creatures. For example, an advanced creature template gives an animal too much intelligence, and a young intangible creature is tougher than normal. Advanced Creature (CR +1) Creatures with advanced templates are wilder and stronger than their ordinary cousins. Quick rules: +2 on all roles (including role damage) and special DC capabilities; +4 ac and cmd; +2 hp/HD. Rebuilding rules: AC increases natural armour by +2; A +4 skill score for all skill scores (except int scores of 2 or less). Celestial creatures (CR +0 or +1) Celestial creatures dwell in higher planes, but can be triggered by spells such as summoning a monster and a planar ally. The Czech Republic of the celestial creature increases by +1 only if the basic creature has 5 or more HD. The rules of the heavenly creature are the same. Re-compile the rules: Senses gains darkvision 60 ft.; Defense capabilities gain DR and energy resilience, as indicated on the table; SR acquires an SR equal to the new CR +5; Special attacks allow evil 1/day as a quick action (adds a Cha bonus to attack roles and a damage bonus equal to HD against evil enemies; the schmack persists until the target is dead or the celestial creature is resting). Sky Creature Defense Hit DiceResist Cold, Acid, and ElectricityDR 1-45— 5-10105/evil 11+1510/evil Degenerate Creature (CR -1) Degenerate creatures are weaker than their ordinary cousins. Quick rules: -2 on all roles (including role damage) and special DC capabilities; -2 to AC and CMD; -2 hp/HD. Re-compile rules: Skill score -4 on all skill scores (minimum 1). Entropic creatures (CR +0 or +1) Creatures with an entropic template live on planes where chaos is paramount. They can be triggered by spells such as summoning a monster and planar allies. CR entropic creatures increase by +1 only if the basic creature has 5 or more HD. The fast and re-open rules of the entropic creature are the same. Re-compile the rules: Senses gains darkvision 60 ft.; Defense capabilities gain DR and energy resilience, as indicated on the table; SR acquires an SR equal to the new CR +5; Special attacks laugh law 1/day as a quick action (adds cha bonus to attack rolls and damage bonus equals HD against legal enemies, the laugh persists until the target is dead or the entropic creature rests). Entropic Creature Defenses Hit DiceResist Acid a FireDR 1-45 — 5-10105/legal 11+1510/legal Fiendish Creature (CR +0 or +1) Creatures with the diabolical template live in the Lower Planes, such as the Abyss and Hell, but can be summoned using spells such as summon and monster planar ally. Devil's Republic increases by +1 only if the basic creature has 5 or more HD. Devilish creatures fast and re-resue are the same. Re-compile the rules: Senses gains darkvision 60 ft.; Defense Defense acquires resistance to dr. and energy, as indicated on the table; SR acquires an SR equal to the new CR +5; Special attacks can do a good 1/day as a quick action (adds a Cha bonus to attack roles and a damage bonus equal to HD against evil creature is resting). Devil's Creature Defense hit DiceResist Cold and FireDR 1-45 — 5-10105/good 11+1510/good Giant Creature (+1) Creatures with the giant template are larger and stronger than their normal-s cinemas. This template cannot be applied to creatures that are colossal. Quick rules: +2 to all roles based on Str or Con, +2 hp / HD, - 1 penalty on all rolls based on Dex. Rebuild rules: Increase the size by one category; AC increase natural armor by +3; Attacks increase the cubes rolled by 1 step; Skill score +4 size bonus str a con, -2 Dex. Resolute creatures (CR +0 or +1) Creatures with a resolute template live on airplanes where the law is paramount. They can be triggered by spells such as summoning a monster and planar allies. Cr of the deciding creature increases by +1 only if the basic creature has 5 or more HD. The rules of the decisive creature are the same. Re-compile the rules: Senses gains darkvision 60 ft.; Defense capabilities gain DR and energy resilience, as indicated on the table; SR acquires an SR equal to the new CR +5; Special attacks allow 1/day of chaos as a quick action (adds a Cha bonus to attack roles and a damage bonus equal to HD against chaotic enemies; the laugh persists until the target is dead or the resolute creature rests). Resolute creature defenses hit diceResist acid, cold and firedr 1-45— 5-10105/chaotic 11+1510/chaotic Young Creature (CR -1) Creatures with a young template are immature specimens of the basic creature. You can also use this simple template to easily create a smaller variant of the monster. This template cannot be applied to creatures that increase performance through aging or feeding (such as dragons or barghests) or creatures that are fine in size. Quick rules: +2 for all Dex-based roles, -2 for all other cylinders, -2 hp/HD. Build rules: The size is reduced by one category; AC reduce natural armor by -2 (minimum +0); Attacks reduce cube damage by 1 step; Ability score -4 Power, -4 Con, +4 size bonus for Dex. Adding Racial Hit Dice Adding racial Hit Dice to a monster is akin to the process of building a monster from scratch. As more Hit Dice are added, additional performance enhancement capabilities as well. Another Hit Dice leads to better offensive bonuses, savings, HIT points and skills, as well as other performances. It may also include additional spellcasting capabilities and other powers. Step 1: Plan a Monster When you advance a monster by adding racial HD, you should start by deciding what you want the monster to become. In most cases, this only means tougher, version of an existing monster. Notice the desired CR of the new monster. It is also also in which you should decide whether the creature will grow bigger. In general, creatures whose Hit Dice increase by 50% or more should also increase in size, but GM should safely ignore this rule if justified individual creatures or situations. Table: Monster Advancement Higher CRLower CRHit Point ChangeAC ChangeAttack Bonus ChangeDamage Change 1Less than 15112-3 215222-3 321011-22-3 4310222-3 541511-2 3 -4 651511-23-5 761511-24-5 871511-24-5 981521-24-5 10915113-5 11101511 4-5 12111521-24-5 131220114-5 1413201113-5 151420114-5 16152011-28-10 17163 10117-10 18173011B-10 1918301117-10 201940218-10 21+20+40218-10 Step 2: Add hit dice Next, specify how many HIT points the base monster receives for the strike cube (see Table: Average move-in results for average results based on die type). Use table: Monster Promotions to add up all the values in the Change Access Point column for each increase by using the Higher CR column. For example, if the base monster was CR 3 and the new monster is set to CR 5, the total would be 25 HP. Next, add another Hit Dice to the monster to increase your hit points by the required amount. Note that if the creature increases in size, its constitution may also increase, as shown in the table: Resizing, granting additional HP points that could compensate for the need for additional hit cubes (this also applies to all other Constitution increases). These values are not absolute. Some monsters have fewer HIT points than usual for a creature from their Czech Republic and rely on higher AC or other defenses. Some creatures are primarily spellcasters and usually have fewer Hit Dice. When advancing your monster this way, be sure to take these factors into account and adjust your monster accordingly. Table: Size Changes Old Size*New SizeStrdexConNatural Armor FineDiminutiveSame-2SameSame DiminutiveTiny+2-2SameSame TinySmall+4-2SameSame SmallMedium+4-2+2Same Medium Large Format +8-2+4+2 LargeHuge+8-2+4+3 HugeGargantuan+8Same+4+4 GargantuanColossal+8Same+4+5 * Repeat adjustment if the creature moves by more than one size. Table: Size bonuses and penalties SizeAC/ AttackCMB / CMDFly SkillStealth Skill Fine +8-8+8+16 Dimage+4-4+6+12 Tiny+2-2+4+8 Small+1+1+2+4 Medium+0++ 0+0 -1+1-2-4 Huge-2+2-4-8 Gargantuan-4+4-6-12 Colossal-8+8-8-16 Step 3: Skill Score Once you've determined the number of additional hit cubes available to the creature, use this number to edit its other statistics. Start with the ability score. For every 4 additional Hit Dice earned by the monster, add 1 to one of your abilities. In addition, make any changes to the capability score based on the size increase, as shown in the table: Resizing. Step 4: Skills and Performances When adding skills, make sure the Int creature modifier has changed. If is unchanged, simply multiply the total number of rank on Hit Dice earned by a monster of its type, which means the total number of added hit dice and add that number of ranks to its existing skills. If its Intelligence modifier has increased, perform the same calculation as if it hadn't increased, and then multiply the change in the Intelligence modifier, which is the time of its new total Hit Dice, and also add that number of additional ranks (adding new skills as needed to spend all ranks). If the creature has changed size, be sure to adjust your Fly skills and Stealth skill bonuses (if any), as shown in the table: Size bonuses and penalties. Next, give the creature additional feats. Creatures get one performance on 1 Hit Die and one more performance for each 2 Hit Dice over 1. Most other feats should be aimed at increasing the fighting abilities of the creature, but metamagic feats and skills are also possible choices depending on the role of the creature. Step 5: Stats Further adjust derived creature statistics such as its initiative, AC, throw saves, near and range attack bonuses, BAB, CMB and CMD. Edit any special attacks or features that are based on creature size, hit dice, or skill score. If the creature has changed in size, be sure to adjust its AC, attack, CMB and CMD accordingly (as shown in the table: Size bonuses and penalties). Table: Monster Advancement also tracks the average change in ALTERNATING CURRENT, attack roles, and role corruption. Add up these values for each step of the change between the original and the new Czech Republic. If the animal has resizing, make sure you make changes to your natural armor bonus, as shown in Table: Resizing. If the creature doesn't meet these averages, you should consider adjusting its skill score or Hit Dice to get it closer to the target. Step 6: Comparison Finally compare the stats of the new monster with those listed in the table: Monster Statistics by CR for the creature from the modified CR. Note that if the original creation has deviated from these values, the new one should do so in a similar way. For example, if the original creature had higher than normal hit points but lower than normal CR, the creature should maintain this balance at a higher CR (although its hit points and AC both increased). Adding class levels to all methods of the advancing monster, adding class levels requires the most decision making and careful comparison. Some classes actually add to the power and abilities of some monster types, while others don't. For example, adding a barbarian level to a mountain giant can be a great addition, while adding a wizard level is less useful. Follow these three steps to add a class to a creation. Step 1: Determine the role of a creature When adding class levels to a creature, the first step is to determine what role the base monster fulfills. Exist basic basic into which the creature might fall. A creature can fall into more than one role if its abilities are diverse. Fight: This creature is designed to be good at melee or remote combat with a weapon or its natural weapons. In both cases, these monsters have a number of performances and abilities that increase their combat prowess (or are good simply by the nature of their hit bricks and skill scores). If the creature does not have many spells, special abilities or skills, it is a fighting monster. Most animals, constructs, dragons, humanoids, magical beasts, monstrous humanoids, plants and vermin fall into this role, as do some creatures of all other types. Magic: Magic creatures have a large number of spells that allow them to attack or harass their enemies. These creatures usually have lower hp points and relatively weak attacks compared to the averages of their Czech republic's creatures. Note that creatures that only have magic-like abilities do not fall into this role and are usually considered combative or special. Most dragons and outsiders fall into this role, but any creature that has a list of spells prepared or spells known probably falls under this circle as well. Skill: Creatures of this type rely on skills (usually Stealth) to ambush or take down their prey. This also includes creatures that use environments or spells such as fog or invisibility. This role includes some aberrias, fey, magical beasts, monstrous humanoids and outsiders. Special: Creatures that do not fall into any of the other categories usually rely on special abilities and abilities to attack their enemies. They can be heavy or dangerous in physical combat, but the threat is greatly increased by their special abilities. A list of monster roles for identifying key classes appears in Appendix 13. Table: Monsters with Monster RoleBarbarian, Fighter, RangerCleric, Druid, Wizard, WizardBard, RogueMonk, Paladin CombatKey——— Spell-Key *——— SkillKey-Key-Special————— * This class is the only key if its spellcasting stack levels with those owning creatures. Step 2: Add class levels Once you specify the role of the creature, it's time to add class levels. The first step in this process is to change the skill score of creation. Creatures with class levels receive +4, +4, +2, +2, +0, and -2 skill score adjustments that are assigned in a way that increases their class ability. Creatures with NPC class levels do not receive modifications to their abilities. Next, add class levels to the monster, making all the necessary additions to its HD, hit points, BAB, CMB, CMD, performances, skills, spells and class functions. If a creature has a class function (such as spellcasting or creeping attack) for the class that is being added, these capabilities stack. This function, as well as adding a class level to a character without Hit Die. A monster with a class level always has a treasure equal to the NPC at a level equal to the final CR monsters (as calculated in step 3 below). To determine the value of this device, use the value given for heroic NPC of this level, as shown in the table: NPC Gear. Once the total GP value is determined, follow the NPC equipment rules as set out in this section. The device should help the monster with class levels to stay challenging and keep statistics close to those listed in Table 1-1: Monster Statistics by CR. Step 3: Determining CR Determining the final CR for creatures with class levels requires careful consideration. When adding a class level to a monster that consists of its existing capabilities and roles, generally adding 1 to cr for each level. Next, add class levels to the monster, making all the necessary additions to its HD, hit points, provide general guidance on which base classes they add directly to a monster's abilities based on its role. Classes that are marked with a key generally add 1 to the creation cr for each added level. Classes marked — increase the Cr creature by 1 for each 2 added classes until the number of added levels equals (or exceeds) the original CR creation, and at this point they are considered key levels (adding 1 to the Cr creation for each added level). Creatures that fall into multiple roles consider a class to be key if one of its roles considers a class to be key. Note that levels in NPC classes are never considered a key. Key.

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