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Pathfinder greater trip vicious stomp

06 May Welcome to iconic design, a private sanctuary source for innovative and evocible characters builds for Pathfinder role play written by Everyman Gamer Alexander Augusta. Today we will look at the assembly for the vigil chasing. After an intriguing April, I think I really just need a short break from vigilante because after just one week of doing something different on Iconic Design, my mental block regarding things related to Ultimate Intrigue has collapsed in favor of some new vigilante builds! Today I have fun, abc amazing, build it all about punching people in ways no other class can do. What do I mean? Jump and see for yourself. The concept of the collection Moving parts of today's collection are listed below. Vigilante (The Avenger): Many people were saying: Why should I play the Avenger when I could be a stalker, or have one of these amazing archeipes? Well, for those people, I have to say this: because the Avenger is basically a fighter with no fighter level and attack bonuses. So where as a killer can come close to matching the fighters feat for the feat, the Avenger can actually do it, and sometimes he can do it by gaining improvements that are simply better than what the fighter gets. Does that mean the Avenger is better than a class fighter? Well, no. The fighter has the best attack bonuses thanks to weapons training and the great feat of focus weapons plus advanced weapon training abilities, but the avenger is very solid; Both are very close and both are very good. Social talents: Just like a quick note, social talents better choose your character's personality rather than your personal build. I'm not going to list the social talent progression for this build as a result, as I can't predict which will work best for your personal game. Sorry. It's really the only big choice in this build. Don't be kidding! Let's move on to the early levels and see. Early levels (1–7) Classes: vigilante 7 Feats: Combat Reflexes (1st), Weapon Finesse (Bonus), Double-weapon fights (3rd), Improved unarmed strike (Bonus), Dirty Fights (5th), Power Attack (Bonus), Improved Two-Weapons Fight (7th) Ability: Dual Identity, seamless look, social talents, impressive appearance, unwavering, vigilant specialization (avenger), vigilant talents Social talents: FREEBIE (1st), FREEBIE (3rd), FREEBIE (5th) , FREEBIE (7th) Vigilante Talents: Deadly Grace (2nd Place) , Fist Avenger (4th), Shield Blades (6th) One of the really neat things about the Avenger is that its really good with a weapon that NEVER gets any love: glove. Yes, this humble weapon will largely benefit from having an avenger, especially on the basis of Dex, who is willing to take risks with him. At the first level, you're more likely to want Finesse weapons, as it's a Dex-based assembly. On level 2 you will want deadly grace as a result, which will allow you to swap your 1st level finesse weapon to fight reflexes, giving you Finesse weapons as a bonus feat and giving you a bonus on damage rolls when using Dex to hit and Str to damage the equal half of your vigilante level. This bonus does nicely for not using force, and it gets even better when we combine it with two wrestling weapons. From there, our vigilante talents include a fistful of avenger that gives an improved unarmed strike for free and adds half the level of vigilance to damage rolls with unarmed punches and glove attacks, up to +5, as well as a blade shield that gives us a Power Attack for free and an AC bonus when we use it. In between all this, we look at a total of +6 damage from the avenger's fist and deadly grace, as well as another +4/+2 from Power Attack. It's not bad modifier-wise at Level 7, especially considering we'll have two attacks PLUS improved double-arm fights. Now maybe you're wondering why I took Dirty Fights. I'm a big fan of this feat as it adds to the ability to safely use every combat maneuver in the game if you have the right tactical positioning. In truth, it's not I need it right now, but rather it is: I need to accept this feat right now, so I meet some preconditions later. What are the prerequisites, you ask? Well, let's move forward to the middle levels and see. Mid Levels (8–14) Classes: vigilante 14 Feats: Combat Reflexes (1st), Weapon Finesse (Bonus), Two-Weapon Fighting (3rd), Improved Unarmed Strike (Bonus), Dirty Fighting (5th), Power Attack (Bonus), Improved Two-Weapon Fighting (7th), Weapon Focus: gauntlet (Bonus), Weapon Specialization: gauntlet (Bonus), Vicious Stomp (9th), Improved Trip (Bonus), Greater Two-Weapon Fighting (11th), Greater Trip (13th), Improved Disarm (Bonus) Abilities: dual identity, frightening appearance, seamless guise, social talents, startling appearance, unshakable, vigilante specialization (avenger), vigilante talents Social Talents: FREEBIE (1st), FREEBIE (3rd), FREEBIE (5th), FREEBIE (7th), FREEBIE (9th), FREEBIE (11th), FREEBIE (13th) Vigilante Talents: lethal grace (2nd), fist of the avenger (4th), shield of blades (6th), signature weapon: gauntlet (8th), favored maneuver: trip (10th), mad rush (12th), favored maneuver: disarm (14th) Mid levels! We're watching a total of +12 from our talents up to this point, plus another +8/+4 from Power Attack and +2 more from the weapons specialization we unlock from vigilante's branded weapon talent. We're also picking up big two-arms combat, along with some great combat maneuver stunts like Vicious Stomp, Greater Trip and Improved Ride. Better yet, the beloved talent of the vigilante manoeuvre gives an extra +2 bonus to the combat maneuver checks made with any which you choose with him, so we overall +6 on attempts to travel and +4 on attempts to disarm, increased to +10 and +8 if we happen to be flanked thanks to the feat of Dirty Fight. Naturally, I also picked up a crazy rush of vigilante talent as soon as I could on the 12th level because anything that allows you to pounce is awesome. (And by the end of this level of gameplay, the blade shield cancels out about half the punishment you take from talent anyway.) I'm very happy with this build at mid-levels, but let's see what we can do before the end of the game. Endgame (15+) Classes: vigilante 20 Feats: Combat Reflexes (1st), Weapon Finesse (Bonus), Two-Weapon Fighting (3rd), Improved Unarmed Strike (Bonus), Dirty Fighting (5th), Power Attack (Bonus), Improved Two-Weapon Fighting (7th), Weapon Focus: gauntlet (Bonus), Weapon Specialization: gauntlet (Bonus), Vicious Stomp (9th), Improved Trip (Bonus), Greater Two-Weapon Fighting (11th), Greater Trip (13th), Improved Disarm (Bonus), Greater Disarm (15th), Vital Strike (Bonus), Improved Vital Strike (17th), Greater Vital Strike (Bonus), Devastating Strike (19th), Improved Grapple (Bonus) Abilities: dual identity, frightening appearance, seamless guise, social talents, startling appearance, stunning appearance, unshakable, vigilante specialization (avenger), vengeance strike, vigilante talents Social Talents: FREEBIE (1st), FREEBIE (3rd), FREEBIE (5th), FREEBIE (7th), FREEBIE (9th), FREEBIE (11th), FREEBIE (13th), FREEBIE (15th), FREEBIE (17th), FREEBIE (19th) Vigilante Talents: lethal grace (2nd) , fist of the avenger (4th), lob shield (6th), branded weapon: glove (8th), favorite maneuver: ride (10th), crazy rush (12th), favorite maneuver: disarmament (14th), vital punishment (14th), vital punishment (14th), vital punishment (14th), vital punishment (14th), vital punishment (14th), 16th, combative skill: Big life kick (18th), favorite manoeuvre: grappling (20th) I also really like the vital penalty talent, and get the chance to pick up all the improved/great vital percussion feats and cap it with Deve Strikestating pretty cool. You might be wondering why I took that talent, given that I have a crazy rush and will never want to complete attacks? The answer, my friend, is The Great Ride/Vicious Stomp. Up to level 20, these feats add 3d4+6 damage to my attacking capabilities, which I do when I travel the enemy or when they try to stand by the inclined. A vital punishment is a wickedly steep like this. And that's it! I'm very happy with this build, but I'd love to hear what you think. Leave your comments and questions below and I'll visit you here next week for what is possibly our most important event of the year here at Know Direction Network: MY BIRTHDAY! The question remains, though: can I make a week of iconic designs like I normally do, or should I write a guide article on Monday? I think you just have to wait and see.... Aleksandr Augusta has been playing role-playing games since 2007, which is not how as 90% of his colleagues. Alexander is an active freelancer for the role-playing game Pathfinder and is best known as the author of the Pact Magic Unbound series from Radiance House. Alex is the owner of Everyman Gaming, LLC and is often styled as a Everyman Gamer in honor of the original Home Guide. Alex also cohosts the private Sanctuary Podcast, along with fellow blogger Anthony Lee, and you can follow their exploits on Facebook at 3.5 Private Sanctuary Group, or on Alex's Twitter, @AlAug. Min/Max Boards Game Discussions D&D 3.5 and Pathfinder Monk opt Author Theme: Monk Select (Read 1532 times) Min/Max Boards Gaming Discussions D&D 3.5 and Pathfinder Monk opt View Full Version: Pathfinder Trip exploits Keledrahn2015-06-16, 11:27 AMSo, I know that pathfinder processing requires three feats, but I've also seen further feats to support things like the trip. I know there's a ki throw line for monks, but are there others that are good for someone committing an obscene amount of feats for tripping over? I would prefer things that don't lock you in on a particular weapon, but I'm a GM here, so I can remove those rules if necessary. Geddy2112015-06-16, 11:38amFor the commanding feat At fluctuates With spikes chain With crit equipment stunt-tangle legs With quarterstaff and With metamagic Yenny, wolf and land baby feat trees also help ride attacks in a variety of ways. The vicious stomp isn't a trip, but it stacks up with a bigger ride to prove 2 attacking opportunities. The yenny, wolf and earth baby feat trees also help travel attacks in a variety of ways. The vicious stomp isn't a trip, but it stacks up with a bigger ride to prove 2 attacking opportunities. I think especially the feats of Wolf Style and Wolf Trip can provide amazing melee control, allowing even non-war martial to become a decent sticky checkpoint like a quasi-defender. Stromer2015-06-18, 07:14 AMVicious stomp is not a trip, but it stacks up with a bigger ride to prove 2 attacking opportunities. It's part of my favorite trip-build combo. A vital blow, a forceful attack, a chopping smash, a bigger ride, a vicious stomp, and (if your DM allows it that using RAW it's not) a spring attack. I had a wild fun time with this build on one fighter's arm with a sword of a pout in my hand. Run, power vital kick, ride, kick and stomp. Back. Combine it with increased spell speed and and got a vicious little mixture, although it is very feat-heavy. Exotic Weapon Possession (Bastard Sword) Fight Expertise Improved Ride Power Attack Chopping Smash Improved Unarmed Strike Reflexes Vicious Stomp Vital Blow Improved Vital Blow Bigger Vital Blow Dodge Mobility Spring Attack Anyway, Just My Two Cents. Geddy21122015-06-18, 10:48 AMI have fun with this build on one arm fighter with a sword pout in hand. Run, power vital kick, ride, kick and stomp, run back. Combine it with a spell of speed boost and you have a vicious little mix, although it's very feat-heavy. . I forgot about the felling smash. I'm completely stealing this build and putting it on the upcoming NPC for my current campaign because it's freaking awesome! Stromer2015-06-18, 12:43 PM I forgot about the chopping break. I'm completely stealing this build and putting it on the upcoming NPC for my current campaign because it's freaking awesome! Stromer2015-06-18, 02:27 PMAdding in kickback when I already have combat reflexes is pretty messy... Stromer2015-06-18, 02:27 PMAdding in kickback when I already have combat reflexes pretty dirty... Now you get it. :) If you've mixed in Unchained Monk, you can also grab a leg sweep-style strike that throws a free attempted trip to the attack in your flurry, and an improved ride as a req free bonus feat. (Unfortunately, The Great Ride is neither a monk bonus feat nor a qinggong ki power) Powered by vBulletin® Copyright © 2020 vBulletin Solutions, Inc. All rights reserved. Reserved.

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