



Godless healing pathfinder

Full version view: Pathfinder Healing without being a therapist 90sMusic2016-01-16, 11:09 PMSo I'm about to play a gestalt campaign with only 1 other person playing besides me, so between the two of us we try to come up with characters that can be quite useful all around since we won't have a big party to cover all the roles. We usually mostly do RP and deal with people and bluff/diplomacy to avoid fighting, but we're both worried about our longevity with no ability to heal ourselves. I'm basically just looking for some way to heal myself, or possibly remove negative conditions or poison/disease as well if possible. I usually only know paladins get Lay on Hands, but I know there is a curse oracle that gives Lay on Hands to them as well, and there are many archetypes that grant features from other categories, such as those that give insidious attack to a class that's not a healer, but through feats or talents or achetypes or something that has the ability to heal themselves decently. The only thing I've seen close to what I want is the Atheist Healer feature, but it heals for so little and is so limited by uses per day it won't really work. I know everyone swears up and down with sticks, but I really don't want to have to rely on it. So if someone has any ideas about getting some healing or even quick healing or regeneration or just anything really to keep a character alive through a lot of battles per day without actually being a therapist, it would be fantastic. For my character, I'm thinking of going to Slayer or Rogue for one of my classes and rely mainly on insidious assault for injury. I would like another class that can praise that in some way without being forced to take a pure healing class. Oracle of Life. He takes Channel Energy as a cleric. A feat allows it to be used as a motion action. He takes Energy Body, turning into an elemental subtype with his protections and the ability to heal himself as motion action or others when moving through his square. It takes FightIng Therapist, the ability to cast Wounds Treatment as a quick action. He gets Safe Treatment, the ability to cast healing spells without causing an AoO. Note that it is any spell that heals blow points, not just healing wounds, so heal spell and breath of life counts. In a sense he is a healer, but you can still do whatever you want. You can select clerical spells you desire for any strategy. Your achievements are still yours to choose from. Hruken2016-01-17, 12:00 AMAlchist can be right up your alley. Extracts (and infusions, with discovery) should be enough to heal without feeling too much like a class therapist. More like drinking potions than casting spells. The vivisectionist archetype even trades away bombs for insidious attack, which could open your other side up for a non-insidious attack category if you want. Alex122016-01-17, 01:12 AMIf allowed allowed Press things, the Silver Crane (discipline has access to maneuvers that, when you hit enemies, can heal yourself or nearby allies. See Stalker (as a member of the Empire Guardians (. Note also that sacred damage increases by 50% (against bad goals or those with the [bad] subtype. Sneak attack is not good as your main source of damage to a party of two. You will rarely frame enemies, and there are not enough people to bark at your enemies so much. A warmler can do some damage and can cure their rapid action through heat, including conditions. Gestalt with some kind of ranger and you can get full BAB, all good saves, 6+ int skills and (depending on which ranger archetype) a status bonus of some kind. My suggestions: Player1 = gestalt gold dragon (choosing clerical spells) 1-20/rogue 1-20 Player2=gestalt silver dragon (choosing wizard spells) 1-20/rogue 1-20 Player2=gestalt silverad spells) 1-20/rogue 1-20 Player2=gestalt monkey, flying, psionic/mental powers and clerical magic Basics.. A cleric A magician 2 Fighters with breathing weapons and wings A ruthless A psion Arbane2016-01-17, 05:56 AMProblem by clinging to a therapist-type class in a war class is mostly mad then, which is quite undesirable for gestalting. Also, if you want to rely on S.A. too, a mate should be one thing here. Combination I can think of: - Slayer/Inquisitor (Sancified Slayer): Study Target and SA stack, again, WIS can cover at 16. (If for a big game, consider exiting Slayer in Shadowdancer) - Bloodrager (ID Rager)/Spiritualist (Broken Mind): Awesome combination. Ramps up melee attack numbers, operates entirely of CHA, has two types of spell casting and gish abilities, as well as a pet. - Bloodrager / Medium: Very flexible, can change therapist-function and switch off. - (Un)Rogue / Occultist: the Conjuration application is the thing here (Flesh Mend, Purge Corruption). I can't do that. Rogue is pretty SAD that more points in INT is not bad. 90sMusic2016-01-17, 03:30 PM If you are allowed Dreamscarred Press Things, the Silver Crane discipline has access to maneuvers that, when you hit enemies, can heal yourself or nearby allies. See the Hunter as a member of the Empire Guardians. Note also that sacred damage increases by 50% against bad goals or those with [bad] [bad] My DM is very relaxed, I'm sure I'll allow anything we thought would be fun. I checked out these things and they look interesting, that's exactly the kind of thing I'm looking for, some category or archetype or something that's not used very often that will let me heal. Unfortunately, healing is rather limited, I'm hoping for something with a sting more oomph in it, if any. Sneak attack is not good as your main source of damage to a party of two. You will rarely frame enemies, and there are not enough people to bark at your enemies so much. A warmler can do some damage and can cure their rapid action through heat, including conditions. Gestalt with some kind of ranger and you can get full BAB, all good saves, 6+ int skills and (depending on which ranger archetype) a status bonus of some kind. The thing is, my character has really, really bad stats about anything related to fighting. I have power and dex 10. I thought using a sneaky attack would be my best option to do some damage. I'm going to use my slayer talents to get two weapons fighting feats, and I can figure by the time I'm level 20 I'll have 8 attacks doing an extra 6d6 damage each. From my napkin man who should do about 168 damage per full round attack only to insidious attack damage, I think that will be enough really. The idea is that we try to talk about getting out of fights most of the time and also do a fair amount of sneaky stuff. I just wanted to sneak attack because I think it's more or less free damage that I don't have to invest anything and it should be enough to get by. I was planning to use dazzling screen + shattered defenses to sneak attack almost anything. I don't usually play melee characters, so I hope everything goes well. I don't think he'd let us be dragons. : P We are, however, kitsune, and have realistic resemblance and fox form so we can sneak around and disguised all the time so no one really knows who we are and we are very good at penetration. Like I said, we'll avoid battle whenever possible, but I worry without any way of healing ourselves, we'll be in for a difficult time. I mean I'd love to get a renaissance ring or something, but it's so bloody expensive. :(I'm just not sure what to do. meemaas2016-01-17, 03:40 PMBoots of the earth for both of you. Activate them when you finish the battle and be fully healed before another battle. Alex122016-01-17, 07:08 PMIf your GM is with psionics, there is a neat class called Cryptic (that you may appreciate. I've seen some scary things done with one- the Metamorphosis line is as strong as you'd expect shapechanging magic to be, they get infinite at will ranged touch attack that scale in force to level up to 10d6 at level 19 (although without some feats/archetypes, you can choose a type of creature and it only deals so much in this type of plasma and half the damage to everything else), and they get psionic forces, including some forces that can be used to heal. Captain Morgan2016-01-17, 10:04 p.m. Your strategy is full of holes, I'm afraid. The damage from the attack does not apply to elemental, stoic and intangible enemies. And then you need to adjust - Dazzling Screen is a full round action that you need to be within range to use. At best, this is your first round. Your second round you're probably moving and attacking once, which makes both gun fighting irrelevant. You won't launch a full attack until round three. Even worse, you really need to hit, which is hard to do with a 10 in your main stat. You need to tell us more about your character creation process. Why are you stuck with 10 in Dex and on the street? was it statistically rolled in order or something? What do you have in your other stats? If your mental stats are higher, you should probably just use 9th level pitching to destroy in battle and utility from battle. But there are ways to achieve stable combat prowess that are not based on STR or DEX. The insidious attack is not one of them. If you're maxing Intelligence: Alchemist/Magician. Bomb/ammunition damage is based on INT, as are your spells. AC touch target bombs which means you don't need as much precision. Perfect saves, d8, 3/4 BAB. You can combine mutagenic with metamutation spells if you want to crush the face. Big drawback: small facial synergy. Guide / Researcher: Similar to the above, but with more of a polemic/skill bent. You'll also be king of skills, and studied battle mixes very well with metamutation spells. (Focus on creatures with impulse and/or 3-6 or more physical attacks.) You can use School Improvement to help make up for your lower mental stats. Empiricist is recommended for half the researcher. Magus/Wizard: Spell Fight plus full evolution guide is just great. (Note: This is the only option here without treatment.) If you're maxing Wisdom: Cleric or Warpriest can both qualify for the Guided Hand feat, which let's get WIS to hit. Combine that with any polemic and you'll be okay in battle. And the 9th casting level of a clergyman can pull some pretty crazy things up. Zen Archer / Infiltrator Vertical Holy Slayer Inquisitor with Heresy / Conversion Inquisition: A Personal Favorite. You get level nine casting, but you get level six. You can also get WIS to hit, AC, and initiative, arcing, perfect saves, 6 base skill points, and a boatload of free archery feats. Bane will get insanely strong for injury with this turmoil, sticking to a studied goal and potential treacherous attack only helps more. Slayer talents can also help get some of the Rogue as properties. Best of all, you can get WIS TWO times for your face skills. It's a really amazing frame that's very SAD. I prefer one at a time That's why. If you're maxing Charisma: You might want to combine Summoner with something here. Magician/Paladin: Your half sorc is going to do the heavy lifting as the active half here, but the Paladin will let you get d10 HD, great saves, and self-heals for stable action economy. Smite Evil + a solid polymorphic spell will rip things up too. If you're not interested in melee, you can get the illuminated Paladin archetype to get CHA to AC. Summoner/Anything: I just realized how great this guy would be for you if you're CHA-based. You probably want the Synthectt so your crappy physical stats don't matter, and you can get physical attacks and dashing. You get sweet esoteric spells, as well as the ability to bring more bodies out that can serve as meatshields or lateral pals when things hit the fan, helping to balance your lack of players. Combine with: Bard: Monkey skill, a few extra spells, etc. Use a regular Bard if you want to buff your subpoena, or the archaeologist with fate is favored to buff yourself and have Rogue like trends. Paladin: Basically the best battle chassis because of these saves and smites. It doesn't improve skills much though. Oracle: You can do a lot of things with an Oracle alone, and it gets you a couple more skill points. Revelations to consider: Armor manifests, CHA to AC, CHA for knowledge skills, flight, anything that helps in melee, etc. Jack Simth2016-01-17, 11:00 PMSo I'm about to play a gestalt campaign with only 1 other person playing besides me, so between the two of us we're trying to come up with characters that can be quite useful all around since we won't have a big party to fill all the roles. We usually mostly do RP and deal with people and bluff/diplomacy to avoid fighting, but we're both worried about our longevity with no ability to heal ourselves. Just two? There have been a few issues recently along this vein. I think I will quote only myself: Other options: Druid (//Monk ((animal companion, wildshape, spells, turmoil, Wis-SAD, full casting) Oracle (//Paladin ((Full BAB, Charisma to saves, full casting, heavy armor deficiency). Careful selection of mystery (, Apocalypse, Curse (, and archetypes can also get you eligible Wizard spells an animal companion for an Animal Companion, the Archetype of the Spirit (for the occult enlightenment sixteenths get a variety of Wizard spells, with perhaps the Forsaken curse for self-revival or the Feral curse for wild form). Lay on Hands gives you reasonable amounts of healing - and something to do with your quick actions - and opens up the Ultimate Mercy (feat to cheap resurrection of your fellow party member and your animal companions. Druid (//Rogue ((little MAD, but stacking Sneak Attack over multiple attacks by Wildshape means most things die fast... also gives trapfinding). The reason I didn't suggest Wizard in a single construction proposal, and all of them had an animal companion: Florian's right. With only two characters, you have problems with action economy. yes, a Wizard can really get over it... but it takes a fair amount of skill to do it right, it can have some pretty heavy level requirements, and is often seen as very optimal for many gaming tables. An animal companion, on the other hand, is quite simple, and is a disposable meatshields helps heavily with action economy issues, as long as your disposable meatshields don't have much of the cost of action (animal companions are a good choice because they have a lot of support in terms of feats such as Remote Spells (). Both of you have your meatshields attacking enemies directly, while both of you cast spells to buff your comrades, control the battlefield and cut rival teams in bite-sized encounters, to take down the enemy directly, or to debuff the enemy. With a party of two, you'll really want the extra single-use meatshield seat belt. You can get that disposable meatshield with druid, Summoner, Oracle (with the right revelations), Cleric (with the right domains), and probably a few other ways. When you don't have something that gets the meatshield easily in your build, it's much harder. This Wizard/ /Rogue... do not get it easily (Charm, Dominate, Simulacrum, Planar Binding, and a few other methods can get such ... but those either don't last long (face charm is an hour/level) require higher levels (monster charm is Sor/Wiz 4), it's (Simulacrum has a hefty GP cost) or some mix). Most of the options I'm listing may have a disposable meatshield from level 1 as an ex category attribute. Oh yes, and there's a bit of a problem with Spellwarp Sniper: It's a double-evolution class (sneak (sneak and casting). The Gestapo rules suggest we don't allow it. A treacherous icing attack? Big target! Here are two builds that will do it and can still handle the action economy concerns well: Druid//Ninja (Full Arcane version). All good saves, Wis to AC, fast-acting ability to go invisible (based on Wis), Wildshape to get many attacks, an Animal Companion to enjoy enemy attacks, and Hidden Strike (activated by invisibility) for the many attacks you will get. Oracle//Rogue. All good saves, a rather many options (see the Oracle//Paladin build above, and use all the same Oracle stuff), and a sneak-attack rider for the fluctuating touch spells (of which there's a rather many, seeing how you can get both Cleric and Wizard ones). Oh yes, and there is, of course, the general gestalt tips: 1) Avoid MAD, look for SAD. Sure, that Paladin//Wizard looks great on paper... but to play him as Paladin and a magician, you need Str (melee), Dex (AC, as you can not use armor), Con (HP), Int (Spells), Wis (Spells again), and Cha (Various features paladin class). The Paladin//Oracle, on the other hand, is no more MAD than a normal Paladin (Str for melee, Con for HP, charisma for spells and Paladin class features, maybe a touch of Wis for Paladin spells - no need for Dex as you have heavy armor proficiency). 2) Watch the action economy, look for passive/active combinations. Sure, that Wizard//Oracle looks good on paper (all spells all the time), but it doesn't work that way in general - both categories compete for the same set of actions, so you're not really significantly better than a normal Oracle or a regular Wizard. Something like a Rogue//Druid, on the other hand, is passively adding insidious attacks + Pounce that Druid gets through Wildshape; As a battle druid, they all use the same set of actions at once. An Oracle//Paladin gets many nice passive benefits on the Paladin side (Divine grace, rapid self-healing action, heavy armor proficiency, full BAB, d10 HD), and can do some very active things on the Cracle side (spells and/or long-term buffs to wade into melee). 3) Avoid the characteristics of the class that interfere with each other. Sure, that Wizard / / Paladin looks pretty good ... but it's hard to throw Arcane spells in heavy armor, so you'll either have to give up much of the Wizard casting, or you'll have to give up much of the cheap AC that comes from heavy armor that the Paladin side allows you to use. If a Divine icing instead of an Arcane, however, there is no casting problem in armor. 4) Make sure to end up with a nice frame. Yes, that the Wizard // Wizard ends up with absolute esoteric could ... but it's a d6 blow die, a good save, and bad BAB. You want at least two good saves (and can usually get three), a d8 blow die (although d10 is better), and at least moderate BAB. That Druid // Rogue gets a d8 HD, all good good and medium BAB. That Paladin//Oracle gets d10 HD, two good saves, and full BAB. 5) The game continues to reward specialization. Unless you are a small party member, don't try to be a Child for all jobs as you are likely to end up a master of none. You have only one set of feats, one distribution of wealth, and so on. A Paladin//oracle and an Oracle//paladin look very similar if that's all you know about them, but it's actually quite different. The former uses Oracle enthusiasts to complement Paladin's and wade abilities in melee, and takes feats and objects mainly related to melee (so Power Attack, slit, a nice sword, good armor, and so on). The second uses Paladin benefits to be able to loosen off on a few things that Oracle will need differently, while Oracle zaps away with spells (so metamagic, extra revelation, Charisma amplifiers, metamagic rods, and so on). They play very differently. If you try to be a complete Oracle//Paladin, however, your feats and wealth are going to stretch thin enough, and you'll be less useful in every role. Edit: Oh yes, and you may have problems obeying all this completely. It's all right. You'll usually end up not using at least some class features - for example, that Oracle//paladin isn't going to get much use of the full BAB because of how easy it is to land (ranged) touch spells. It's still a powerful combination. Everything else is equal, the more of them you can follow, and the better you can follow them, the stronger the overall character. However: The character power does not trump player or DM fun. It's hard to stress that enough. You play a game without real bets. The only true definition of winning is Does everyone have no fun consequences? If the answer is no, then you won. If the answer is no, then you lost. In the end, your character doesn't matter: You do, and your friends do. If everyone has fun playing a party of bards who get TPK'd every other session? This is a victory. If someone at the table is constantly bored with uber-characters, that's a loss. If something in the game breaks a real friendship, it's a loss too. Know your real priorities. Captain Morgan is right. With Dazzling Display/Shatter Defenses you'll receive more complete attacks than you'll ever give. It's a nice choice for the right situation, but you don't want to go-to you. His class analysis looks good. Just focusing on a part of it - playing kitsune can involve interest on your part. If I'm off target ignore this, but a composer summoner // slayer who takes the spell of Summon Eidolon can write after that Magical Girl Transformation Sequence. Also summoners can heal their idol, and for a therapist summoner which means they can heal themselves, which matches you'll receive more complete attacks than you'll ever give. It's a nice choice for the right situation, but you don't want to be your go-to. His class analysis looks good. Just focusing on a part of it - playing kitsune can involve interest on your part. If I'm off target ignore this, but a composer summoner // slayer who takes the spell of Summon Eidolon can write after that Magical Girl Transformation Sequence. Also summoners can heal their idol, and for a summoner recap which means they can heal themselves, which matches your initial concern. Oh! And if you're satisfied with it and a stick of CLW on the healing side, you could go summoner/ninja. Mad skill points, some better talents from Rogue including Greater Invisibility, a ki pool based on your main stat... And natural weapons, dash, and insidious attack make for a killer combo. Articlery2016-01-18, 02:52 AMIf Psionics is an option I say go Psion Egoist. It has easy access to temporary points and ways to heal without being a big focus. Metamorphosis is nice because it gives Fast Healing 2 for minutes/level, so its 100hp out of the battle. If you want to be really Int focused your Psion with Warder from the War Path would be very good. Gestalt will end up with D12 hitdice, Full BAB, 4+ int skill points, good saves for Fortitude and Will, and you can add your modifier. Also, Psion does not have an arcane chance of failure in armor so there is no issue there. Elxir_Breauer2016-01-18, 6:35 a.m. With a decent Wis, you could even go with Warder//Vitalist. Vitalist is basically a Psionic Healer who doesn't have to worry about hitting if they decide to hang back to heal from the range, things like this. Can be a tank in itself, even without insanely complicated construction options, especially with the Soulthief method. This is of course, provided that psionics are open to choose from. Powered by vBulletin® Copyright © 2021 vBulletin Solutions, Inc. All rights reserved. Reserved.

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