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Swashbuckler guide pathfinder

This guide was found on November 26, 2017 after Google ate it. The guide is done by three times in the Paolo forums. Dundee's daring Dragoman in-depth guide to the introduction of the pathfinder so, you want to play swashbuckler, huh? That's great. That's really great, because the Sashbackler is deceptively good. The thing is, building a swashbeller is a bit of a shot in the dark right now. But it's not so bad - unlike the duel, Lord of the Sword, or many other lessons that try this style of play, Swashbuckler doesn't require a large amount of optimization or complex knowledge of the traps inherent in Pathfinder to function at the base level. Also, it's not a prestige rate, so automatically makes it better at its job than 90% of the alternatives. Still, every class needs a guide, right? That's why I'm here. The Swashbuckler pathfinder is pretty much exactly what comes to mind when you hear that word - a lightly armored, explosive swordsman who can fight with one hand tied behind his back. Can, but probably shouldn't. They excel in defensive fighting, partly because they focus on Dexterity, but also because a bunch of their squad qualities (or rather, their actions) support that style of play. That doesn't mean they'll have the highest air conditioner, but that's fine; They don't need the highest AC, as they have other options for preventing attacks. Nor does it indicate weakness; Swashbuckler is able to do some pretty nice damage when they put their minds to it, even using a weapon in one hand. However, unless you're really working towards it, you won't be the party's main damage trader. This guide uses plots, races, features, and so on from core Pathfinder books (core, advanced player guide, ultimate magic, and ultimate fighting), as well as complementary companion books like Advanced Race Guide, Inner Sea World Guide, Sargava, and so on. And, of course, the advanced class instructor. I hope you put that down. Basically, if it's about PFSRD, made by Paizo, and easily accessible, I have factored it in here. Or I missed it, which is entirely possible. A rating system as you might guess, this guide is inspired by the likes of Treatmonk, Walter's Guide to meg, N. Jolly's many guides, and so on. And I'm going to rip out their color coding system! Isn't that great? Here's what you're looking at, in color and star ratings for the chromatically challenged: red/: it's either very situational to the point of futility, not giving enough benefit to be worth it, or else is completely outclassed by another option. It is ok. It usually indicates that this option is outshined by other options, kicks more, or that the advantage is too situational to rely on. Good, and you won't regret it if you regret it. to take this option. But, it may not be suitable for any construction, or requires investment to shine. yes, we're into the sweet stuff now. One of the best options available to you, you should seriously consider make room for it in your son. A sort of Real Superlo/****: Very rare and effortless on the eyes. It's the best you can get, and you have to almost always take it. Figure ability scores I need to start here, since what ability scores you want and have your race influences, achievement, skill, Playstyle, and.. Pretty much all your options, really. Texas *****: Yes. That's your main statistic; Don't let anyone tell you otherwise. Swashbuckler effectively gets weapons of refinement, but better, for free at Level 1, so this is your main statistic for armored class, offensive bonus, some good skills, and some of your doers. And you're going to add that to the damage pretty quickly. Aim for at least 16, before racist bonuses, here. Okay, so I lied. Charisma is also quite important for Swashbuckler. You can even make it your main statistic if you want; It affects Panache and a handful of dimes (including one Save-strengthen), and you get all the basic facial skills as well. 14 should serve you fine here, but if you want higher, feel free. Constitution****: You can be a dubious little prick, but you're still a frontline fighter, and you want HP just like any other front-line fighter. Also, you have a bad rescue fortress, so to tigger it never hurts. 13-14 if you can. Wisdom **: Honestly, these three statistics are all Swashbuckler needs. I recommend wisdom as your next priority, because your savings shouldn't be lower than it already is. 10 or 12 should be fine. Intelligence **: To be perfectly honest, you can throw in intelligence, even if you want combat expertise, because Swashbucklers get to swap their charisma on intelligence to meet combat achievement prerequisites. But, I just think Swashbuckler needs some cunning to him, you know? Feel free to throw it in the toilet if you think otherwise, but know that your skill points will take a hit. 10 or 12, again. Go to 7:00 if you want to check it out. Power*: Yes ok, it's red, but don't throw it too hard if you can help it; You should still be able to pick up your armor and weapons and various other items before you get access to The Thyrral and Handy Haversacks. A MasterVerx backpack will help, but won't completely alleviate the problem. Also, if you can't get Grace cutting, you'll have to wait at least until level 3 to add your Dax to the damage, and you don't want a penalty if you can help him. Here between 7:00 and 10:00. Sample statistics arrays the person placed 10 points to buy (do not play 10 points to buy): Str 7, Dex 15 (17), Con 12, Int 10, Wis 10, Cha 14 15-point Buy: Str 7, Dax 16 (18), Con 14, Int 9, Wis 10, Che 14 20 Points Buy: Str 10, 16 (18), Con 13, Int 10, Wis 10, Che 15 25-point Buy: Str 10, Dex 16 (18), Con 13, Int 10, Wis 12, Che 16 races I'm just going to mention the core races, and these progressive/rare races that I think are at least a little helpful to you here, because there's not much point in bringing up any one race, no matter how terrible it is for you. yes, you saw it coming. Another achievement and +1 skill point per level is perfectly good for everyone. +2 will enter either Texas or charisma. Most alternative racial traits are not great for you, but some girls may consider targeted research. Whatever you do, never take double talent; It's absolutely atrothy. You want it, play Aasimar and get some actual racist abilities to go with stat bonuses. Half Elf****: Like a person, +2 goes dax or charisma. You get focus skill, which may interest some builds, but you can skillfully replace it with exotic weapons for free - and while you might think any Swashbucklers will use rapier, that's not always true. There are some decent weapons available, thanks to a certain achievement you are almost certain to take anyway. Katana, Wakiesashi, Rocca and the Orumi are all good choices. If you are not interested in any of this, Dual Minded is a very good exchange that your will keep is pretty poor by default. Besides, a catch bonus and a few saves is always welcome. A preferred squad bonus probably isn't worth it, but you can also choose from the man or elf FCBs. half-orc ***: These guys make decent Swashbucklers, surprisingly. The scare push is welcome, and you can trade the cruelty orc (which will probably only get you killed) for a +1 lucky bonus per savings shot, which is amazing, or a catch bonus. FCB is... Oh, is that okay? I'd go human, personally. You can also get a bite, which counts weapons and light piercings, and doesn't count as attacking with a weapon in your hand. Surprising, huh? A small race was actually rated pretty high for a fighter on the front line. Like Swashbuckler, you haven't won power nearly as much as other fighting-oriented lessons, so +2 charisma and +2 value for -2 power is pretty great for you. In addition, the AC +1 and +1 on The Rolls Attack is very nice. Slow

Oporuton Perry relies on attack cylinders to save your skin, that's a very good thing. Even without it, it's not like these are bad weapons, just not optimal. It's not here because the dagger is an amazing weapon. An accurate strike affects these, so daggers are your best option for a term battle, and require no investment! They'll get better if you can convince your GM to let the Piranha strike affect dropped weapons. No problem with cutting Grace, as he never lists scuffle attacks. Sawtooth Cyber***: If you are Picaroon, this is a very nice offhand weapon for you, if you can get exotic weapons skill on it. The only weapon I can find with a critical range of 18-20 is the Crystal Chakram, and it shatters when it hits someone. Unless you can convince your GM also to allow you to use it and find some way for it not to break (Crystal Chakram Adamantium?), just use daggers. Gun ****: Your best choice for Picaroon'scannon. Rifle ****: Musketeer's best option. A pepper gun is acceptable, but not ideal because of the prospect of a higher error. Gun **: Without access to advanced weapons, this is Picaroon's best retreat. Being an early weapon means you're going to hate fires. Nutmeg **: Higher damage than the rifle, but shorter range and higher error rate, along with heftier penalties for misfiring. Agile magic weapon ****: If you can't get grace cuts and don't want the pitfalls of Dance, that's great. Only works for a select few not easy weapons, though. Corrosive / burning / frost / shock **: +1d6 energy damage each. Try to avoid burning, since many things resist fire. Burning/Shocking/Burst ice**: You like reporters, for sure, but these aren't usually worth it. Sacred **: Little more condition than corrosive/etc., but more damage. Of course you can always just get two of these for the same price... Repeat****: If you're a flying blade, you want it on your daggers - unless you have a Blinkback belt. Distance **: If you feel your daggers still lack range after all your class features, get it on a pair. Agile Shot*: +4 is way too high for that. Get Mr. Point Blank instead. Extravagant ***/Greater **: Panache free, and the ability to use it to re-roll the dreaded Naticus Wunicus. Not bad, though 3 bonus is pretty steep for greater. It's not bad for you, Wifockers. Doesn't take a bonus and is pretty cheap, so you can as well. Otherwise you can't really be Indiana Jones. Reliable ****: If you use firearms, get it as soon as possible. Wind Touch s****: You should always keep one of these around, even if it's not your main weapon. Well, that's great. Every time you use Opportune Parry and Riposte, your improvement bonus goes from +1 to +5 automatically. This allows you to focus solely on other magic tricks, while still have a +5 weapon when you need it. Which is basically all the time with a signature on the bone. Accidental ****: Once round, get a +1 bonus for another attack of opportunity every time you hit with a regular one. I don't know whether beating their check with Oporuton Perry counts as a blow with the attack of opportunity, but the disruptive flying blade counter certainly qualifies. Brutal ****: You will be discouraged with a scare, and it allows you to sicken anyone who suffers from fear effect when you hit them. Temporary HP is a bonus. Consider Swasbakler's Ruffier,too. Personally, when it comes to getting in between, there's another item I prefer, but it's cheap and still very good. Magic Armor Sealed ****: If you use a Cape Feat duel, your GM allows you to shrink it like Buckler, you want it so it can't be easily destroyed. Why not? Cheap and doesn't cost a bonus. Besides, you probably just want the standard +1 AC. heavenly armor ****: this is actually your best option for armor. It's considered light armor, so it doesn't interfere with your class features. Flight 1/day is useful, too. Mitral shirt ****: At mid-early levels, it's your boyfriend. Don't spend a lot of money on it, because you'll end up abandoning it. Mitrill Buckler****: You can use one of these, so you can too! Dagger Duel ***** : Although not great for attack, Say you have to attack with it? This is the +4 initiative. Protection doesn't work unless you attack with it, so it's not too useful. Note that you can't use this or buckle if you're using a Darvish dance. Magic Gear Belt Physical's Belt Slot Can *****: If you can afford it, Dex/Con's Belt of Physical Strength is the best option for a belt slot item. Belt of incredible value****: If you can't afford the belt of physical strength, it will do. See if you can convince your general manager to give you a Bandler blinkback or something. Body Slot Robe of Mysterious Legacy***: If you took eldritch heritage, it will bounce it. Especially useful for Sylvan's blood. Quick shirt slot bust ****: 1/day free action move at a cheap price. Carry some with you. Between Baldrick ***: 5 rounds of ban per day for all you want, it doesn't have to be a stalker. Not bad. Eagle's Eye Slot Eyes***: +5 Per Conception; Never shut it down. Eyes of sharp vision***: If you don't have low vision, it's a cheap way to get it and a small catch bonus. Night Glasses **: Darkvision for 12k. Useful if you don't usually have it. Boots slot legs of speed***: Preferably, your party will have someone to cast haste, but if not or for emergencies, these are a good option. Jont boots***: Tripled the 1.5 metre 3/day step. That's a good deal. Hand slot gloves of a duel ****: If your GM allows these to work for you (your class feature is technically called Swashbuckler weapons training, not weapons training), and they should, get a pair and never look back. It's basically a weapons specialty for 15,000 gold. Gloves of marking ****: Be Zoro. Combined with intimidating seuf, you can quickly rebuf action and then run these, 1-round scares off goal. It's strong stuff. +2 Attack Rolls and damage is just the 24th on the cake, in case they can't escape. Vampire Gloves **: If you can get these caster level higher than 5, they are pretty good. Glove of Storage **: Keep backup weapons here. Circle head slot of persuasion****: For those Facebucklers out there, it's +3 on all charisma tests; Scare, diplomacy, bluff. UMD, too. Jingasa's Lucky Soldier***: Ac lucky bonus and automatically rule out a critical 1/day is a bargain for the price. Costume Hat***: This is why costume bonuses are not very appreciated. So, this is amazing. 1000 gp for panache added. I'm not sure what's going on with the wording; Maybe these were supposed to be related to a certain Deed at some point? Either way, buy a ton of these and replace them once used. Yes, it's a different groove than the head. Headband of seductive charisma ****: Your headband slot item. If you have gold burn or flame inspiration, you can jump for a double boosting headband. Shoulders a resistance clot ***** You're going to want one of these. Displacement cloak, minor s***: In case you don't want one of these, it's a decent alternative. Makes the next one entouchable in the dark. Spoonful of Feinting *****: It takes an excellent Feint from one of the worst to one of the most powerful abilities in the game. Daze standard action that offers no kind of way to avoid it, as often as you want. Ring Slots Ring of Protection****: Yes, you want it. Freedom of Movement Ring ****: This is one of the best rings out there. Talisman Slot Neck of Natural Armor ****: Just take the thing. Ampouole of False Blood**: In case you are unhappy with your choice of Eldritch legacy, or simply want a little more flexibility with it. Vambraces' duel slot wrists **: Picaroon can get some use out of these. Gloves of skill in arms**: If you use rapier, it is a +1 attack and damage that will probably stack with everything you have. Still, it's precious to the benefit. Bracers of Knight Avengers**: 1/day +5 damage +charisma to strike. Never mind. Everybody wants one of these. Especially useful to you because of your low power score. Sword Lord's Talent ****: These are nice; Once a day you can use effects for free. Stopping payment, expanding your reach, ignoring hard terrain, getting a blind fight are all really good effects there are at hand. You're basically buying mini-deeds here. Dusty Rose Prism***: +1 AC Insight. Stacks with basically everything, and at some points it's cheaper to buy it than to upgrade your amulet or ring. Cracked Dusty Rose Prism***: Slot +1 Initiative for 500 gp; Real theft. Pale green prism **: Nice, but expensive benefits. I suggest... Cracked pale green prism***: Hit it with a hammer and it gets better. Much cheaper, still +1 for all savings, or attacking rolls, both not typed. I'm not sure if you can switch the benefits, or if they're hidden in stone. Either way, the +1 bonus not typed into all savings is gold. Stone Salve**: 4000 gp for two uses of Stoneskin is steep, but it can greatly increase your survival in battles against a lot of weak enemies. Wayfinder***: You can stock up on this baby with loun stone and get some additional benefits. A clear hinge gives you constant mind control/possession immunity, which is very nice. The lavon blue ball gives blind-fight, which can be useful for Fetchlings who want to build a certain way. Some give static bonuses that haven't been typed. The dusty rose prism, which you probably already have, gives +2 to CMB and CMD, great for Mousers or a dirty trick builder. You get to Even the usual benefits of the stone! Multi-departments I'll be the first to admit I don't know much about multiple departments in Pathfinder. As such, I cannot wholeheartedly recommend it except in very specific girls, as a master of many styles dip for those looking to pursue crane style. However, know that in doing so, you will be added to access to later sciences and, more importantly, to the operation of the signing act. But if anyone knows about one, tell me and I'll try to put it here. Luxury classes are in the same boat, but I can recommend one: evangelist***. With the right deity, you can get a boat full of powerful abilities as well as some extra things like free class skills and ac extra evasive bonuses. you only give up one level of your class progression, for 10 levels of prestige class. These are 3/4 BAB levels, though, so consider it wisely. Sample Builds Count Edmund Don Cyrano Gibrus Zoro Inigo Blakeney D'Artagnian Jones III, AKA Array Stat Hail II (25 point buy): Str 10/Dex 16+2/Con 13/Int 10/Wis 12/Cha 16 This is your standard human Swashbuckler, aimed at buckle like as many swashes as it can get with the sword. Damage, defenses, he's got everything. I got him here with cutlass for the lecturer range, but if you want to capitalize on the Piranha strike, you can go with an equally short sword. Features: Reactionary, dangerously curious; Or Weapon Heir (Cutlass, +2 to Dirty Trick) (1): Focus Weapon: Cutlass (Man), Weapon Refinement (Bonus), Cutting Grace: Cutlass (3): Combat Reflexes (4): Combat Expertise (5)): Improved Dirty Trick (7): Quick Dirty Trick (8): Bigger Dirty Trick (9): Lunge (11): Master Signing: Opportune Parry and Riposte (12): Dirty Trick Master You Dirty Son of a Bitch, And you love it. You'll boast quite a lot, and you'll have good protections because of it. You'll leap most of the time to rub up against those who are usually out of your range. When you don't need or want a repost, you'll scare so you can more easily do it later. Your initiative is going to be great, so you can usually shut someone down from the start of a fight by scary, Dazing, or revolting them within two rounds. You want a bakler dagger and a fight, and anything you can get your gloves loose on for improving fighting maneuvers. Madame Thoreau E. McKnifeupmysleeve Stat Array (25 buy points): Str 10/Dex 16+2/Con 13/Int 10/Wis 12/Cha 16 Despite deploying the same statistics, Thoreau plays differently than her keen, in that she is a variety fighter. You can choose a lower con here if you want, and increase Dex or charisma slightly. This build is still very sustainable if your GM is strict for RAW, but it shines if you can convince them to help you a little bit. List options for both G.M.M. and strict. L = mitigating layout for this level, S = Strict. Features: River Rat, Swordsman (1L): Weapon Focus: Dagger (Man), Weapon Refinement (Bonus), Grace Cutting: Dagger (1S): Point-blank Throw (Man), Weapon Refinement (Bonus), Precision Shot (3): Fighting Reflexes (4): Weapons Specialization (5): Weapons Specialization (5): Rick Master Score (7): Lethal Goal (8L): Point-blank Shot (8S): Quick Shot (9L): Quick Shot (9S): Another Panache (11): Signing on the counter (12): Critical versatility if your GM is a nice guy, You'll be dish damaging every dagger like crazy assuming you can afford the right fun. If you don't, you'll throw more daggers sooner, and you won't really lose a ton. You can get quick on suckers, too, to get your Dax back for damage; All you will really lose on is +1 magic. You'll likely be more accurate due to the exact shot from M. No matter what, you can handle close enough to any scuffle attack, twice if you spend Panache for Oporton Perry. Respected Sir Ay Shudv Pleiduh Fidor Stat Array (25 points buy): Str 16+2/Dex 14/Con 14/Int 10/Wis 10/Cha 14 This is Swashbuckler that focuses on power instead of value. It's sustainable, but I feel like there are better lessons out there for that kind of thing. Features: Reactionary, Invincible Or Similar Belief (1): Attack of Power (Personnel), Weapons Refinement (Bonus, Useless), Grace Cutting: Cutlass (3): Fighting Reflexes (4): Weapon Focus: Cutlass (5): Weapons Specialty: Cutlass (7): Cornugon Smash (8): Leap (9): Furious Focus (11): Signing the Deed: Opportune Parry and Riposte (12): Critical versatility you don't need any help from GM for this build to work, and it's... Basically a regular fighter, with fewer insults and a few extra tricks up his sleeve. The damage is almost similar to a regular swashevklér. You can go the bodyguard route here as well, but you don't have enough AoOs to reliably use it while still attacking Parrying. Cutting grace is just so you can use a decent weapon; You're not going to add your Dex to the damage. From other girls are certainly possible, like a Halfling mouse that focuses on lying to big enemies a quick prick in which the sun doesn't shine while it's almost imaginable, but I'd like to see what you come up with. As always, feedback is highly appreciated; Surely there are things I missed or interpreted wrong that drastically affect the squad. More opinions are always nice to have around. If you asked me what I thought was the most optimal structure, I would say agile Wakizashi using piranha stands out half elf or person; Or a-Asimar with a family weapon. Skip agile if GM allows Grace cutting to affect light weapons. Weapon.

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