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## Pathfinder best feats for wizard

AM (ISO 8601) I'm doing a Pathfinder wizard and this is my first time playing Pathfinder. What are some good magician feats? 2011-11-13, 12:49 (ISO 8601) What level, in which you specialize, what sources are allowed (core only, all PF, 3.5 sources, 3rd party?). do you know anything about your party colleagues ... Basically, more information would be useful, and I would edit it in the OP. Improved Initiative is beautiful? Originally Sent by the Giant I want tools to use in the game, not a blank check to do what I want. I can already do what I want. 2011-11-13, 12:54 AM (ISO 8601) Originally Published by GoodbyeSoberDay What level, in which you specialize, what sources are allowed (kernel only, all PF, 3.5 sources, 3rd party?), do you know anything about your party colleagues... Basically, more information would be useful, and I would edit it in the OP. Improved Initiative is beautiful? The initial level is 5. Everything from PF is good and only PF. No 3.5 or 3rd party. What I intend to specialize in is evocation with some transmutation at higher levels. As far as I know about the party, there's a fucking druid, a keeper/ninja, an alchemist and a monk. 2011-11-13, 01:07 (ISO 8601) 2011-11-13, 02:33 PM (ISO 8601) Not in the Treantmonk Guide, don't forget to look at the discoveries you can get as an assistant. If you are going to specialize (you would definitely recommend) an attractive option for Level 9 is the discovery of opposing research, which will allow you to claim one of your opposing schools. Immortality at level 20, of course. ^\_^ 2011-11-13, 05:26 PM (ISO 8601) If you are interested in making articles, Skill Focus Spellcraft will be very helpful. 2011-11-13, 05:59 PM (ISO 8601) Originally Published by Roto Starting Level is 5. Everything from PF is good and only PF. No 3.5 or 3rd party. What I intend to specialize in is evocation with some transmutation at higher levels. As far as I know about the party, there's a fucking druid, a keeper/ninja, an alchemist and a monk. Woo, another evocative. I'm playing one right now. =D Some obvious feats to take would be Spell Focus and Greater Spelling Approach to Evocation; If you plan to specialize in a spell (Say fireball, for example), spelling specialization and greater spelling specialization are pretty good. Improved initiative is always useful for attendees, and Reach Spell is useful for its low-level setting. Craft wondrous articles is useful for making loun stones later, and spelling penetration and greater spelling penetration is a must for any evocative who wants to reliably dispense with spell resistance. What schools do you plan Opposing? My current evocative objected to charm and necromancy. 2011-11-14, 12:07 (ISO 8601) Originally Published by Ashram Woo, another evoker. I'm playing one right now. =D Some obvious feats to take would be Spell Focus and Greater Spelling Approach to Evocation; If you plan to specialize in a spell (Say fireball, for example), spelling specialization and greater spelling specialization are pretty good. Improved initiative is always useful for attendees, and Reach Spell is useful for its low-level setting. Craft wondrous articles is useful for making loun stones later, and spelling penetration and greater spelling penetration is a must for any evocative who wants to reliably dispense with spell resistance. Which schools do you plan to oppose? My current evocative objected to charm and necromancy. I was going to oppose Necromancy and Divination. Divination is not used so much in my opinion. I am also taking the APG Admixture School. It basically allows me to change around the type of dmg that spells do: Acid, Fire, Cold, Electricity. I thought it would be invaluable for an evocative. Last edited by Roto; 2011-11-14 at 12:08 AM. A casual Google search uncovered several discussions about this, the most apparently relevant being this construction. I'm copying it here, with explanations. Goal: Pile on the badly injured with spells of direct damage. You don't need battlefield control if the enemy is dead. Level 1: Take Sorcerer: Crossblooded Orc/Draconic, Human, Take Varisian Tattoo, Take Shot: Magic Lineage (Collect Spell), Reactionary (+2 Init) Then take Wizard/Evoker -Admixture Specialist for your remaining levels. Why Admixture? Because you can change the element of any of your blasting spells on the fly to get around elementary resistances/immunities. If you want to overspecialize outside of Evoker, take Sin Magic, lose two schools (Conjuration/Abjuration), earn another spell slot per raw power level. Key feats: Intensifies spelling, enhances spelling, quick spelling, spelling perfection, spelling penetration, spelling specialization, greater spelling specialization. Final result: Crossblooded sorc orc/dragon bloodline 1, Wiz/19, Admixture evocation specialist. Note: You can use Sin Magic for more slots. The sorcerer's level allows the use of spelling devices from denied schools (Conj/Abjuration). Except for magic lineage allows you to intensify for free in the chosen spell. Spelling perfection allows quicken free at higher levels. Game tips: Take burning hands or magic missiles as a specialized spell early. Burning Hands will deal with more Magic Missile has better long-term utility and keeps it safe. Every other level, you can change your specialized spell. Add greater spelling specialization to level 7 or 9. What? Then you can memorize the utility spells and sweep them for your blaster spell. Change the specialized spell to Scorching Ray or Fireball when you can, depending on the campaign, usually at 5 o'clock On level 12 or higher, change it to Fire Snake. Use specialized Admixture to change the item on the fly. Use fire snake up to higher levels. What? High damage base and level 5 spell still leaves room for metamagic, quicken esp. Mechanics behind Options: Bloody Orc, Draconic: +1 to all spells of damage, +1 to item of choice, rewritten by Admixture = +2 dmg/die in blasting spells. Feats Intensify Spell: Increases the limit of damage to the level of caster +5 to apply to a specific spell. Hand cream rises to 10d4+20. Magic missile goes to 7d4+14. Fireball at 15d6+30, Fire Snake at 20d6+40. Proxy spell: Increase dmg by 50%. Quicken Spell: Press the enemy with two spells/rd. Spelling specialization: +2 at the cover level with a specific spell. It helps to bring the damage earlier and faster. Varisian tattoo: +1 at Caster level with a specific school (Evo). This buys out of your sorc level. Greater spelling specialization: sacrifice spells to feed your chosen blaster spell. It means you can memorize the utility written freely. Spell perfection: double fixed feat bonuses, apply a metamagic for free. An empowered/intensified spell with magic lineage remains his original spell slot. Penetration SPell doubles to +4. Varisian tattoo at +2. Spelling specialization at +4. Sure enough, you have +10 in spell resistance rolls, and are casting Your Spell at 5 levels higher than your own. Upper final damage: 30d6+60 fire snake, empowered, intensified, average 165 dmg, save 1/2, level 5 slot, 20d6 + 40dmg, avg 165. = 330 dmg blasting in a round, save by 1/2. If you have a maximize rod, you can lift this to 215 damages at the base. Base level 5 spell slot is 20d6+40 dmg, 165 dmg. By level 1, your burning hands should be 2d4 + 4 (avg 9) At level 2, its unchanged. At level 3, spelling specialization begins in. This outweighs it unless it intensifys. In the 4th, 6d4+12 (27), BH intensified. In the 5th, BH intensified, 7d4+14 (31.5). In the 6th, you can switch Spec to Scorching Ray. 2x 4d6+8 (44). The fireball is also 5d6+10, or 7d6+14 if specified. In the 7th, fireball 6d6+12, or 8d6+18 if specified. An empowered and intensified burned hand, if still the specification spell, is 13.5d4+27 (about 60). 8th - Empowered Scorching Jet, 2 x 6d6+12. E/I BH is 15d6+30 (74, max) 9th - Intensified, Specialized Fireball is 11d6+22 (51). 10th - Hake. E/Spec Fireball is 15d6+30 (74). Emp Scorching rays are 3 x 6d6+12, or 18d6+36 (99 dmg). You can now Quicken a Fiery Hands or Magic Missile as kicker damage in a round, though few slots. 12th - E/I/Spec Fireball is 21d6 + 42 (115) damage. Now you can Quicken a Scorching Ray of 12d6+24. 14th level - A specialized firefight now exceeds/equals an intensified fireball. Fireball caps at 22.5d6 + 45 (123 ~) damage. An empowered fire is 24d6+48 (132) damage. Now you can Quicken a 10d6+20 Fireball. Intensified Scorching Jet, Empowered Empowered out at 24d6+48 (132 dmg) 15th level – Spell perfection. Now you can add a Meta for free. This will be Quicken or Empower. Intensified could be free if the magic lineage applies to it. Caster-level buffs for specification spell exceed +5, so they exceed 20d6 dmg at level 15. You will miss spell resistance rolls against appropriate enemies in a 1. Assuming Firesnake, you can now throw an intensified Quickened Firesnake for 20d6+40 (110) damage out of a 5th level slot, and an Empowered Fires out of the same slot for damage of 30d6+60 (165). Using a 7th level slot, it can give power to both. 16th+ – The damage remains the same, the top level spell slots are open for the use of other Metas or control spells. I could conceivably use Disintegrat to get a higher total damage, but the delay isn't worth it, and I'd lose the varisian tattoo bonus. If your DM allows you to Twin Spell from 3.5, you can very, very easily clock in 495 dmg raw/round. If you allow Arcane's thesis, God helps your enemies. Last Updated: October 15, 2018, I support a limited subset of pathfinder rule content. If you would like help with the pathfinder player options not covered here, please email me and I am happy to provide additional assistance. RPGBOT uses the color encoding scheme that has become common among pathfinder building manuals. Also note that many colorful elements are also links to the Paizo SRD. Red: bad, useless or extremely situational options. Orange: right choices or useful options that only apply in rare circumstances Green: Good options. Blue: Fantastic options, often essential for the function of your character. Introduction The Wizard is at the top of the class level list. With many of the best spells in the game and a virtually unlimited list of known spells, you can be and do most of anything in the game. On top of your spells, you get various powerful class features and some bonus feats that you can expand are already impressive capabilities. Wizard Class Features Hit Points: D6 success points leaves you pretty splattered, but you have a laundry list of defensive options to put in front of your success points. Base attack bonus: Fortunately, you will hardly ever have to make a real attack. Touch AC scales very little from level 1 to level 20, going from an average of 11.6 in CR monsters 1 to 12.7 in cr 20 monsters. Savings: His only good save is Will, but because The Wizards only need one skill, he can afford to invest some of his scoring points in Skill and Constitution. Prophecies: Magicians cough up very little in the way of prophecies, but beyond very early levels you won't need them. A light crossbow is an excellent backup weapon for a Magician, but you will be more reliable relying on touch attack cantrips. No armor, either, but a mithral buckle and a haramaki will be very much on the side of their magical defenses. Skills: Magicians only have 2+ skills, but you get each Skill as a class skill, and your absurd intelligence will give you plenty of skill points to throw around. Remember that the permanent increase in your intelligence will give you additional skill points retroactively, which will be nice when you reach levels 8 and 16. Arcane Bond (Ex or Sp): You have the option of a family item or a linked article, and both options have their merits. Familiar: Always a solid choice, the family member is an ever-present and always useful companion. Relatives can serve as explorers, murderers, messengers, assistants and even meat shields in a pinch. Their passive bonuses to the assistant are roughly equal to a feat, and the benefits of alertness when they are adjacent. Sure enough, a relative gives him two feats and a fresh pet. For help with familairs, see my Family Guide. amulet: Jewelry is nice a safe. It doesn't take a hand, it's hard to take it from you in combat, and it's a good choice for lovely. Ring: The ring is really the gold standard of joined items. It's incredibly small, it's easy to hide under a glove or in your person, it's a very difficult target for sundering, and you can love it's according to Enchant Ring without the feat. Magic rings have a lot of great options, but Enchant Ring is rarely worth the feat, so this gives you some options to save some money. The staff is very friendly and attentive. If you just want a magical staff, this will save you a feat. If you don't enjoy magic staves, you have a big, obvious stick that people can take from you or destroy. Rod: Rods are generally only good for low-level spells you plan to cast frequently, such as light wound care. Magicians have very few options that can justify being on a rod, and a rod is very easy to disarm/steal/sunder. Weapon: A magician must know better. You should never be using a weapon enough to actually justify carrying it around. Arcane School: Arcane School really defines how your magician will play, and each option has something great to offer. For information on specific schools, see the assistant school breakdown. Cantrips: Fantastic and versatile. Scribe Scroll: Scrolls are ideal for magicians, and giving you the feat for free is nice. Use it to prepare the spell scrolls you need infrequently so you can cover all your bases. Bonus feats: 4 additional feats over the course of 20 levels is not game breaker, but the Wizard would still be king if he didn't get any of these. The addition of Arcane Discoveries gives magicians a handful of unique and incredibly powerful choices rather than meta-meth feats and of articles. Spells: The Wizards have the best list of spells in the game, and every new book makes it better. Spells are the reasons why you play an Assistant. Intelligence Skills is everything. Savings are a secondary concern. Str: Landfill at 7. Get the fighter to do the lifting. Dex: Important for and for the occasional tactile attack. Con: Your success points are rubbish, and Fortitude saves will be a problem for you. Int: You get magic, skills, and a bonus to knowledge skills (you'll get a ton of). Max at first, boost early, boost often. Wis: You get high Will saves, but without other real skill dependencies, bumping Wisdom to at least 12 for extra savings is wise. Cha: pour in at 7 and keep your mouth shut until your moment to cast some spells around or spout some knowledge.. In addition to normal skill considerations, Wizards can also make excellent use of aging rules. Being middle-aged gives you a -1 penalty on your physical abilities, but brings you a nice +1 to your mental skill scores. However, this may be a problem for your already low reflection



and fortitude saves. 25 Point buy 20 points buy 15 points buy Elite Array Str: 7 Dex: 14 Cone: 14 Int: 18 Wis: 14 Cha: 7 Str: 7 Dex: 14 Cone: 14 Int: 18 Wis: 11 Cha: 7 Str: 7 Dex: 12 Cone: 12 Int: 18 Wis: 12 Cha: 7 Str: 8 Dex: 14 Cone: 13 Int: 15 Wis: 12 Cha: 10 Runs Intelligence Bonuses Are Key , and other bonuses for spreading spells are nice. Dwarf: Dwarves are an interesting choice for magicians. Constitution Bonus and Wisdom make them very durable, a +2 in saves against spells is fantastic, and Darkvision is always useful until the spell is cast. However, they do not bring anything specifically useful to Wizards offensively. Elf: The bonus intelligence is great, and the good to the prowess and penalty to the constitution are roughly equal for our purposes. The +2 bonus for penetrating spell resistance is equivalent to (and stacks with) Spelling Penetration. The other benefits are very situational, but certainly welcome. Because you're dump force, you don't make the mistake of trying to use a bow. Gnome: Despite their lack of intelligence bonus, gnomes make good illusionists because of their racial abilities. Being small is also nice. Half-Elf: The flexible capacity bonus goes well in intelligence, but that's really all you get. You won't be multiclassing, and the skill approach doesn't matter. Some of the alternative racial features of the Half-Elf help a little, but offer nothing particularly useful to a Magician. Half-Orc: Bonus of skill for intelligence. If you want to be a face, that +2 to intimidate might be nice, and Darkvision is still fantastic, but Half-Orcs bring nothing more interest. Halfling: Bonus to prowess helps with poor savings, and the racial +1 bonus to all savings is nice, but that's really all we get from Halflings. What do you say? A bonus for intelligence? Madness. The Bonus is great at literally any character, and bonus skill points don't hurt our already awesome pool of skill points. Shots Deft Dodger (Combat): +1 at a weak save. Reactionary (Combat): +2 initiative is huge. Combined with the improvement of the initiative go first much more often. Resilient:+1 at weak savings. Arcane Temper (Magic): A bonus for initiative and a bonus for concentration controls. If you already took a combat shot and didn't take reactionary, this is a good option. Hedge Magician (Magic): 5% may not seem like much, but it adds up very quickly. 5% of the cost of making a +1 weapon is enough to buy a top-level potion or two top-level scrolls. Pragmatic Activator (Magic): Using intelligence for the use of the magic device will give you a bonus greater than the magic of a class skill. The Wizards have the best list of spells in the game, but don't have access to some useful options, especially divine spells. Resilient Caster (Magic): Too much situation. Casting Surrounded (Magic): Buy a spellbinding component bag. Volatile duct (Magic): 1d4 damage once a day is nothing. Vida de Toil (Social): +1 at weak savings. Old Warrior (Racial Elf): Identical to reactionary. Elven Reflexes (Half-Elf Racial): Identical to reactionary. Appraisal of skills (Int): Too much situation. Fly (Dex): A range is a lot. Knowledge (Arcana) (Int): Identify constructions, dragons and magic beats. Quite few classes have access to this, so you need to step up here. Knowledge (Dungeoneering) (Int): Identify aberrations and oozes. If you spend some time underground or in dungeons, this is worth maxing out. Otherwise, pass a range and ride your intelligence bonus. Knowledge (Engineering) (Int): A range perhaps. Knowledge (Geography) (Int): A range perhaps. Knowledge (History) (Int): Situational, and very dependent on the campaign. Knowledge (Local) (Int): It's definitely worth a range, maybe more so if you don't have a rogue putting ranks on it. Knowledge (Nature) (Int): Identify animals. Unless you have a druid or ranger, you may be the only one in the match with that skill. Knowledge (Nobility) (Int): Situational, and very dependent on the campaign. Knowledge (Plains) (Int): Identify outsiders. Outsiders are diverse and strange, and knowing things about them will help their survival in a big way. Knowledge (Religion) (Int): Identify the undead. More readily available than Knowledge (Arcana), but still very useful, especially since his cleric probably dumped intelligence. Linguistics (Int): Melted languages. Spellcraft (Int): Handmade items and identify spells and magical effects. Max it every time. Feats Wizards certainly aren't starved of feat, which leaves a lot of room to dive into metamagic, article making, and other fun stuff. This section does not cover metamuma feats or element creation exploits. For help with metameri feats, see my Handy Metamagic Guide. Casting Combat: A +4 bonus for your concentration checks on casting defensively is tempting, but you don't have to be throwing defensively often enough to justify spending a feat on it. Optimizing concentration is very easy, and can be done with features and elements instead of losing a feat. Cutting Cuttings Not many spells have material components that are covered by this feat, and you can buy a spellbinding component bag for the rest. For help with familiars, see my Family Guide. Improved initiative: Go first, and get control of combat early. Spelling approach: If you have chosen a specific school, this is essential. If you are a universalist, you may want to take this more than once or not at all. Greater spelling approach: Another +1 to your DCs means that you are 5% better off in every spell you threw from this school. Spell Penetration: Late in the game a lot of monsters will have spell resistance. You will need this feat at some point. Greater spelling penetration: Spelling penetration is likely many, but another +2 never hurts if you have a free feat. Arcane Discoveries Wizards can take an arcane discovery rather than a regular feat or bonus feat wizard. Arcane Builder: Crafting high-level items takes a very long amount of time. If this is a problem, take this discovery. Quick study: If the time to prepare spells is often a problem, something is very seriously wrong in your campaign. Feral speech (Su): Why does a magician ever want to talk to an animal when he can summon demons? Golem Builder: Why golems when you can only dominate people? Immortality (Ex): Live forever. It's not really a game effect, but very fresh flavor-wise. Multimorphic (Su): Large if it depends on spells of polymorphs. Opposition research: By level 9, spending two slots to cast an opposition school spell won't slow you down. If you really need a spell from an opposition school, two spell slots are likely to be worth less than a feat slot. Split slots: Since many spells will be save or suck, your high-level spell slots are probably more productive. However, don't underestimate the value of low-level fans. True Name (Sp): Planar Binding is a good spell, and this allows you to use it at will as a motion action. However, you can't get until level 11 when you're casting 6th level spells, and the wands only go up to 4th level spells. If you don't have combat options, this can really improve the utility of condor-dependent spells like Magic Missile or Scorching Ray. Gun stop. Put that down. You're going to hurt yourself. Dagger: Bring one or two for utility purposes, but don't plan on taking them out in combat. Light crossbow: a decent backup weapon at low levels when you stay low in spells, but you will be more reliable with cantrips because your attack rolls will be so low. Armor If you need AC, doing something wrong. However, it doesn't hurt to get some cheap protection. Please note that Armor is generally your best bet when you need AC, but Mage Armor isn't always on. Haramaki: +1 AC, no archaic spell failure, and at 5 gp you can afford it at the first level. Mithral Buckler: +1 AC, no archaic spell failure, and cheap to upgrade. Ceremonial Silken: +1 AC, 4 lbs, no ACP or spelling failure. Plus, it's a sweet ceremonial robe. Haramaki is strictly better, but it's not a super cool robe. Magic Items Rods Metamagic. Year: Meth wands, especially minor rods, are a bargain. 3 users a day and can be applied to ready spells as you launch them. Extend Spell is a personal favorite, especially for hours/level length buffs like mag armor so you can stretch your duration all day or even overnight once you're high enough. Staffs It is difficult to recommend specific staff without knowing their individual character, so instead I want to make general support of the concept of magical personnel in Pathfinder. If you are a 3.5 native, go read pathfinder rules for staff because they have improved dramatically. Workers are a reliable and rechargeable source of additional spell that can give spellcasters easy and reliable access to spells on their list of spells they may not want to learn, or which they would like to use so often that they can't prepare the spell enough times on any given day. On days when you're not coming (travel, rest, etc.) you can easily recharge any staff even if you can only issue one of the spells contained by staff. Wonderful Cloak of Resistance Articles: Too crucial to forget. Vast Intelligence Headband: Get early, improve often. Permanent Spells Reduce Person: Shrinking size offers several useful benefits. Prowess improves your poor Reflex saves, you get a size bonus in AC, and you get a +2 net to your range touch attacks for big spells like Disintegrate. The force penalty doesn't matter. You could reduce your size to small if your race is normally small, and it still won't have a significant negative effect. Even if you like to use polymorph spells, this does not handicap you since most of your polymorph forms are not humanoids and therefore will not be affected by Reducing the Person. Multiclassing classes and prestige No, unless you have a specific concept in mind. If you have to multiclass, try very hard not to give up spell levels. Also keep in mind that classes that give you spelling don't allow you to learn spells for free when you win levels. Levels.

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