



## Pathfinder kingmaker druid builds

jomsviking78700 Sorry, a particular user's data is not currently available. Please try again later. View Profile View Wish List Start Conversation Invite Friends from user.formattedDateUserFriended - Unblock chat User blocked This user wish list is not public. You cannot chat with this user due to their privacy settings. You can't chat with this user because you've blocked it. Commentary buried. Unhide Edit Share The Druid is a class in Pathfinder: Kingmaker. Description Within the purity of the elements and the order of the jungles persists a power beyond the wonders of civilization. Furtive but undeniable, these primary magics are guarded by philosophically balanced servants known as druids. Allied to beasts and manipulators of nature, these often misunderstood protectors of nature strive to protect their lands from all who would threaten them and test the power of the savages to those behind the city walls. Rewarded for their devotion with incredible powers, Druids acquire unequivocally shape-shifting abilities, the company of powerful beasts, and the power to summon the wrath of nature. The most powerful temperament feeds similar to storms, earthquakes and volcanoes with primitive wisdom long abandoned and forgotten by civilization. Role of play: While some Druids can stay out of battle, allowing summoned companions and creatures to fight while confusing enemies with the powers of nature, others transform into deadly beasts and launch themselves savagely into combat. Druids worship the personifications of elemental forces, nature itself. Typically this means devotion to a deity of nature, although druids are just as likely to revere vague spirits, animalistic demigods, or even specific stunning natural wonders. Alignment: Any neutral. Hit Die: d8. Skill Ranges by Level: 3 + 1/2 Modifier Int. Class Skills: Athletics, Knowledge (World), Lore (Nature), Perception. Fog Druid Archetypes, True World Defender, Feyspeaker Table: BAB Druid Level Saves Special Spells per Day Strong Ref Will 0 1 2 3 4 5 6 7 8 9 1st +0 +2 +0 +2 Nature Lasso, sense, 4 4 4 3 3 2 - - - 90 + 6/+1 + 6 + 3 + 6 Poison immunity 4 4 4 3 3 2 1 - - - 10th +7/+2 + 7 + 3 + 7 Wild shape (6/day) 4 4 4 4 3 3 2 - - - 11th +8/+3 + 7 + 3 + 7 + 3 + 7 + 3 + 7 + 3 + 7 + 3 + 7 Wild shape (6/day) 4 4 4 4 3 3 2 - - - 11th +8/+3 + 7 + 3 +weapons: club, dagger, dart, staff room, scimitar, scythe, sickle, shortspear, sling and spear. They are also competent with all natural attacks (claw, bite, etc.) in any way they take wildly (see below). Druids are competent with all natural attacks (claw, bite, etc.) in any way they take wildly (see below). Druids are competent with all natural attacks (claw, bite, etc.) in any way they take wildly (see below). wear wooden armor that has been altered by the IronWood spell to function as if it were steel. Druids are competent with shields (except tower shields), but must use only wooden shields. A druid who wears prohibited armor or uses a forbidden shield is unable to cast druid spells or use any of his supernatural or spell-shaped class abilities while doing so and for 24 hours thereafter. Alignment Restriction A Druid who switches to a prohibited alignment loses all druid spells and abilities (including his animal companion, but does not include weapon, armor, and shield abilities). From then on, you cannot earn levels as a druid until you change the alignment again. Sense of Nature A Druid gets a bonus of +2 on Lore (Nature) checks. Nature's Link On 1st level, a druid forms a bond with nature. This link can take one of two forms: Domain Selection The first is a close link to the natural world, giving the druid one of the following clergy domains: Air, Animal, Earth, Fire, Plant, Water, or Time. When determining the bonus powers and spells granted by this domain, the Druid's effective cleric level is equal to their druid level. A druid who selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell of her domain in this slot and this spell cannot be used to cast a spell spontaneously. Animal companion. Unlike normal animals of their kind, the impacts of a animal, abilities, abilities, and feats progress as the Druid levels up. If a character receives an animal companion from more than one source, their effective druid levels accumulate in order to determine the stats and abilities of the companion. Most animal companions increase in size when their reaches the 4th or 7th level, depending on the partner. Spells A Druid casts divine spells, which are extracted from the list of Druid spells. Its alignment can prevent you from casting certain spells opposed to your moral or ethical beliefs; see chaotic, evil, good, and legal spells. A druid must choose and prepare or cast a spell, the Druid must choose and prepare or cast a spell, the spell level + the Druid's Wisdom modifier. Like other spell casters, a druid can cast only a certain number of spells from each spell level per day. Your base daily spell assignment is given in the table: Druid. Also, receive bonus spells from each day in a trance-like meditation on the mysteries of nature to retrieve their daily spell assignment. A druid can prepare and cast any spell on the list of druid spells, as long as he can cast multiple orisons or 0-level spells. These spells are cast like any other spell, but are not spent when cast and can be reused. Spontaneous Summon A Druid can channel the energy of spells stored in summon spells that it has not prepared before time. You can lose a spell prepared to cast any ally spell of the same-level or lower invocation nature. Resist the lure of nature from the 4th level, a Druid gets a bonus of +4 by saving casts against the magical and supernatural abilities of fey and plants. Wild Form In the 4th level, a Druid gains the ability to become a wolf and return once a day. The effect lasts one hour per druid level or until it returns to change. In the 8th level, a druid can also become a smillodon, large elemental mound and trembling. At level 12, a druid can also become a great elemental. Poison immunity At 9th level, a druid gains immunity to all poisons. Classes Lore Community content is available in CC-BY-SA unless otherwise noted. Pathfinder: Kingmaker has released eager fans of the series on consoles. For many new players, Paizo's role-playing system can be especially if they haven't played a pen-and-paper game before. It can be difficult to select a strong leader and a party in general. After the first chapter, players can meet Okbo the wolf (mistakenly called Dog) who acts as a 7th member every time Ekundayo is in the match. Companion Animals are not exclusive to those who join the party, the main baron and mercenaries can choose classes such as Druid or to win their own loyal pet. Best of all, they can be used in dungeons and difficult battles. Animal options on Pathfinder animal companions advance levels along with the character, but snever at levels 3, 6, 9, 12, and 15. This results in the animal finishing at level 16 when the master is 20. A teammate's dice are d8 and get multiples of 4.5 HP rounded down (before adding skill scores, feats, etc.). Its base attack is 0.75 of its level, rounded down. Like normal characters, they get additional attacks at -5 each time the base attack is 0.75 of its level, rounded down. Like normal characters, they get additional attacks at -5 each time the base attack reaches 6. Base Fortitude and Reflex saved games start at +3 and grow to +10, while Will starts at 0 and reaches +5. When an animal increases in size (due to advances or spells) it gains +2 additional strength, -2 dexterity, -1 attack, -1 armor class, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, an animal will always increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d6 becomes 1d8). In Kingmaker, and its damage dice increase to the next step (for example: 1d8). In Kingmaker, and At level 6 they gain Devotion, improving Will Saves Against Enchantment. They gain physical dexterity, increasing their strength, dexterity, and build-up by 2 per stack for +21 armor class. These improvements were added because Owlcat did not allow slots for animal equipment. Bears have a speed of 40, 6 natural armors and are medium-sized. They start with a bite of 1d6 and 2 1d4 claws. Its strength is 17, Dexterity 13, Constitution 13, Intelligence 2, Wisdom 13 and Charisma 6. They will take Dodge, Power Attack, Toughness and Weapon Focus Claws as feats. When the character reaches level 7, the bears have 10 bases of natural armor, large, +4 strength, -2 dexterity, +4 of the Constitution. They also learn Rend, which deals claw damage a third time if both claws hit a single target. The speed of wild boars is 40, with 9 natural and medium-sized armors. They have only one 1d6 gore. Its strength is 13, Dexterity 12, Constitution 15, Intelligence 2, Wisdom 13 and Charisma 4. They will take Dodge, Power Attack, Toughness and Weapon Focus Gore as feats. At level 7 they become large, 11 Natural Armor, +8 Strength, - 2 Dexterity, +4 Constitution. They learn Ferocity, allowing actions when they must be unconscious but will suffer more harm if they do. The attacks are a 1d6 bite. Its strength is 15, Dexterity 13, Constitution 15, Intelligence 2, Wisdom 12 and Charisma 6. They'll take Dodge, Trip, Power Hardness and Weapon Focus Bite as feats. At level 7 they become large, 8 Natural Armor, +8 Strength, -2 Dexterity, +4 Constitution. They also gain ferocity. Moose moose have a movement of 50, 6 natural and medium-sized armors. Attacks consist of 1d8 gore and 2 1d4 hooves. Its strength is 12, Dexterity 17, Constitution 14, Intelligence 2, Wisdom 15 and Charisma 5. They'll take Dodge, Toughness and Weapon Focus Gore as feats. At level 7 they become large, gaining 8 Natural Armor, +8 Strength, -2 Dexterity, +4 Constitution. When they use the cargo, 2d6 will now be negotiated. Centipeds His movement is 40, 6 Natural Armor, +8 Strength is 9, Dexterity 13, Constitution 13, Intelligence N/A (meaningless), Wisdom 10 and Charisma 2. They'll take Dodge, Toughness and Weapon Focus Bite as feats. Like others, level 7 increases are large, 8 Natural Armor, +8 Strength, -2 Dexterity, +4 Constitution. Leopard These animals are small, move 50 and have 4 natural armors. They have a bite of 1d4 and 2 1d2 claws. Its strength is 12, Dexterity 21, Constitution 13, Intelligence 2, Wisdom 12 and Charisma 6. They will take Dodge, Trip, Weapon Finesse, Toughness and Weapon Focus Claws as feats. At level 4 they grow in the middle, +2 Skill, +2 Constitution and use Dexterity for damage. They have a 1d8 gore and 1d6 slam. Its strength is 14, Dexterity 14, Constitution 13, Intelligence 2, Wisdom 13 and Charisma 7. They will take Dodge, Power Attack, Toughness and Weapon Focus Gore as feats. At level 7 grow large with 10 Natural Love, +8 Strength, -2 Dexterity, +4 Constitution. They learn Trample, allowing them to deal 2d6 damage against Reflex Savers, but can suffer opportunity attacks. Monitor Monitor Lizards are small, with 30 speeds and 4 Natural Armor. They've got a 1d6 bite. Its strength is 13, Dexterity 17, Constitution 12, Intelligence 2, Wisdom 12 and Charisma 6. They will take Dodge, Trip, Power Attack, Toughness and Weapon Focus Bite as feats. At 7 increase to medium, 6 Natural Armor, +4 Strength, -2 Dexterity, +4 Constitution. His bite also now poisons like centipede. Smilodon are medium with 40 speeds and 4 natural armors. They have a bite of 1d6, and 4 1d4 claws. Its strength is 13, Dexterity 17, Constitution 13, Intelligence 2, Wisdom 15 and Charisma 10. They will take Dodge, Power Attack, Toughness and Weapon Focus Claws as feats. They get the large standard level 7, +8 Force, -2 Dexterity, +4 Constitution, 6 Natural Armor. Pounce wins, too. Wolf Wolves have a speed of 50, 5 Armor and they're medium. They've got a 1d6 bite. Its strength is 13, Dexterity 15, Constitution 15, Intelligence 2, 2, 12, and Charisma 6. They will take Dodge, Trip, Power Attack, Toughness and Weapon Focus Bite as feats. At master level 7 become large, 7 Natural Armor +8 Force, -2 Dexterity, +4 Constitution. They win Fercoity. Master Bonuses in King Conqueror Only certain classes earn Animal Companions. They usually give up a class option to empower their pet with traits. Multiclass heroes stack levels and features in a single animal. Nature Bonus At the first level, Druids can take an animal companion, but lose in additional spell slots and mastery powers. Unlike pen and paper, Kingmaker Druids cannot share personal spells. A True World Defender grants his bonuses against Fey to the Animal Companion. Druid spells have an emphasis on improving and preventing damage, but less on directly healing an ally. Crazy barbarian archer dog provides an animal beast of war, but delays his iconic anger to level 4 and does not learn Uncanny Dodge. The master and pet have increased flanking, and the barbarian can eventually take opportunity attacks when his pet confirms combat maneuvers like Travel. The pet gets a damage reduction at the same time as the barbarian. Sylvan Sorcerer The archetype Sylvan gives the Sorcerer a pet, but blocks his lineage as Fey. They have standard Fey bonus spells and feats, but not the arcane or all standard lineage powers. Sorcerer spells focus on destroying the area effect, which can be risky for the animal. Sacred Huntsmaster This Archetype Inquisitor grants an animal in the first level, but does not treat other allies as if they knew exploits as solo tactics would. Hunter Bond In the 4th level, Rangers can select an Animal Companion, but treat their own level as -3 by determining the level of the animal. This can be compensated by taking Boon Companion, but treat their own level as -3 by determining the level of the animal. This can be compensated by taking Boon Companion, but treat their own level as -3 by determining the level of the animal. domain inquisitors can select the Animal Domain to receive an Animal Companion -3 at the 4th level, as a Ranger would. Druids and clerics gain bonus spells such as Hold Animals, but inquisitors must worship Gozreh or Erastil and are constrained by alignments. Players must decide whether their character is reinforced by their animal ally, or whether the Animal Companion is the real star with the hero as more of a supporter. Any of the are viable options for certain parts. Next: Conqueror: Kingmaker - Combat Guide (Tips, Tricks and Basics) Pathfinder: Kingmaker - Combat Guide to try to poach your personal themes related pathfinder game guides: kingmaker pc About author author Seid (66 Articles Published) More by Kurtis Seid Seid