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Scaled fist monk

The main category general discussion I saw a little discussion on the main forum about this multiclass. Good unarmed damage with high power and Dragon Style, 3. Lvl 2 is a real cruddy level to be on in this build though. Any advice or recommendations (it's awesome!/it sucks!) I'm in the monk/paladin business, and the biggest problem I've had so far is that I can't find any clothes without armor, so I walk shirtless like I'm making some bad kung fu movie XD Scaled Fist Monk? Yes, so I was slightly less of an addictive attribute (still put 13 in wis though), so having a good AC and turning arrows was very useful some spots in the early game. I play it! Pro : Very high strenght, many attacks ... but hard for an enahcnat fist. Hight safes. Divine Grace add CHA averyone. Nice party face. Good melee character with spells, breath, wings and more... Cons: AC is too low for front line beater. It works well at medium-high levels. The progression of magic is too slow... and weak spells, mainly used to buff yourself. I can not use monk stuff with natural attacks My physique is: Angelkin Aasimar p 18 dex 12 con 16 int 8 wis 8 Cha 17 2lv paladin (divine hunter... for explosion) 2lv monk scaled fist (with dragon style + ferocity) 1 lv wizardry draconian BL (black, for acid, best element) 10 lv Dragon Disciple
davide.forcina: I play it! Pro : Very high strenght, many attacks ... but hard for an enahcnat fist. Hight safes. Divine Grace add CHA averyone. Nice party face. Good melee character with spells, breath, wings and more... Cons: AC is too low for front line beater. It works well at medium-high levels. The progression of magic is too slow... and weak spells, mainly used to buff yourself. I can not use monk stuff with natural attacks My physique is: Angelkin Aasimar p 18 dex 12 con 16 int 8 wis 8 Cha 17 2lv paladin (divine hunter... for explosion) 2lv monk's scaled fist (with dragon style + feroin) 1 lv wizardry draconian BL (black, for acid, the best element) 10 lv Dragon Disciple
I go for over 11 Monk (Maximum Punchage) / 1 Magic / 8 DD. Anglekin Aasimar also, of course, get wings at the 10th level anyway, so there is no need to stay in DD 10 whole levels. Did anyone find Monk's Rob in the game?
benj_loh: Inquiry: Has anyone found Monk's Robe in the game? Or any non-armored clothing? My character literally freezes his nipples! The scaled fist is the archetype monk class in Pathfinder: Kingmaker.
Description[edit | edit source] Current stock site Base Features[edit | edit source] Monk Proficiencies[edit | edit source] Monks are skilled with club, crossbow (light or heavy), dagger, hand hand, spear, kama, nunchaku, quarterstaff, sai, short sword, spearspear, shuriken, siangham, sling, spear and any weapon with special weapon quality. Monks are not skilled with armor or shields. When wearing armor, using a shield or carrying a medium or heavy load, the monk loses his AC bonus, as well as his fast movement and flurry of kicking abilities. Scaled Fist Bonus Feat[edit | edit source] On level 1, level two, and every 4 levels thereafter, a scaled fist can choose a bonus feat. These feats must be taken from the following list: Combat Reflexes, Dodge, Crane Style, Blind Fight, Enhanced Initiative, Dragon Style, Terrifying Heroism. At level 6, the following feats are added to the list: Improved Travel, Enhanced Disarmament, Radiant Display, Dragon Ferocity. At level 10, the following feats are added to the list: Improved Critical, Dragon Roar. A scaled fist does not have to have any of the preconditions that are usually necessary for these feats to choose them. Draconic Heritage[| edit source] On level 3, the scaled fist gained some control over the draconian energies it studies. He must choose one type of dragon. Once this choice has been made, it cannot be changed. A scaled fist can expend 1 point from its ki pool as a quick action to imbue its natural attacks with energy specific to this dragon, causing them to deal with an additional 1d6 points of damage of the selected energy type for a series of rounds equal to 1/2 of its monk level. At level 12, a scaled fist can spend 3 points from its ki pool to help a breath weapon attack as standard action. This breath weapon has 1d6 points of damage from her energy type per monk in a 10-foot cone or a 60-foot line. Those caught in the field of breath can try to reflex save (DC = 10 + 1/2 scaled handfuls of monk level + its charisma modifier) halve normal damage. Draconic Mettle[edit | edit source] On level 3, a scaled fist gets a +2 bonus on throw savings attempted against all fears, paralysis and sleep effects. Flurry of Blows[edit | edit source] On level 1, a monk can make a flurry of punches as a full attack. On a flurry of punches, the monk can make one extra attack on his highest base attack bonus. This extra attack stacks with bonus attacks from haste and other similar effects. When using this capability, a monk can make these attacks with any combination of his unarmed strikes and weapons that a monk has a special quality weapon. He doesn't take any punishment for using multiple weapons when a flurry of punches, but he doesn't get any additional attacks beyond what's already been approved by the rush for it. (He can still get additional attacks from a high base attacking bonus, from this ability, and from quick and similar effects). On the 11th. It stacks with the first attack of this ability and additional attacks from rapid and similar effects. Unarmed Strike[| Edit Source] On 1 January 2014 bonus feat. The damage caused by an unarmed strike by the middle monk increases with a level: 1d6 at levels 1-3, 1d8 at levels 4-7, 1d10 at levels 8-11, 2d6 at levels 12-15, 2d8 at levels 16-19, 2d10 at level 20. If the monk is small, his unarmed impact damage increases as follows: 1d4 at levels 1-3, 1d6 at levels 4-7, 1d8 at levels 8-11, 1d10 at levels 12-15, 2d6 at levels 16-19, 2d8 at level 20. If the monk is large, his unarmed impact damage increases as follows: 1d8 at levels 1-3, 2d6 at levels 4-7, 2d8 at levels 8-11, 3d6 at levels 12-15, 3d8 at levels 16-19, 4d8 at level 20. Improved unarmed strike[edit [te source of editing] You are considered to be armed even when you are unarmed - you can make unarmed attacks that deal with 1d3 tapping damage (if medium, 1d2 if small). AC Bonus[edit | edit source] When unarmed and unencumbered, the scaled-fist monk adds his bonus charisma instead of a bonus of wisdom (if any) to his AC and CMD. In addition, the monk receives a +1 bonus for AC and CMD at 4. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 to 20. These AC bonuses apply even against touch attacks or when the monk is flat-footed. He loses those bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load. Stunning Fist[edit | editing source] You only know where to strike temporarily to stun the enemy. An astonishing fist forces an enemy damaged by your unarmed attack to make a Fortitude lifesaving throw (DC 10 + 1/2 level of your sign + your Wis modifier), with normal damage resolution. The defender who fails this save throw is stunned for 1 round (until just before the next turn). The startled character drops everything he sticks to, can't take action, loses any dexterity bonus to AC and takes a -2 penalty for AC. You can attempt a stunning attack once a day on all four levels you have achieved (but look at The Special One) and no more than once per round. Constructs, oozes, plants, u nemeaval, incorporeal creatures, and creatures immune to critical hits can't be astonished. Evasion[| source editing] Character can avoid even magical and unusual attacks with great agitation. If a character makes a successful reflexive save of throwing against an attack that usually inflicts half the damage on successful save, he instead takes no harm. A helpless character does not benefit from avoidance. Improved evasion[edit [te source of editing] This ability acts as evasion, except that while the character still takes no damage to the successful reflex of saving the throw against the attack, he is now taking only half the damage to the failed save. The helpless character does not benefit from improved evasion. Ki Strike – Magic[edit | edit source] On level 3, ki strike that Monk's unarmed attacks are treated as magic weapons for the purpose of overcoming damage reduction. Ki Power[edit | | Source] At level 4 and at every 2 levels after that, the monk can choose one ki power. These powers allow the monk to perform incredible feats of mystical power and acrobatic prowess by wasting points from his ki pool. Once the power is selected, it cannot be changed. Some ki powers require a monk to be at a certain level or higher level before they can be selected. Unless otherwise stated, a monk cannot choose an individual ki power more than once. Stunning Fist: Fatigue[edit | edit source] This ability acts like An Astonishing Fist, but makes the target tired for 1 minute on a failed save instead of stunning for 1 round. Purity of the body[edit | source of editing] On the fifth level, the monk acquires immunity to all diseases, including supernatural and magical diseases. Style Strike[| edit source] On level five, a monk can learn one type of stylistic strike. Whenever he makes a flurry of punches, he can label one of his unarmed punches as a stylistic coup. This attack is dealt with as usual, but has an additional effect depending on the type of strike chosen. On the 9th. He has to choose which style of strike to apply before the attack roll is made. At level 15, he can designate up to two of his unarmed strikes in each round as a stylistic coup, each of which can be a different type. Ki Strike — Cold Iron and Silver[edit | edit source] On level 7, monk unarmed attacks are also treated as cold iron and silver to overcome damage reduction. Stunning Fist: Sicken[edit | edit source] This ability acts like An Astonishing Fist, but makes the target sick for 1 minute on a failed save instead of stunning for 1 round. Ki Strike – Lawful[edit | edit source] On level 10, religious unarmed attacks are also treated as lawful weapons to overcome damage reduction. Ki Strike – Adamantine[edit | edit source] On level 16, religious unarmed attacks are treated as unyieldick weapons to overcome damage reduction and circumvent hardness. Ki Power: Perfect Self[| Edit Source] On level 20, a monk becomes a magical creature. The monk gets a 10/chaotic damage reduction, which allows him to ignore the first 10 points of damage from any attack by an unhaotic weapon or any natural attack by a creature that has no similar reduction in damage. This article is a pillar. 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