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Tower shield specialist build

Last updated on October 22, 2018 In this Pathfinder Kingmaker Guide we will take a look at Valerie. Valerie is Tower Shield Specialist, which is a subcategory of Fighter, and therefore is a fantastic frontline tank that can survive almost anything thrown at her. It can be built in many ways and multiclassed with other categories, but this guide will cover the simplest and most efficient construction focusing only on the Tower Shield Specialist Fighter subcategory. This construction guide is aimed at beginners and everyone else who needs their memory refreshed for some engineers. You'll want a tanky character when facing hard-hitting monsters, and Valerie fits the bill. Pathfinder Kingmaker Builds – Valerie This build focuses solely on being very tanky by having an extremely high AC. The downside is that it won't hit very hard with its attacks, but that's not what Valerie is here for. However, we will use the trip combat maneuver in a very offensive way. Tower Shield Specialists automatically take these feats: Attributes Valerie has a decent spread Feature. Strength helps deal with the burden so that you can wear heavy gear without problems, Dexterity gives a +1 bonus to be added to ac no matter what Heavy Armor wears, and the Constitution is extremely high already so it adds more Hit Points. Charisma is not necessary to fight in this build, but it can be used to Multiclass effectively with bard. If you want to have Combat Feat expertise then you will need 13 Intelligence. This feat gives a penalty to attack reels, but adds Dodge to AC, and Dodge stacks with each AC bonus. Feature Points are earned every 4 levels with a total of 5 when reaching level 20. The first 4 points will be used to get INT to 13 and the final can be put in CON. How are its features at Level 20. Lot of CON, and decent STR and DEX. Skills Mobility is the only major Fighting Skill here because it improves the effectiveness of combat defensively. With only 3 classes in mobility you get +3 Dodge bonus for ac, which stacks with other Dodge bonuses. Fighting defensively should always be to increase Valerie's survival. The rest of her skill points can be put where you want, with persuasion being the obvious choice due to charisma and bonus class skills in it. It doesn't affect fighting, but it helps in conversations, which is nice to have. Feats Fighters get a crazy number of feats, so there's plenty of which can be selected, and it is also important to consider the composition of the party as well as when choosing them. Having a second melee character with a shield on your team, with the same teamwork bonuses as Shield Wall, can make your front line almost immortal. This gives everyone else plenty of freedom to focus on shooting down enemies, and can be invaluable. Everyone needs a good front liner to help the tank and and their party. When you have Shield Wall you gain the benefit of ac of the Shield party member standing next to you as well. If you plan to play Valerie as a solo, tanky frontliner, then you don't need any defensive teamwork feats like coordinated defense. Instead, you can choose something like Iron Will to boost will save throws, since this is where Valerie is weaker. Having an Inquisitor next to you, on the other hand, means you have to invest heavily in teamwork feats, since that's what Inquisitor gets automatically. Be sure to consider these things when choosing Feats, as this place can vary quite widely based on your party make-up. Important Feats idea here is very simple. Stack as much AC as possible through Feats while adding other defensive feats such as missile shield and combat mobility. Outflank is just too good to pass up because you are likely to have one more melee lesson in your team that can benefit from it, and you should have that Feat as well. From the combat maneuvers I chose Trip, and all the necessary upgrades to increase its chance of hitting. Battle maneuvers are attack roles, which means all bonuses and deductions apply. Unfortunately, that means a minus to attack roll because of fighting expertise and fighting defensively, and that's why we have feats that increase Hit Opportunity with Travel like Tandem Trip, Greater Trip, Fall Fury and coordinated Maneuvers. This Feat really helps to amplify the damage dealing as a tanky character. Optional Feats Gear The best Armor option for this build is Full Plate, because it gives the greatest increase to AC. The choice of weapons does not matter as much as it is single handed and falls within the simple, martial or bastard sword proficiency. The Shield must be a shield of the Tower because that's what this class specializes in. Zone of giant power is recommended because it adds +2 to the force, which is then added to the attack rolls and travel, increasing the chance of hitting. There are many accessories in the game, but be aware that many bonuses do not stack. For example, 2 Protection Rings will give the bonus only from the strongest of the two. Bonus-on-bonus stack items, however, if they don't have the same description. The easiest way to see which bonus stack is to equip only items you're not sure of and see in the lower left corner, whether you add bonuses or not. Example: + 1 boost in Physical Armor and + 1 bonus boost in AC stack and gives +2 bonus to AC in total Equipping data shows changes here if is an amazing frontliner who should go into battle first and draw aggro from opponents melee. Next to it you can have any melee category, but just make sure that both can benefit from teamwork Feats. Inquisitor, Rogue, or other Sword & Shield character with Shield Wall Feat, and many others can work well depending on the selected teamwork and the composition of the party. Don't forget that you have travel at your disposal whenever you want, so use it often as it really helps. Remember to use team feats to get bonuses when playing with other characters with them. This construction is simple and very effective in maintaining the aggro of enemies for Valerie while at the same time being able to tank with ease. It is not difficult to use, nor is it too complicated, making it ideal for newcomers. If you have issues keeping your squishier party members alive, then give it a try. Stay tuned for more Pathfinder Kingmaker Guides through October out as we dive deeper into this CRPG! From Pathfinder: Kingmaker Wiki Tower Shield Special Category Evolution Tower Shield Specialist is an archetype of the Fighter category in Pathfinder: Kingmaker. Many fighters believe the tower shield is a tool suitable only for troops on the battlefield, claiming it is too large and bulky to be used in skirmishes or within dungeon corridors. Tower shield experts defy these concepts, using their huge shields with amazing ability and incredible impact. They use these seemingly clumsy shields to perform skillful maneuvers that confuse their enemies. Description [editing | source editing] Gameplay [editing | editing source] Alignment: Each Hit Die: d10 (6 + Con modifier at level up) Skill Rankings Per Level: 2 + Int Modifier Class Skills: Sports, Knowledge (World), Lore (Nature), Persuasion Base features [processing | source processing] A fighter is capable with all simple and combat weapons and with all armor (heavy, light, and medium) and shields (including tower shields). At the 1st level, and at each uniform level then, a fighter earns a bonus feat in addition to those gained from normal progress (meaning that the fighter earns a feat in each level). These bonus feats must be selected from those referred to as Combat Feats, sometimes also called fighter bonus feats. Reaching the 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In fact, the fighter loses the bonus feat in exchange for the new one. The old feat may not be what was used as a prerequisite for another feat, prestige class, or other skill. A fighter can only change a feat at any given level and must choose whether swap or not the feat the moment you earn a new bonus feat for the level. In level 2, a tower shield specialist can use his shield to screen himself from blast spells and results, earning a +1 bonus for Reflex saves against them while using a tower shield. This bonus is increased by +1 for every four levels after the 2nd (to a maximum of +5 in the 18th level). Starting from level 3, a fighter learns to be more agile wearing armor. Every time he wears armor, he reduces the armor control penalty from 1 (to at least 0) 0) increases the maximum skill bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th and 15th), these bonuses are increased by +1 at a time, to a maximum -4 reduction in armor control penalty and +4 increase in the maximum allowable skill bonus. In addition, a fighter can also move at his normal speed wearing moderate armor. On level 7, a fighter can move at his normal speed wearing heavy armor. On the 19th level, a fighter gains a 5' - damage reduction every time he wears armor or uses a shield. In the 3rd level, a tower shield specialist wins armor training as usual, but while he uses a tower shield, the armor penalty is reduced by 3 and the maximum skill bonus allowed by his tower shield is increased by 2. The benefit increases every four levels thereafter, according to the standard armor training; If the tower shield specialist does not use a tower shield, the benefits for armor training revert to normal bonus. In the 5th level, when a tower shield specialist uses a tower shield in battle, he does not get the -2 penalty for attacking reels because of the burden of the shield. In the 9th level, while using a tower shield, a tower shield specialist earns his bonus shield against touch attacks on the 13th level, while using a tower shield, a special tower shield cannot be framed. On the 16th level, while using a tower shield, the special tower shield earns tax evasion, such as class rogue skill. If he makes a successful reflex saving throw against an attack that usually causes half the damage to a successful save, he instead takes no damage. In the 20th level, the profits shield specialist improved tax evasion as the cheats advanced talents while using a tower shield. This works like tax evasion, except that while the special tower shield still takes no damage to a successful Reflex saving throw against attacks, it now only takes half the damage in a failed save. This article is a stub. You can help Pathfinder: Kingmaker Wiki by expanding it. This.