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In: Edit Share How to Use Custom Portraits: ----- You can prepare three of your own portraits with names: Small, Medium and Fulllength. All of these images must be stored in PNG format with resolutions: Small width: 185px, height: 242px; Average width: 330px, height: 432px; Full width: 692px, height: 1024px; The game stream looks like this: 1. Start a new game. 2. Choose Create a new character. 3. Click on the Customs Portrait icon. 4. Click on the Open Portrait Folder button. (It works for Windows and Mac) 5. Replace portraits in an open folder or change them in a graphic editor. 6. Click Update Portraits. 7. Enjoy your own portraits. It also works for custom companions. Access Portraits Folder: %userprofile%AppData\Local\Low\Owlcat Games\Pathfinder Kingmaker\Portraits zgt; Sub folder Change/Editing portraits in a folder connected to your portrait. The contents of Lore Gameplay Content Community are available in accordance with CC-BY-SA, unless otherwise stated. Pathfinder: Kingmaker's Common Discussion of the Details (Mod 1.9) Adding 377 New High-quality Portraits Hi, I just made a collection of high-quality portraits from various artists on deviantart that I follow, for my playthrough. It is now also on the Nexus called Heroes of Stolen Lands. Keep in mind that these are average photos, each portrait has 3 sizes with different frames. Example: //www.nexusmods.com/pathfinderkingmaker/mods/5?tab=filesInstallationExtract a post file with a Portraits folder in the following way: In Windows use Hotkey: WinR copy and paste:%userprofile%AppData\Local\Low\Owlcat Games\Pathfinder Kingmaker.If you already use custom portraits you will have a folder of portraits. You can also manually collect the portraits you want to install, just drag them into the portrait folder. Last updated at 1.9 you see something new, time to update :)As you want to use a small custom portrait icon under official portraits in creating a character. Keep in mind: Every time you go to custom portraits ingame, it creates a default folder with a random number. Every time you click on the I icon at the end of the navigation, you create a new default folder. Enjoy! Maybe I'll update this later, but you can do it yourself! Here's a guide: it permission from most artists to use works of art for this fashion, but not from everyone. If you want the portrait removed due to copyright, just tell me and I'll do The latter, edited by BigFatLaDy; 20 June, 2019 and 5:26pm Note: This is only to be used to post spam, advertising and problematic (harassment, brawls, or rude) messages. videogame_asset My games When logged in, you can choose up to 12 games that will be displayed as both On this menu. Sign in to see a list of your favorite games. View all the games (1,090) Page 2 This mod adds a Oracle class, new spells, magic themed feats, character traits, and other fun things from PnP Pathfinder.NOTE: this mod was designed against 1.2 betas. Some features may not work on 1.1.6. Requirements Of Permits and Credits Credits and permission to distribute Assets Of Other users All assets in this file belong to the author, or from the free use of modder resources Download permission You can download this file to other sites, but you must credit me as the creator of the permission to modify the file You can change my files and release bug fixes or improve features until then as you credit me as the original creator of Conversion Resolution you can convert this file to work with other games as long as you credit me as the creator of the Asset file using the permission you can use the assets in this file without permission as long as you credit me with permission to use the assets in this file in mods/files that are sold, for money, on Steam Workshop or other Asset platforms use permission to use in mods / files that earn donation points You can earn Points donations for your mods if they use my assets See file to obtain details (mod uses MIT license) This author is not credited by anyone else in this file This mod is not refused, to get The Mirror's Donation Points Changelogs Initial pre-release to test Eldritch ArcanaThis mod adds Oracle, new spells, magical themed feats, character traits and other fun things from PnP Pathfinder.Note: while I was trying to test everything, some features may not work properly yet. If you have a build in mind, I recommend using a bag of tricks to align your character to a high level, quickly save and download, and then test the abilities you want to use. You can submit bugs on github or report them using the Nexus mod page. Installation:1. Install Unity Mod Manager2. Find your Pathfinder: Kingmaker game catalog (when using Steam, it's usually possible to find it by: C: Program Files (x86) Steam\steamapps\common\Pathfinder Kingmaker)3. Unzip EldritchArcana.zip in the game's mod catalog. General: - Players' characters receive 2 selections of traits (see Traits section below).- Favorable Bonus Class - If the favored class is selected, the character can choose HP's No.1 or Skill Rank for each level received in that class. - Sorcerer favored class bonus for (and partly human races: Half-elf, Half-orc, Aasimar, Tiefling). - Bard favored class bonus for humans (and partly human races). - Oracle Favors Class Bonus for Humans (and Partly Human Races) - Spontaneous actors can replace spells at appropriate levels (e.g. for the sorcerer, on level 4 and every 2 levels after that)- Choosing a deity when creating a character. - The scope of the effect spells can be rejected: - Dismissed (D) spells can be dismissed at any time (e.g. Web). - Other spells can be highlighted from the battle (such as Stone Call). Классы:- Класс Oracle, со следующими архетипами, тайны и проклятия: - Искатель архетип - Древний Lorekeeper (Эльф) архетип - Тайна времени для использования с Lorekeeper - Тайна битвы - Тайна дракона - Тайна пламени - Тайна жизни - Проклятия: - Почерневшие - Облачное видение - Советов - Глухие - Привидениями - Ламе - Языки - WastingArchetypes:- Crossblooded КолдунBloodlines:- Orc BloodlineSpells:- Обнаружить секретные двери - находит двери в секретных областях, как пролог статуя головоломки, но вам все еще нужно завершить головоломку, чтобы войти- Кноск- Оружие благоговения- Гипнотический шаблон-Большое волшебное оружие- Стена Огня- Задержка Доменная Fireball - может быть брошен мгновенно, или задерживается до 5 раундов - пары хорошо с Time Stop- Зажигательные Облако- Метеор Рой - Чудо-ограниченное желание, желание - предлагает выбор заклинаний, как описано (в меню способностей) - может использовать Wish предоставить постоянный присущий способность оценка увеличивается- Time Stop - замораживает другие единицы и последствия области для 1d4*1 раундов- Заклинания that give flight, similar to the wings of the ability of the game: - Fly, Overland Flight (provides a choice of wings) - Air walk and air walk, communal (without visual effects) - Spelling lists updated in the match PnP: - Arcane Bloodline gets wish - Draconic Bloodline gets Fly, Wish - Fire Domain gets Wall of Fire, Incendiary Cloud Enhanced Eldritch Legacy, Great Eldritch Heritage Favored Prestige Class-Prestigious Spellcaster-Spell-Master-Mag-Tattoo-Dervish-Dance-Additional Signs-Additional Revelations-Exubelable Revelations-Fairy Foundling- Opposition Research (The Wizard of Arcane Discovery) - Additional ArcanaMagus Arcanas:- Familiar-Authorized Magic-Intense Spell-Persistent-Cast-Speech Cold/Electricity/Acid) Elements:- Metamagic rods for new metamagic, placed in appropriate suppliers/robbing tables (e.g. if the supplier or drop has a metamagic rod, it adds ever-new similar levels of power to keep the tempo similar to the base game.) - Scrolls for new spells placed next to scrolls of a similar level in vendor tables. Error fixes: - Wings (and fly, air walks) now provide immunity to ground spells such as: lubricant, obsidian flow, and Tar Pool. They also provide To The Ride (as in PnP) - Elementary polymorphic body shapes now allow for a spell, as in PnP (when in humanoid form)- The Fire Body now provides the bonuses that come with flying (through the red wings) - Fixed spell specialization, so you can choose the spells that you know but what that from the class spell list (e.g. spells provided by Sorcerer Bloodlines and Oracle Mysteries) - Fixed that Eldritch Knight is a prerequisite for requiring a class that provides knowledge in all combat weapons, as in PnP. Does not affect characters that already have a level in Elitichdr Knight, and can be disabled in settings. (Helps balance the Eldritch Knights with all the goodies they get in this fashion, and collecting a fighting class makes it more interesting.) Other features:- (off by default) Show custom portraits in the main portrait display. Requires a reboot to make a virtue. (It's similar to the Better Portraits mod complete with Kingmaker Mod Loader, but uses a simpler/less resource intensive approach - it only pre-loads small sprites. TraitsMany features are implemented, the basis for usefulness (e.g., popular traits in PnP) and feasibility of implementation in the game are chosen. Characters players get the opportunity to choose 2 traitsat character creation, but they have to be from different categories of traits. The feat Of Extra Features may unlock another 2, but they should also be off the category of traits that have not been adopted yet.Combat Traits:- Anatom (No. 1, to confirm critical hits) - Armor Expert (-1 armor check penalty) - Berserker Society (No. 3 Fury) - Blade Society (No. 1 damage from a furtive attack) - Defender Society (No. 1 AC wearing honey/heavy armor) - Dodge Deftr (No. 1 reflex save) - Dirty Fighter (No.1 damage from goal you flank) - Distinguished First Society (No. 1 ki pool) - Reactionary (No 2 Initiative) - Steady (No.1 resilience save) - Vitt Repartee (No.1 Persuasion, And it becomes a class skill)Faith Traits:- Birthmark (No. 2 save from the enchantment of the school)- The Child of the Temple (No. 1 knowledge of religion and it becomes a class skill) - Devoted Green (No. 1 knowledge of nature, and it becomes a cool skill) - Ease of faith (Conviction No. 1, and it becomes a class of craftsmanship) - Elevated Society (No.1 Energy Use Channel) - Fate of The Favored (No. 1 to Luck Bonuses) - Indomitable Faith (No. 1 Save) - Scholarship Of The Great Beyond (No.1 World Knowledge And it becomes a class skill)Magic features :- Classically trained (No.1 knowledge of the arcane, and it becomes a class of craftsmanship)- Dangerously Curious (No. 1 use a magic device, and it becomes a class of craftsmanship) - Focus Mind (No. 2 concentration) - Gifted Adept (No. 1 caster level of selected spell) - Magical Knack (No. 2 caster level to character level) - Magic Line (methachical cost 1 less for selected spell) - Child streets (No. 1 stealing, and it becomes a class skill) - (No.1 Persuasion, and It Becomes a Classy Skill) - Maestro Society (No.3 Bardic

Performance Uses) - Suspicious (No. 1 Perception, and It Becomes a Class Of Skill)Regional Pistes:- Metamagic Master (Methamic costs 1 less for selected Grade 3 spell) -- Spell (No.1 spell level for selected spell)Campaign Traits:- Bastard (No.1 saves, -1 conviction against nobility until you become noble)- Rostlander (No. 1 resilience save) - Sword Scion (No. 1 Attack and CMB with Longsword or Duel Sword, start with one of each) Race Trails:- Man (and Semi-Elf, Half-orc, Aasimar, Tiefling) - Carefully hidden (No. No.2 Save vs. Divination) - Fanatic (No.1 knowledge of Arakan and it becomes a class of craftsmanship) - Historian (No. 1 Bardic Knowledge, No.1 World Of Knowledge, and It Becomes a Class of Excellence) - Shield Bearer (No.1 Damage at Shield Bash) - Superstitious (No. 1 Save vs. Secret Spells) - World Traveler (choose: Persuasion Perception, or World of Knowledge; Get No.1, and It Becomes a Class of Excellence) - Elf (and Half-Elf) - Amateur Artist (No.1 Persuasion and it becomes a cool skill) - Fortorn (No.1 resilience save) - Warrior Old (No 2 initiative) - Young Mischief (No.1 reflex save) - Half-Orc: - Brute (No.1 Persuasion, and it becomes a class of skill) - Legacy of the Sand (No.1 Save) - Half-Elf: - Elven Relexes (Initiative No. 2) - Unlucky Apprentice (No. 1 Save vs. Secret Spells) - Halfling - Freed Slave (No.1 World of Knowledge) - Liberty Fighter (No. 1 Mobility, and it becomes a skill class) - Nu-1 Informed (No.1 persuasion, and it becomes a class of craftsmanship) - Dwarf: - Grounded (No. 2 Mobility, No.1 reflex save) - Militant Trader (No.1 perception and it becomes class of skill) - Ruthless (No.1 to confirm critical hits) - Highlight for battle (No 1 feature dmg if moral bonus attack) - Gnome: - Animal Friend (No 1 will retain and knowledge of nature becomes a class must have a familiar or animal companion) - Rapscaillon (No. 1 initiative, No 1 Mobility) - Aasimar: - Blood Martyr (No. 1 attack if the character's shock points are below half) - Toxophilitis (No. 2 to confirm critical hits with bows) - Wary (No.1 perception/belief) - Tiefling: - Ever Wary (save half dex bonus of alternating clock during surprise round) - Extend Magic (racial spells as the ability to get free spell) - God No 1 saves against divine spells) - Shadow Stabber (No. 2 melee damage if the enemy can't see you)Famous questions and credits can be found in full readme Page 3 Kind as a simple fashion text for Pathfinder: Kingmaker and Eldritch Arcana (work continues) --- This adds mod of Oracle class, new spells, magic themed feats, characters, and other interesting things. Note: while I was trying to test everything, some features may not work properly yet. If you have an assembly in mind, I recommend using Bag of Tricks To align your character to a high level, quickly save and download, and then test the abilities you want to use. You can submit bugs to the github (or report them using the Nexus mod page. Nexus. 2. Find your Pathfinder: Kingmaker game catalog (when using Steam, it's usually over the phone: 'C: Software files (x86)Steam-steamappscommonPathfinder Kingmaker)) 3. Unzip EldritchArcana.zip in the game's mod catalog. General: - Players' characters receive 2 traits selections (see Traits below). - Favorite Bonus class (- If you select a favorite class, a character can choose the 1 HP or Skill rank for each level that is typed in this class. - Sorcerer Favored Class bonus (for humans (and partly human races: Half-elf, Half-orc, Aasimar, Tiefling). - Bard favored bonus class (for humans (and partly human races). - Oracle favored bonus class (for humans (and partly human races). - Spontaneous casters can replace spells at appropriate levels (e.g. for witch (, level 4, and every 2 levels after that) - An additional choice of deity when creating a character. - The scope of the spell influence may be rejected: - Spells can be removed at any time (such as the Web. - Other spells can be highlighted from the battle (such as Stone Call). Classes: - [Oracle class](, with the following archetypes, mysteries &curse: - [Seeker archetype](- [Ancient Lorekeeper (Elf) archetype](- [Time mystery](for use with Lorekeeper - [Battle mystery](- [Dragon mystery](- [Flame mystery](- [Life mystery](- [Curses](: - Blackened - Clouded Vision - Covetous - Deaf - Haunted - Lame - Tongues - Wasting Archetypes: - [Crossblooded Sorcerer](Bloodlines: - [Orc Spells] - Discover the Secret Secret - finds doors to secret areas like the Prologue statue puzzle, but you still need to complete the puzzle to enter - [Knock](- [Weapon of Awe](- [Hypnotic Pattern](- [Greater Magic Weapon](- [Wall of Fire](- [Delayed Blast Fireball](- can be cast instantly, or delayed up to 5 rounds--pairs well with Time Stop - [Incendiary Cloud](- [Meteor Swarm](- [Miracle](- [Limited Wish](, [Wish](- offers choice of spells as described (in the abilities menu) - can use Wish to grant a permanent inherent ability score increases - [Time Stop](- freezes other units and area effects for 1d4+ 1 rounds - Spells that grant flight, similar to the game's wings abilities: - [Fly](, [Overland Flight]((grants choice of wings) - [Air Walk](and Air Walk, Communal (no visuals) - Spell lists updated to match PnP: - Arcane Bloodline gets Wish - Draconic Bloodline gets Fly, Wish - Fire domain gets Wall of Fire, Incendiary Cloud - Travel Domain gets Fly Feats: - [Eldritch Heritage](, [Improved Eldritch Heritage](, [Greater Eldritch Heritage](- [Favored Prestige Class](- [Prestigious Spellcaster](- [Spell Perfection](- [Mage's Tattoo](- [Dervish Dance](- [Additional Traits](- [Extra Revelations](- [Abundant Revelations](- [Fey Foundling](- [Олпозиции (Wizard Arcane Discovery) - [Extra Arcana](Magus Arcanas: - [Familiar](- [Empowered Magic](- [Maximized Magic](- [Quickenened Magic](- [Spell Blending](Metamagic Feats: - [Intensified Spell](- [Persistent Spell](- [Selective Spell](- [Dazing Spell](- [Rime Spell](- [Topping Spell](- [Elemental Spell]((Fire/Cold/Electricity/Acid) Items: - [Metamagic Rods](for new metamagics placed in the respective vendors/robbing tables (e.g. if the vendor or drop has a metamagic rod, it adds an all-new similar level of power to keep the pace similar to the base game.) - Scrolls (for new spells placed next to a similar scroll level in vendor tables. Error fixes: - Wings (and fly, air walk) now provide immunity to ground spells such as: lubricant, obsidian flow, and Tar Pool. They are also granted immunity to Trip (as in PnP). - Elementary body (polymorphic forms now allow for a spell, as in PnP (when in humanoid form). - Fire Body (now provides bonuses that come with flying (through red wings). - Fixed Spell Specialization (, so you can choose spells that you know but weren't from your class spell list (such as spells given by The Sorcerer Bloodlines and Oracle Mysteries). - Fixed Eldritch Knight (prerequisites for a class that provides knowledge in all combat weapons, as in PnP. Does not affect characters that already have a level in Eldritch Knight, and can be disabled in settings. (Helps balance Eldritch Knights with The goodies they get in this fashion, and collecting combat class makes it more interesting.) Other features: - (off by default) Show custom portraits in the main portrait display. Requires a reboot to make a virtue. (It's similar to the Better Portraits mod complete with Kingmaker Mod Loader, but uses a simpler/less resource intensive approach - it only pre-loads small sprites. Traits --- many features are implemented, the basis is chosen for usefulness (e.g., popular traits in PnP) and feasibility of implementation in the game. Player characters get the opportunity to choose 2 traits when creating a character, but they must be from different categories of traits. The feat of Additional Traces can unlock another 2, but they should also be out of the category of signs that have not yet been taken. (Battle traits) (: - Anatom (No.1 to confirm critical hits) - Armor Expert (-1 armor check fine) - Berserker Society (No. 3 Fury) - Blade Society (No. 1 Damage from Furtive Attack) - Defender Of Society (No 1 AC Wearing Honey/Heavy Armour) - Dodge Deftr (No. 1 Reflex Save) - Dirty Fighter (No. 1 Damage from Goal You Flanked) - Distinguished First Society (No.1 Ki Pool) - Reactionary (No. 2 Initiative) - Sustainable (No. 1 Resilience Save) - Vitti Repartee (No.1 Persuasion, and It Becomes a Class Skill)Traits (: - Rodinka (No2, except for the school of charm) - The Child of the Temple (Religion No.1 knowledge and it becomes a classy skill) - Devoted Green (No.1 knowledge of nature, and it becomes a cool skill) - Easiness of Faith (No. 1 Persuasion, and It Becomes a Class of Excellence) - Elevated Society (No.1 Energy Use Channel) - Fate of The Favored (No. 1 to Luck Bonuses) - Indomitable Faith (No. 1 Save) - Scientist Of the Great Beyond (No. 1 World Of Knowledge and it becomes a class of skills) Magic traits (: - Classically trained (Arcana Knowledge No.1 and it becomes a classy skill) - Dangerously Curious (No.1 use a magic device, and it becomes a cool skill) - Focus Mind (Japanese 2 concentration) - Gifted Adept (the skill level No.1 to the chosen spell) - Magical Knack (the skill level No.2 to the level of the character) - Magic line (metamagic costs 1 less for the chosen spell) (traits /): - Accepted (choose the racial trait of your adoptive parents) and it becomes a cool skill) - Fast-Talker (No.1 Persuasion, and It Becomes a Class Skill) - Maestro Society (No.3 Bardical Performance Uses) - Suspicious (No.1 Perception, and It Becomes Classy (- Metamagic Master (metamagical costs 1 less for selected 3rd level or below spell) - Signature Spell (No. 1 caster level for selected spell) spell) - Bastard (No. 1 saves, -1 conviction against nobility, Until You Become Noble) - Rostlander (No. 1 resilience save) - Sword Scion (No. 1 Attack and CMB with Longsword or Duel Sword, start with one of each) Race Trails (: - Man (and semi elf, halford, Aasimar, Tiefling) - Carefully hidden (No.1 save, No. 2 save against fortune) - Fanatic (No. and it becomes a class of craftsmanship) - Historian (No. 1 Bardic Knowledge, No.1 World Of Knowledge, and It Becomes a Class of Excellence) - Shield Bearer (No.1 Damage at The Shield Bash) - Superstit (No. 1 Save vs. Secret Spells) - World Traveler (Choose: Persuasion Perception, or World of Knowledge; Get No. 1, and it becomes a class skill) - Elf (and Half-Elf) - Dilettante Artist (No.1 Persuasion, and It Becomes a Classy Skill) - Fortorn (No. 1 Resilience Save) - Warrior Old (No.2 Initiative) - Young Mischief (No.1 Reflex Save) - Half-Orc: - Brute (No. 1 Persuasion, and It Becomes a Class of Mastery) - Legacy of The Sand (No. 1 Saves) - Half-Elf: - Elven Relexes (Initiative No. 2) - Unlucky Apprentice (No. 1 Save vs. Secret Spells) - Halfling - Freed Slave (No. 1 World Knowledge, and it becomes a class of craftsmanship) - Freedom Fighter (No. 1 Mobility and It Becomes a Skills Class) - Nu-1 Informed (No.1 Persuasion, and It Becomes a Class of Excellence) - Dwarf: - Grounded (No. 2 Mobility, No. 1 Reflex Save) - Militant Trader (No.1 Perception, Perception, and it becomes a class of skill) - Ruthless (No. 1 to confirm critical hits) - Highlight for the battle (No. 1 feature dmg if moral bonus attack) - Gnome: - Animal Friend (No. 1 will save and knowledge of nature becomes a class, must have a familiar or animal companion) - Rapscaillon (Initiative No 1, Mobility No 1) - Aasimar: - Blood Martyr (No. 1 attack if the point of hitting the character below half) - Toxophilitis (No2 to confirm critical hits with bows) - Wary (No. 1 perception/belief) - Tiefling: - Ever Wary (save half dex bonus AC during the surprise round) - Prolong Magic (racial spells like the ability to get a free spell) - God Scorn (Demoad Heritage) No. 1 saves against divine spells) - Shadow Stabber (No. 2 melee damage if the enemy can't see you) Famous questions: --- - Text in fashion (such as feat names/descriptions) - All icons reuse existing game icons (for exploits, abilities, spells, etc.). They're not always a good match, especially for new feats/damn's. - Mystic Theurge is not currently compatible with Oracle. (The game does not support two spontaneous classes of caster, like select spells from the user interface of the selection of spells, and Mystic Theurge prioritizes secret actors. with Mystic Theurge, their spells are selected using the feat user interface. Oracle can do this too, but it's more work to implement/test, and not yet done.) - The incendiary cloud will take away from the player (Cloudkill should also). Also the area is smaller than it should be (limiting visual effects). - - The creation page for selecting abilities can't fit more than 6 entries, and if it exceeds that, it wraps in a strange kind of way. It doesn't affect functionality. MOD adds up to 2 picks (favorite class, favored bonus class) on the first page of ability selection (before stats/skills) and up to 5 on the second page feats (2 features, deity, plus 2 more if the choice of extra features) so that it can cause it more often than the base game will. - Crossblooded sorcerer gets his next level spell to choose on equal levels like a normal sorcerer does. They should start with 0 known spells and get their first spell at the next level (e.g., a 3rd level spell at level 7 instead of 6). Reasons for this design: - Technical limitations: code-level spelling seemed to have problems with 0 spells known at the level (probably help to fix) - Balance reasons: in PnP, sorcerers can use higher-level slots for lower-level spells, so they are able to use these higher-level slots, even with 0 spells known. Game Balance notes: - Eldritch Scion is very powerful in PF-K compared to PnP because it gets a sorcerer's pedigree instead of pedigree and doesn't need to spend Eldritch pool points to use these abilities. Some of the things added by this mod (such as Eldritch Heritage) make Scion even stronger. - Aasimar and Tiefling seem to be regarded as having the Scion of Humanity (/Pass for Human (respectively, because they suffer from humanoid's affecting spells (e.g., hold a person, enlarge a person.)). Existing game errors to investigate: - Arcane Bond for sorcerers doesn't seem to work with a tavern point (familiar work). - Duel of Swords (should be used if the character has long words. Exotic knowledge is only needed to get a 1.5 Power bonus as a 2-hand weapon, or use it with a Finesse weapon. Credits ---- I would like to thank some of the other designs that have made this mod possible. (Customs drawings) (has had a huge help making it easy to browse the drawings of the game and see how they are implemented. (A bag of tricks) (was a huge help playtesting (and it's usually a great quality of life mod). (Unity Mod Manager) (and Harmony (make such fashions possible. And, of course, thanks to Owlcat Owlcat to create such a fun game based on Pathfinder that inspired me to get into modding! Last but not least great, thanks to the players who gave me ideas and inspiration for things to focus on. Page 4 videogame_asset My Games When Logged, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all games (1,090) Page 5 videogame_asset My games When you log in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View All Games (1,090) Page 6 View Image Downloaded at 21:13 21 January 2019 Image View Uploaded at 21:13 21 January 2019 Image View Uploaded at 21:13 21 January 2019 Image View Uploaded at 21:13 21 January 2019 Image View Uploaded at 21:13 21 January 2019 Image View Uploaded at 21:14 21 January 2019 View image Uploaded at 21:14 21 January 2019 View image Uploaded at 21:14 21 January 2019 Page 7 videogame_asset My games When logged You can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all games (1,090) Page 8 videogame_asset My Games When Logged In, you can select up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all games (1,090) Page 10 videogame_asset My games When you log in, you can choose up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all games (1,090) Page 11 This mod adds Oracle class, new spells, magical themed feats, character traits and other fun things from PnP Pathfinder.NOTE: this mod was developed against beta 1.2. Some features may not work on 1.1.6. Requirements Of Permits and Credits Credits and permission to distribute Assets Of Other users All assets in this file belong to the author, or from the free use of modder resources Download permission You can download this file to other sites, but you have to credit me as the creator of the permission to modify the file You can change my files and release bug fixes or improve features as long as you credit me as the original creator of Conversion Resolution You can convert this file to work with other games as long as you credit me as the creator of file active use You can use the assets in this file without permission as long as you credit me with permission to use the assets in the mods/files that are sold You can use the assets in this file in the mods/files that are sold, for money, on Steam Workshop or other Active platforms to use permission in mods/files that earn donation points you can earn Donation Points for your mods if they use my assets See File for details (mod uses MIT license) This author is not credited to anyone in this file This mod is not chosen in receiving Donation Points Mirror Changelogs Initial pre-release to test Eldritch ArcanaThis mod adds Oracle class, new spells, magic themed feats, character traits, and other fun things from PnP Pathderin.Note: while I tried to check everything that if you have a build in mind, I recommend using bag tricks to align your character to a high level, quickly save and download, and then test the abilities you want to use. You can submit bugs on github or report them using the Nexus mod page. Installation:1. Install Unity Mod Manager2. Find your Pathfinder: Kingmaker game catalog (when using Steam, it's usually possible to find it by: C: Program Files (x86) SteamsteamappscommonPathfinder Kingmaker)3. Unzip EldritchArcana.zip in the game's mod catalog. General: - Players' characters receive 2 selections of traits (see Traits section below). - Favorable Bonus Class - If the favored class is selected, the character can choose HP's No.1 or Skill Rank for each level received in that class. - Sorcerer favored class bonus for man (and partly human races: Half-Elf, Half-orc, Aasimar, Tiefling). - Bard favored class bonus for humans (and partly human races). - Oracle Favored Class Bonus for Humans (and Partly Human Races) - Spontaneous actors can replace spells at appropriate levels (e.g. for the sorcerer, on level 4 and every 2 levels after that) - Additional choice of deity when creating a character. - The scope of the effect spells can be dismissed: - Dismissed (D) spells can be dismissed at any time (e.g.). - Other spells can be highlighted from the battle (such as Stone Call). Classes:- Oracle class, with the following archetypes, Mysteries and Curses: - The Archetype Seeker - Ancient Lorekeeper (Elf) archetype - Mystery of time to use with Lorekeeper - Mystery of the Battle - Mystery of the Dragon - Mystery of The Flame - Mystery of Life - Curses: - Blackened - Cloud Vision - Scarlet - Deaf - Haunted - Lame - Languages - WastingArchetypes:- Crossblooded SorcererBloodlines:- Orc BloodlineSpells:- Discover Secret Doors - Finds Doors in Secret Areas, like a prologue statue puzzle, but you still have to complete the puzzle To enter-knock-weapons awe-a-ure- Hypnotic Pattern- Big Magic Weapon- Wall of Fire- Delayed Blast Fireball - can be thrown instantly, or delayed up to 5 rounds - pairs well with Time Stop-Incendiary Cloud-Meteor-Miracle-Limited Desire, Wish - offers a selection of spells as described (in menu abilities) - can use the desire to provide a constant inalienable Score Increases- Time Stop - freezes other units and area effects for 1d4'1 rounds- Spells that give flight similar to wings of the game : - Fly, Overland flight (provides a choice of choice - Air walk and air walk, communal (no visual effects) - Spell lists updated to match PnP: - Arcane Bloodline gets the wish - Draconic Bloodline gets Fly, Wish - Fire Domain Gets Wall of Fire, Incendiary Cloud - Travel Domain Gets FlyFeats: - Elitchdr Heritage, Improvement Eldritch Heritage, Great Eldritch Heritage Favored Prestige Class-Prestigious Spellcaster- Spell Of Perfection-Mag Tattoo-Dervish Dance-Additional Devish-Additional Revelations-Great Revelations-Fairy Foundling-Opposition Research (The Wizard of Arcane Discovery) - Extra ArcanaMagus Arcanas: - Familiar-Authorized Magic-Maximum Magic-Fast Elementary Spell (Fire/Cold/Electricity/Acid) Elements:- Metamagic rods for new metamagic, placed in appropriate suppliers/robbing tables (e.g. if the supplier or drop has a metamagic rod, it adds more and more to keep the tempo similar to the base game.) - Scrolls for new spells placed next to scrolls of a similar level in the suppliers' table. Error fixes: - Wings (and fly, air walks) now provide immunity to ground spells such as: lubricant, obsidian flow, and Tar Pool. They are also granted immunity to Trip (as in PnP). - Elementary polymorphic body shapes now allow a spell, as in PnP (when in humanoid form) - The Fire Body currently provides the bonuses that come with flying (through the red wings) - Fixed spelling specialization so you can choose spells that you know, but it wasn't from your list of class spells (e.g. spells provided by Sorcerer Bloodlines and Oracle Mysteries) - Fixed Eldritch Knight's premise Doesn't affect characters that already have a level in Eldritch Knight, and can be disabled in settings. (Helps balance the Eldritch Knights with all the goodies they get in this fashion, and collecting a fighting class makes it more interesting.) Other features:- (off by default) Show custom portraits in the main portrait display. Requires a reboot to make a virtue. (It's similar to the Better Portraits mod complete with Kingmaker Mod Loader, but uses a simpler/less resource intensive approach - it only pre-loads small sprites. TraitsMany features are implemented, the basis for usefulness (e.g., popular traits in PnP) and feasibility of implementation in the game are chosen. Players' characters get Choose 2 traitsat character creation, but they have to be from different categories of traits. The feat of Additional Traces may unlock another 2, but they also need to be off the line categories that have not been taken yet.Combat Traits:- Anatomy (No. 1 to confirm critical hits) - Armor Expert (-1 armor check penalty) - Berserker Society (No.3 Fury) - Blade Society (No. 1 damage from furtive furtive Defender Society (No.1 AC Wearing Honey/Heavy Armour) - Deft Dodger (No.1 reflex save) - Dirty Fighter (No.1 Damage from Goal You Flank) - Distinguished First Society (No. 1 Ki Pool) - Reaction (Initiative No.2) - Steady (No.1 Strength of The Spirit Save) - Vitti Repartee (No. and it becomes a class skill)Faith Traits:- Birth (No. 2 save from the enchantment of the school) - Child Temple (No. 1 knowledge of religion and it becomes a class skill) - Devoted Green (No. 1 knowledge of nature, and it becomes a cool skill) - Easiness of Faith (No. 1 Persuasion, and It Becomes a Class Skill) - Elevated Society (I Channel 1 Energy Use) - Fate of The Favored (No. 1 to Luck Bonuses) - Indomitable Faith (No. 1 Saves) - Scientist the Great Beyond (No. 1 World Of Knowledge, and It Becomes a Skill Class)Magic Features) :- Classically trained (No. 1 knowledge of the arcana, and it becomes a cool skill) - Dangerously Curious (No. 1 use a magic device, and it becomes a cool skill) - Focus Mind (No. 2 concentration) - Gifted Adept (No. 1 caster level of selected spell) - Magical Knack (No. 2 caster level to character level) - Magic Line (methachical cost 1 less for selected spell) - Street Child (No. 1 Stealing, and It Becomes a Classy Skill) - Fast-Talker (No. and it becomes a cool skill) - Maestro Society (No. 3 Bardic Performance Uses) - Suspicious (No. 1 perception, and it becomes a classy skill)Regional traits: - Methamachic Master (methachical costs 1 less for selected spell of Level 3 or below) - Signature Spell (No. 1 Charmer) - Bastard (No.1 Save, -1 Conviction vs. Nobility Until You Become Noble) - Rostlander (No. 1 Resilience Save) - Sword Scion (No.1 Attack and CMB with Longsword or Duel Sword, start with one of each) Racial trails: - Man (and semi-elf, Half-orc, Aasimar, Tiefling): - Carefully hidden (No.1 save, No. 2 save against divination) - Fanatic (No. 1 knowledge of arakan, and it becomes a class of skill) - Historian (No. 1 bardistic knowledge, No. 1 world knowledge, and it becomes a class of craftsmanship) - Shield Bearer (No.1 Damage at The Shield Bash) - Superstitious (No. 1 Save vs. Secret Spells) - World Traveler (choose: Persuasion Perception, or World Knowledge; Get No.1, and It Becomes Class of Excellence) - Elf (and Half-Elf) - Amateur Artist (No.1 Persuasion and It Becomes a Classy Skill) - Forlorn (No.1 Resilience Save) - Warrior Old (No 2 Initiative) - Young Mischief (No.1 Reflex Save) - Half-Orc: - Brute (No.1 Persuasion, and It Becomes Class Mastery) - Legacy of the Sand (No.1 Save) - Half-Elf : - Elven Relexes (No 2 Initiative) - Unlucky Apprentice (No. 1 Save Vs. Secret Spells) - Halfling : - Freed Slave (No.1 World Of Knowledge and He Becomes a Class - Liberty Fighter (No.1 Mobility, and It Becomes a Class Skill) - Well-informed (No.1 Persuasion, and It Becomes a Class Skill) - Dwarf: - Grounded (No.2 Mobility, No.1 Reflex Reflex Reflex - Militant Trader (No 1 perception, and it becomes a class of skill) - Ruthless (No. 1 to confirm critical hits) - Highlight for battle (No. 1 feature dmg if moral bonus attack) - Gnome: - Animal Friend (No. 1 will save and knowledge nature becomes a class skill, must have a familiar or animal companion) - Rapscaillon (No 1 initiative, No 1 Mobility) - Aasimar: - Blood Martyr (No.1 attack if character hit points below half) - Toxophilitis (No.2 to confirm critical hits with bows) - Wary (No.1 perception/belief) - Tiefling: - Ever Wary (save half of AC's Dex bonus during surprise round) - Magic (face spells, how to get free spell) - God No 1 saves against divine spells) - Shadow Stabber (No.2 melee damage if the opponent can't see you) Famous questions and credits can be found in full readme Page 12 videogame_asset My Games When You Log In, You Can Choose Up to 12 Games to Be Displayed as Favorites in This Menu. 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