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Knight phantom 3.5

Knight Phantom Reputation takes the class competent wizard and slowly turns them into capable melee fighters, without slowing down their spelling. Skill: Ride 4 Ranks Feat: Still Special Magic: Proficiency in all martial weapons. Exclusive: Ability to cast phantom horse. Exclusive: Citizen of Aundair, member of the Order of the Knights Arcane. Phantom Steed (SP): Once per day at the Phantom level per Knight, you can conjure up a phantom to act as a mount for you or someone else. It takes a standard action to be steadied into existence. Add your level to the nit phantom and the mysterious spelling class of your highest level to determine the caster level of this effect- especially important as it determines the duration on your steed and determines whether they can ride the ground or even in the air. Somatic Skills (Ex): Knight Arcane taught you techniques for simplifying gestures you use when you cast a spell. You can put mysterious spells wearing light armor without bearing the normal mysterious magic failure chance. However, like any other mysterious spelling, you incur a chance of mysterious magic failure if you cast a spell with a somatic component while wearing medium or heavy armor, or using a shield. Spellcasting: At each level except 1, you receive new spells per day and increase caster levels (and spells are known, if applied) as if you had attained a level in a mysterious spelling class, for which you were before adding the Prestige class level. However, you do not achieve any other benefit, which is the character of that class. If you had more than one mysterious spelling class before becoming a Night Phantom, you'll have to decide whether to add each level for the purpose of determining spells per day, caster levels, and known spells. Phantom Aspect (SU): For several rounds per day equal to your night phantom level, you take on the gray, semi-insubstantial appearance of your steed after reaching the fourth level. You can hover just above the ground and ignore marshland, hard terrain, and other obstacles that don't extend more than a few inches above the ground. You can also walk safely across water or other fluids. You can activate or disable your aspect of phantom ability as a free action, and you can split your available rounds as you wish. Countenance of the Phantom (SU): For a number of rounds equal to your Knight Phantom level, you take on a ghostly pallor, and gray tendrils of mist sticking to your form. Starting from the 7th level, you gain the guise of a hazy spell (miss 20% chance) as misty tendrils you cover in a protective cloak. When you take it on the mouth of the phantom, your eyes shine a belleful red. At the beginning of your turn, you must succeed at saving each creature within 10 feet a will (DC 10+ your Knight Phantom Level + Your Modifier) or can vibrate for 1 round. This ability does not stack up with other fear effects, and it has no effect on the already shaken creature. This ability works only if the phantom's ability is under your oral effect. You are immune from the fear effect of other knight phantom. You can activate or disable your wishes of phantom ability as a free action, and you can split your available rounds as you wish. Blade of the Phantom (SU): At the 10th level, you are able to expand your phantom powers in your weapon you carry. For several rounds equal to your Knight Phantom level, you can provide a scramble weapon to wield fantastic energy quality. Your weapon becomes gray and semi-insubstantial, however, instead of shining brightly. But the effect is otherwise the same; you ignore armor bonuses for AC, although other bonuses still apply due to dexterity, def lyction, dodge, natural armor, etc. When it is in phantom form the undead, construction and objects are not damaged by your blade. Your weapon otherwise functions normally, including any magic enhancements given to it. You can activate or disable your blade of phantom ability as a free action, and you can split your available rounds as you wish. Advancement Level Bab Fort Ref Special Spellcasting 1 +1 +2 +0+0 Phantom Steed, Somatic Skills - Second +2 +3+0+0 - +1 Level of Existing Mysterious Spellcasting Class + 3 +3 +3 +1 +1 - +1 Level of Existing Mysterious Spellcasting Class +4 +4 +4 +1 +1 aspect of the current mysterious spelling class Phantom + 1 level of 5th +5+4+1 +1 - +1 current mysterious spelling class level 6th +6 +5 +2 +2 - +1 level of existing mysterious spelling class 7 1 level of the TH +7+5+2 +2 Phantom + Existing Mysterious Spelling Class +8 +8 +6 +2 +2 - +1 level of existing mysterious spelling class 9 +9+6+3+3 - +1 level of existing mysterious spellcasting class +10+10+7+3+3 blade phantom+1 level of existing mysterious spelling class edit nights phantom was a special cavalry branch of Nights Arken of The Odir during the last war. They use magic apparitions to rapidly reach key areas of a battle and then use their magical and martial talents to help turn the tide. [1] At its height, the Knights could muster over 400, but since the end of the war, its number has only been reduced to 150 active duty members, commanded by Captain Mathus Brochand. [1] [2] The most famous Knight Phantom Isro Irlin, the current God of knights is the mysterious and second warlord of the realm. [3] Appendix[edit source] mechanics[edit. Edit Source] In the third edition, Knight Phantom was a prestige class presented to Andarian characters in Five Nations that could cast the phantom. [1] Reference[edit. Source Edit] Community content is available under CC-by-SA unless Mentioned. Having been lurking around 2010-08-20, 01:54 AM (ISO 8601), you might be able to help everyone decided.... This dude should be the 8th level, im looking for ideas of just what to do with this construction. I helped my friend to see an awesome master thrower/rogue/fighter Halfling, after which my taste ranger with the sword of mysterious order.. I Well, lame. I don't play gishes often, so any help would be appreciated. STR: 12 Dex 16 (18) Con: 14 INT: 18 WIS: 10 Cha: 10 1: Finesse 1: Competent Learner Defect: Forlorn (lose familiar) I. Buckler Defense 3: Combat Expertise 6: Lethal Defense Wizard Metamagic Feat: Still Level 1 Magic: Ranger 1 Level 2-6: Wizards 5 Level 7-8: Knight Phantom lwas was planning on sticking this guy with a mithral shirt, mithral buckler, and a shortword. (I like my shortsword to try to scramble those things when older than me) For those unfamiliar Knight Phantom, the magician was kind enough to post an excerpt.. I any help with items, tricks, and spells will be appreciated. I want to live with a finesse building, yes, I know, the lightning attack is horrible, blah, blah, blah. Thanks ahead of time! 2010-08-20, 02:01 AM (ISO 8601) HM. Are you sure you want to take a level in Ranger? Marshall's are probably the better ways to get proficiency with weapons, and many of them don't cost a spelling level. You're interested in gishing with a highly dex-based character. If only someone would create a class for a character like this! 2010-08-20, 02:29 AM (ISO 8601) I'm not really aware of any other ways to achieve martial weapons proficiency without juggling or paying for them with L.A. Also, The Ranger was attractive, because I could somewhat reduce my lack of skill points due to all the wizard and knight phantom levels.... Tell me these methods of martial weapons proficiency without class levels, if you would.... Also, SwiftBlade isn't new to me.... Interesting, but too much of a one-trick pony, in my opinion. 2010-08-20, 03:48 AM (ISO 8601) originally posted by Duncan_Ruadrík tell me these methods of martial weapon proficiency without class level, if you would.... Feat: Otherworldly, Militia Race: Neraphim (Planar Handbook) Human 1. Magician - Simple Combat Wizard ACF - Militia, Combat Casting, Still Spell (Defect) B: Combat Specialization 2. Wizard 3. Magician - Weapon Finesse 4. Wizard 5. Wizards - B: Lethal Defense 6. Knight Phantom - Gyan Bhakti 7. Knight Phantom 8. Knight Phantom 9. Abjurant Champion - Superior Combat Expertise 10. Abjant Champion 11. Ajul champion. 12. Abjurant Champion - Quicken Magic 13. Abjant Champion 14. Knight Phantom 15. Night Phantom-Anden strike or extended spell 16. Knight Phantom 17. Knight Phantom 18. Night Phantom - Combat Reflexes, Lunging Strides, or Consecutive Spell 19. Phantom 20. Ajul Azol before Night Phantom Level A+ X Twilight Take Mithril Buckler and +X Mithril Chain Shirt. Once you hit Abjurant Champion Level 2 or 3 sell the buckler, because using Shield Magic you'll have to net for the better AC holds the same when you get more and more shiny armor. Greater Shiny Armor + Shield + Abjurant Champion + Superior Combat Expertise should give you a crazy AC. The Magic Wraith strike for this build-up will come in handy when fighting defensively. You can also go with Neraphim and skip militia feats like this. It will also purify you some interesting side effects with Mantra Alter Self and Polymorph. 2010-08-20, 05:54 AM (ISO 8601) Similarly, a tiefling carries the same advantage while boosting its highest two stats. LA+1 is a downer, but it's an option if buy-off is allowed. I suggest using Feycraft weapons to take up weapons instead of racking up weapons, since the hit for base damage is small enough to be practically irrelevant. 2010-08-20, 08:41 AM (ISO 8601) that requires FR regional feats, though so it's a little iffy for an Eberron character. But Ranger 1/Wizards 5/Knight Phantom -> Well, really. Not quite as strong as the magician, but the ranger isn't useless: it gives you access to Ranger Wands (especially Lion Pounce, hordes of rhinos, Find Hunter's Mercy, Gap, Foebane and Treat light wounds), ~40-44 points from a great skill list (and you can use PHBII retraining to focus on those points on specific skills), some tradable abilities (CChamp has some decent trade-offs for wild empathy, so you could pick Trapfinding on the track if desired, etc.), a favored enemy (Arcane Hunter's), etc. Indeed, The Ranger for Free Power Attack 2 (whatever the strong arm style from Dragon; if you can't get dragon, forget about it) might be an option to go with smartly spiked series like; Then you can go Ranger 2/Wizards 4/Mantraword 1/Knight Phantom X/Abjurant Champion X won't be as good as a dedicated magician as you are, sure, but you'll be quite well off compared to almost anything else. And if the finesse path is going, you should probably invest in shadow blades to get some damage off it. It's probably three feats though, which is all sorts of painful, so it weighs up against what you'd get with those three feats otherwise. 2010-08-20, 09:21 AM (ISO 8601) Originally posted by Duncan_Ruadrík This dude should be 8th level, im looking for ideas of what to do with this build. I helped my friend to see an awesome master thrower/rogue/fighter Halfling, after which my taste ranger with the sword of mysterious order.. I Well, lame. I don't play gishes often, so any help would be appreciated. foolish person! You must be a mystic ranger with the sword of the Aken Order going into the laughing Swiftblade. Well, that said, I think knight phantom has a really good class And don't fear anything. Last edited by true_shinken; 2010-08-20 at 09:22 pm | 2010-08-20, 12:17 PM (ISO 8601) View, I knew you had all the ideas Around that can help me.. I However: 1) My Play Group generally does not allow more than one reputation class. We feel reputations are class.... Well, iconic. We go with the idea, that once you're in, you're in. There's no getting out (usually), no going. So, no Abjurant champion, since Im is already taking Knight Phantom. 2) Yes.... Forgotten places feats probably won't fly. First, we were going to Faerun, but that's kind of off to Eberron, we decided. Slightly gritty, profound, and not 80 million people running around that level 30 or over, which is the job that they are doing to hire us, with no cash expenditures, and in an 80th of the time. @ true_shinken: Yes, I considered the Mystic Ranger with the Sword of Mystic Order.. I The idea gave me great pleasure, but in the end, I felt it was a little cheese, what, with better having a magician casting up to level 10. Also, meet full bab, D8 HD, 6+ INT skills, as well as all other Goodies Rangers. I dig the picture though, lol. EDIT: Also, just looked at the militia. It only offers a pair of martial weapon proficiency... If you read night phantom requirements, it requires that I have all the martial weapons proficient. Last edited by Duncan_Ruadrík; 2010-08-20 at 12:21 pm | 2010-08-20, 12:20 PM (ISO 8601) Basically look posted by Duncan_Ruadrík, I knew you were floating around all the ideas that could help me.. I However: 1) My Play Group generally does not allow more than one reputation class. We feel reputations are class.... Well, iconic. We go with the idea, that once you're in, you're in. There's no getting out (usually), no going. So, no Abjurant champion, since Im is already taking Knight Phantom. The Wizards will be a bit annoying after returning, but if you get that high, well, you'll be a high-level magician. Quote: The spoiler show originally posted by Claudius Maximus also fixed the money issue by sacrificing a goat. Originally posted by subject 42 this board you are technically correct, but I still want to crawl into the fetal position and cry the emoticon. Originally posted by Yukitsu I define [customization] because of the process by which one meets all the mechanical and characterization goals set by the manufacturer before its creation. Praise for avatar can be directed to Derjuin. 2010-08-20, 12:25 PM (ISO 8601) Yes, yes it will. Or, I can break the first commandment of adaptation, go to the ranger, and lose the caster level (happens) and the level of magic. (Ouch?) More feats and skill points though, I think. 2010-08-20, 12:34 PM (ISO 8601) Originally Posted by Duncan_Ruadrík View, I Knew All You Thoughts Around That could help me.. I However: 1) My Play Group generally does not allow more than one reputation class. We feel reputations are class.... Well, iconic. We go with the idea, that once you're in, you're in. There's no getting out (usually), no going. So, no Abjurant champion, since Im is already taking Knight Phantom. The problem with going the Prestige class route for gishes is that you need to take multiple prestige classes to be an effective gish. The two best solutions would probably allow entry into similarly themed reputation classes or allow Knight to progress past his 10th tier at Phantom. If you can't either, then it might be best to go to the evening for your base scramble class; It lets you trap some good combat spells, martial weapon proficiency, a shared casting stat, and full bab. Go to Dumbled for your remaining levels or maybe dive for something else in the wizard and the rest in the dwlood. 2010-08-20, 12:41 PM (ISO 8601) Duskblade, eh? It's something worth watching, although I like my Ranger skills.. I Also, in addition to just tricks and class progress, do you have any advice for all spells and items? According to DMG, I have 27,000 GP. I can put in light armor, so no need for twilight armor, btw. Like I said, I don't play gishes often, I usually leave that to one of my friends, he could die if we don't play him a spelling. Critically, Die. So, it's like an experiment... For both of us. Last edited by Duncan_Ruadrík; 2010-08-20 at 12:42 pm | 2010-08-20, 01:21 PM (ISO 8601) Originally posted by Duncan_Ruadrík Duskblade, eh? It's something worth watching, although I like my Ranger skills.. I Also, in addition to just tricks and class progress, do you have any advice for all spells and items? According to DMG, I have 27,000 GP. I can put in light armor, so no need for twilight armor, btw. Like I said, I don't play gishes often, I usually leave that to one of my friends, he could die if we don't play him a spelling. Critically, Die. So, it's like an experiment... For both of us. As far as spells go, look mainly for combat lovers. Both displacement and mirror image are great as they actively reduce the likelihood of a successful hit without pumping AC. The strength of the bull and the like this will boost your losses and increase the chance to hit. Actively find mantras that do not require savings, such as orb chants from the spell companion; Spells that environmental effects without triggering are too good, like oil or fog clouds. True strike will be your close and intimate friend. If you go for dumbblade levels, anything with a touch attack will be great for you. Level 3 dumbblade can channel touch attacks into your weapons and release them on successful hits; It knows an evening any touch goes for magic (and since their magic list is small) any touch spells taken by the wizard level will only help. Two other feats to keep in mind are the mysterious Strike and Practice Spellcaster. Mysterious Strike lets you burn spells for bonus damage + Lets hit, and practice spelling boosts the caster level of one of your It's also a good idea to find a way to buff up your acquaintance, as you can deliver it touch spells for you. Power attack and shock trumper will also be good for any mailer. Stacked with Arken Strike and Arken Channeling, you can deal tons of damage to your enemies. For magic items, I'll try to seek some stuff that stores chant. If you end up being the magician, blessed book is a staple. If you want a shield but don't like remembering magic, buy an animated one with all the bells and whistles. Magic items that let you teleport or fly will help you quickly stop and escape from enemies. The best type of weapon for you will be a great word-cheat for your taste. I know there are some armor enhancements in the magic item collection that give you either blur or displacement for a while each day, and that could help a lot in the end. Eternal wands (from MIC) can be used one 3/4 times per day (I

forget joe) and never run out, so you can buff yourself with them from time to time. Some orb stick will also help for emergency combat. Get something that can heal you from time to time (a belt of treatment comes to mind). 2010-08-20, 03:02 PM (ISO 8601) Yes, I had already tagged the mysterious strike as my Level 9 achievement, and practice Spellcaster for subsequent levels, if I lose castor levels anymore. As of right now, with my caster level = my character level (8)-2, its not too bad. However, if I ever get the level of 4 caster behind, you can bet the practice Spellcaster will be on my sheet.. I Im definitely digging familiar, taking forlorn blame, and getting an achievement out of it. Since my magician and Knight Phantom are not stacking in that regard at the class level, its just a weakness.. I As far as IM is concerned, there is no point in buffing it... Aside from the note, I'm sticking with the magician, it's the fastest way to get into the prestige class. Blessed book! Wow, never seen that one, horrible. Thanks for the head on that one, the advice is worth your weight in gold.... good.. Hm.... I consider that a... The point is, its valuable. Im also aware of the shock military combo of lightning attack, however, being in light armor, I think I should capitalize on dexterity...? Or am I just being completely stupid about this part? As for animated shields.... We, as a gaming group, have decided that we do not believe they exist. They are an official lie, publicized by the mainstream media. Or something like that. EDIT: Also, sorceress rings.... Really good looking, a sorcerer I can ring 7000gp and other stuff ... Is it worth it at this stage, or not? Last edited by Duncan_Ruadrk; 2010-08-20 at 03:09 PM | 2010-08-20, 03:48 PM (ISO 8601) originally by Duncan_Ruadrk Im Also aware of the lightning attack shocker combo, though, being in light armor, I guess I should capitalize on dexterity...? Or am I just being completely stupid about this part? Trying to pump AC is rather expensive, and Dex is not the best way to go about it. It's just extra feats and want two hands with decent power. Quote: The spoiler show originally posted by Claudius Maximus also fixed the money issue by sacrificing a goat. Originally posted by subject 42 this board you are technically correct, but I still want to crawl into the fetal position and cry the emoticon. Originally posted by Yukitsu I define [customization] because of the process by which one meets all the mechanical and characterization goals set by the manufacturer before its creation. Praise for avatar can be directed to Derjuin. 2010-08-21, 04:23 AM (ISO 8601) I had another idea... What if I went swashbuckler 1, wizard 5, knight phantom 2, then go back to swashbuckler, pick practical strike in swashbuckler 3 (which would align well with my magician level and high INT), then finish with Knight Phantom, and then go back to the magician? Would that make building a dex worth it? If my INT is high enough, I don't have to worry about the power attack at all, right? Or, I should just give up my dream of a DEX-based wizard/wizard. 2010-08-21, 05:47 AM (ISO 8601) I have no comment for construction, but I noticed that you are using lethal defense and had to post a suggestion: see if you can give your DM 1d6 for every 2 points, rather than just flat off/on-2 or more. It gives you some decent synergy between the two feats, as both will let you reach 2d6, and it really creates better combat expertise that you can use. And if he tries to argue it's very powerful that way, point out you're spending 3 feats and getting less damage than lightning attack, and it doesn't even multiply on a crit. Attention Imgur users! Imgur apparently no longer likes hosting images and only works in certain places or for people who already cached the image: no one can see their changing forms or images! Also photobucket user? Don't know if it's a bandwidth or area lock or something, but I'm seeing some avatars blurred with a watermark that looks like a photobucket icon. And Tinypic went down a while ago, seeing plenty of old changing forms showing their downed image. Originally posted by Violet Octopus Originally Posted by Fizban Sheer Awesomeness 2010-08-21, 06:45 AM (ISO 8601) Was originally posted by Duncan_Ruadrk I had another idea... What if I went swashbuckler 1, wizard 5, knight phantom 2, then go back to swashbuckler, pick practical strike in swashbuckler 3 (which would align well with my magician level and high INT), then finish with Knight Phantom, and then go back to the magician? Would that make building a dex worth it? If my INT is high enough, I have to worry about the power attack at all No, right? Or, I should just give up my dream of a DEX-based wizard/wizard. Should/should attack....? Well, handing out two is the easy way, but with magician lovers and further you'll probably fix with finesse. I don't think losing two caster levels for Int is worth the damage, though. Spells will give you better leverage with their brains. Quote: The spoiler show originally posted by Claudius Maximus also fixed the money issue by sacrificing a goat. Originally posted by subject 42 this board you are technically correct, but I still want to crawl into the fetal position and cry the emoticon. Originally posted by Yukitsu I define [customization] because of the process by which one meets all the mechanical and characterization goals set by the manufacturer before its creation. Praise for avatar can be directed to Derjuin. 2010-08-21, 07:59 AM (ISO 8601) Originally posted by Fizban I have no comments for construction, but I saw you're using Lethal Defense and had posted a suggestion: If you get your DM you can give 1d6 for every 2 points you put in expertise, rather than just flat off/off. You can also customize combat expertise, with lethal defense just a kicker. 2010-08-22, 02:30 AM (ISO 8601) great help everyone, thank you! Thank you!

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