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Fun builds pathfinder kingmaker

Pathfinder: General Kingmaker discussions I'm contemplating playing rogue, magicians, bard, rogue/ranger (double sneakers), rogue / other multi by playing these classes: magus, calendar (I already play possibly druidin), barbarian, month, ranger (pure ranger), slayer, fighter, witch, cream, maybe even druid that would be the best choice? my party would: regongar, linzi, sadness, ekun, amiri "Better is not the term I like to use but here some personal ways I like to play these grades so hard. Rogue I love playing with stainless base buckle base to protect bash bash. Rapier/light protected, they are amazing, fun and very hungry to make the rogue a pretty good choice. Light Shields is also a quicker training and the majority of the schemes are clay but require some knowledge of the game to get easy and at times. A knife master is pretty straight ahead and strong but requires a lot of micro management. Archer rogue is actually quite good but the vivisectionist is still the best of it. A force arrives in rogue can be very strong if you play with the flanking vanilla. Mayor A sage magician is very powerful once you get a few levels but the game is in the hardest game of the game early. Ask Varnhold DLC to be at best with evil alignment. Perfect for those legitimate evil campaigns. The mayor silvan is the most at low levels and good choices overall. For draconic enchantments, my choice will be a lightning one or a kind of fire. Bard Bard Bard makes tanks very good when multiclass and there's a strong one is very important for higher difficulties. Either with Towershield specialists or with décor points. The best base characters are good main characters but require strong allies since they can be quite weak on their own. Thunder Caller bard may be a very good handicap dealer but I've never played with one, so I don't know much about them... Based on what you want and which companion (or mercenary) is who you intend to use. On higher difficulties, I believe that a bard's skill bonus is very important and difficult to reproduce from another class. In addition, the revealed companions appear to be light on distributed arcane. A panel can help with the puff portion of distributed arcane, leaving your other arcane focuss on saving spells and damage. I prefer thudercaller as strictly superior bardard base. If you are interested in power on terms, I would recommend slayer strength or vivisectionist on ranger/rogue. Both will preform best like DW, dealer sneak attacks and Vivi will cover some buffs as well. Mayor is always right. As far as arkane kasters, Ember is a stigmatized witch. I lost away from alpha, and don't know its spell selection, but witches typically don't have their spell better. If so, the companions seem to be light on an arcane caster. Oops: This thought was a WOTR question. Companion obviously fills the board with the role of caster arcane at KM. I would recommend naughtily double strip master knife. Get enough UMD skill to throw magic weapons and shields from up and focus on dexterity belt, ring in protection and amulet of natural weapons. Try to get helm provided AC+2 (other) with the amulet that provides +5 AC (insight). Not only will you cause decent dps to tank (through its Amiri works), but also will your group tank and AC in their 40s in end game. With this part, you're very light on arcane buffs. Erosim, Elarge People, Envis, Haste, etc. Maybe swap out Rules or Ekun for Octavia if you're willing. Alas, no pure tank is going to be tough. Rogue (Thug) with a reach weapon would be huge. Early. Minor debuffs and decent mid damage: Good debuff with occasional flying foe (Korigan Smash) if late: 1-2 hits, and half the attackers either die or run away. (Bumper round defense and canaan dreedil) JulietRosalieMelusin: My part should be: regongar, linzi, trisstitute, ekun, amiri you need a tank in this group. For daring, Amiri or Linzi can become an easy one if you build them in consequence. If you do this then a mayor's main character will probably be the best option. I don't like to use Linzi because of ruin, Valerie is the best though anyway in my opinion. a dex aldori defender / sword is a good tank with somewhat decent dealer damage. you can take 1 Ml of monk for their wiserness in armour leftover defenders/swordlord. fitness defenders will be offered with all the acc you'll need tanks and at least 1 Ml of sdrldorf swords for the 1.5dx for dmg, plus if you're heavily in disabled CC. Pathfinder: Kingmaker is a very complex role-playing game. We help you with character creation, combat, advise & more. In this guide we tell you what the Pathfinder game type: Kingmaker is and what the system requirements are: How to create your character correctly/Whi parts features exist and how to use them correctly & more; The tricks you should know about gameplay, travel & resting/How to fight well and what you should do in case would defeat/What is Pathfinder: Kingmaker? Pathfinder: Kingmaker is a hisometric computer-playing game (CRPG), comparable with Gate Gate's Saga Baldur or Pillars of Eternity. In the game we controlled a group of up to six heroes via a great adventure. Isometric role-playing games are characterized by the peek look, so we see our group of heroes or our main characters from diagonally above. In Pathfinder: Kingmaker we control up to six people: the main character with up to five companions. The game is based on the Pen & Paper Regbook Pathfinder, a contact of the popular Dungeons & Stationery Dragons regbook (D&M;D). Version 3.5 was then available as License Open Games and Paizo Publisher used it as a basis for Pathfinder. Simplification of D&M;D version they have not been adopted by Pathfinder. Between 2011 and 2014, Pathfinder even surpassed his role models and became the market located in the Golarion world. There are different campaigns that may have been played in pen & paper. One of these is Kingmaker, who provides the foundation for the computer-playing role game. What are the PC system requirements for the role-playing game? Minimum CPU: E1400 Dual Core 2.0 GHz or Athlon 2 X2 2600Graphics: Effort 520 or Radeon HD 7570MRAM: 4 GBStorage: 36 GBRecommendCU: Core: i7 920 quad 2.67 GHz or FX-8120Graphics: Jeforec GTX 960M or Radeon HD 5770RAM: 8 GBStorage: 36 GBWhere can I buy Pathfinder: Kingmaker? Pathfinder: Kingmaker is available on steam with GOG. Is Pathfinder: Waingmaker Be Released on PS4 and Xbox One? Pathfinder: Kingmaker is now available for both PS4 and Xbox One.The Financial success of Pathfinder: Kingmaker for PC was obviously enough to bring the game into consolation. The role-playing game is available for PlayStation 4 and Xbox One from August 18, 2020.How many dimensions and Pathfinder players: Kingmaker offers? Pathfinder: Kingmaker has seven acts and it takes at least 80 hours to complete. Besides the current role-game Pathfinder: Kingmaker has complex management of a kingdom. The letter can be automatic, but much of the context and atmosphere will be lost. Read all about kingdoms and advisors at Pathfinder: The Kingmaker of the Linked Guide. If you try to do everything possible and take your time, you can easily spend 40 hours with the first two acts alone. The complete world map of Pathfinder: Kingmaker, made by reddit-user Digzwentplayer.Pathfinder: Kingmaker Offers Seven Acts. In addition, there are seven different finishes (including a real secret finish for which you get a accomplishment) and different companion settings, which greatly enhance replay values. Reports from the players who have filled Pathfinder: Kingmaker indicates 200 hours of games on difficulty levels. Are there any modifications and additional downloads (for example portrait characters)? Currently there are no plans to support fashion on the developers' side. However, there are modifications available for download on Nexus Mods, independently of the steam game platform, including many new character portraits. As a developer of Owlcat Games said on steam, they'd like to offer official fashion support, but the feature is on relatively low end on their desired list. However, there is already a modd community that has released a number of modifications. On the well-known fashion site Nexus Mods you will not only find a lot of new character portraits, but also modifications for character reset (Respecialisation), faster travelers and other cheats. Are DLCs planned for Pathfinder: Kingmaker? In addition to the mini-DLC free-DLC Wood Mess, three more DLCs have been released: The Wildcards, The Other Varnhold and Beneath Land Are Flying. The first download content for Pathfinder: Kingmaker is Mess Blood. 19 and free content update brings blood spots to characters and haters who depend on how many points hit a character left. These stains remain until the character is either healed or unused for a full recovery. The following DLC are available: The Wildcards (Release: 14.12.2018) Bring the Tiewling race and the Kineticist as a new player class of players. In addition to having a new companion with its own story. With the DLC Wildcards the new companion Tiewling has entered play. © Owlcat GamesVarnhold's Other (Release: February 2019) Events of the campaign are deported from a different perspective of this approximately 12-hour new story. The decision we made during the main story has an impact on him. Beneath Lands Fly (Release: April 2019)Just as the endless paths of Old Nua in Pylars of Eternity, this DLC for Pathfinder: Kingmaker gives a hard dungeon. However, unlike Old Nua, it is proceedings produced and daunting. The DLC is all about fighting and by presenting a new story. All three DLCs can be purchased for 24,99 Euro in GOG or Steam as part of an epic Pass.S4G-review in Pathfinder: KingmaerPathfinder: Kingmaker is suitable for you if... you like to play games like the Gate Baldur, Pylars of Eternity or Delites: Original Signou are not afraid of complex game mechanics don't need everything prepared motor-size, instead you can extract the information available from tools, text description, the encyclopedia and of your own observations knowing that in this game (as in the pen & paper) ten will be rolled out for results knowing that in the open game world (the map is completely inaccessible since The beginning) you can't be accessible from the beginning) you can't undo everything with everyone immediately, and for some challenges you first have to level up and gain experience battles, which you may have to try multiple times, don't do without you bouilPathfinder: Kingmaker is not suitable for you if... you have no patience with long journeys will drive you crazy by feeling like adjusting difficulty levels to suit your playstyleDice game regularly gives you familiar tantrumsfocused and the readings will not ruin your thingBaldur so you're an overrated game from a long time guide & more; Advice for Pathfinder: KingmakerGuide in the environment I set the level of difficulty correctly? The level of difficulty is an important topic for a successful gaming experience. The settings options are complex. For a successful run game you should configure the difficulty level of Pathfinder: Kingmaker correctly, as we described in detail in the linked article. For the difficulty levels we recommend the normal mode. You can adjust the options marked further during the game. © Owlcat GamingWhy is the autocropor so important and how do I configure it correctly? Under certain circumstances, by the player, the game stops automatically and it gives us time to react to a new situation. Pathfinder: Kingmaker is a real-time game-playing player. This means that our Party members and foe are possible acting in real time and not turn-based. This may be overwhelming for some players, because with six team members and multiple haters, events on the field occur way too soon for us to react to them immediately. Instead, we need time to prepare for a fight or to pick the right capabilities and spell. To do this, we can either manually trigger a pause (hopefully it's not too late) and then plan our actions. We can also choose the autopas more convenient option. In our guide to the difficulty level of Pathfinder: Kingmaker we explained well, why the autopsy is so important. The Setting MarkEr Taken when a ranking enemy is absolutely essential for Pathfinder: Kingmaker. © Owlcat GamesPro Tip: During Combat, you can use the Tactical Time Flow Option (Shift+Spacebar) to make combat run of Super Slow Motion.Tips & Tips tricks for the character Creation of this section you will learn about therefore you should pay attention to when you create character classes and prestigious classes exist for your character properly and if multiclassing is worth it/How I create my character proper? Read the descriptions of classes, attributes, abilities, skills and spell carefully and specialize your character in your preferred way of playing. The character creation of Pathfinder: Kingmaker is very complex. We pick our character from different classes and try to develop it with six attributes, artery agility and countless spelling and capabilities towards us to want. Perhaps the most important tip on this topic is: Reading the descriptions of the classes and variations, as well as the attributes, skills and a lot of attention. Stick to a clear plan, because a jack-of-all-trades is able to do a little bit of everything, but nothing well. Over the course of the game, you'll face a few opponents who will test you at the limit. If you haven't fully developed with specialized characters on the field, you can quickly look like a maniac. Read the descriptions of classes, races & skills and carefully. © Owlcat Game Wizard that can spell a bit of Conjuraction, a bit of Evocation, a bit of Necromancy and perhaps some illusions may have a spell for most situations. However, the effect of magic it is quite weak than that of a magician focused completely on a magic school and chose only the appropriate talents. That doesn't mean that you shouldn't learn different magic schools, but especially for the beginning a specialization makes the most sense. Once you've gained enough experience with the Pathfinder rules, you'll be able to expand your abilities and spell different combat styles and magic there's no character planner for this complex endeavor, so you'll have to figure it out yourself. Take your time and you won't have to worry later about errors that may have significant consequences (for example, if we've qualified a weapon focus for a type of weapon we don't use anymore). Strategy Guide for Pathfinder Creation characters: Kingmaker you can easily choose a main character from the game templates and play with it. The developers at Owlcat Game have created a few well-balanced characters that offer opportunities enough for players who don't want to worry about character creation. But if you want to create your own individual hero, you can't do without proper planning. We've put together some questions to help you create your character. What kind of hero do you want to be? Would you rather be in the front tight fighter? Would you like to fight with a gun of hands or would you like to use protecting with a hand gun instead? Would you like to shoot with a cross or bank would you like to toss bombs? What about support? Do you want to help your group indirectly or possibly as a healer? Do you like magic and throwing spell around? Once you are clear about your basic orientation, select a class. We'll talk more about that in a moment. What races are available and should I choose? There are nine races in the Pathfinder: Kingmaker: Aasimar, Gorges, Elves, Gnomes, Half-Elves, Half, Half-orcs, People, Tiewlings (DLC Wildcards). If you're looking to create the perfect character (so-called min-maxing), read the race description and greatly adapt the pros and disadvantages of your class and play style. However, we recommend that you choose a race that feels authentic and right for you, meaning that it takes the role-play aspect into account. A game as complex as Pathfinder: Kingmaker, which you play for dozens and maybe hundreds of hours, is much more fun if you are able to identify with your character. Choosing a race by favor, not possible performance. © Owlcat GamesAn orcsish healers may have more personality than a typical priest crush that mastered the clerical art perfectly, but as a stereotype is just boring. Don't forget: This is a role-playing game and not an elevated flat competition. They told a story and writing here and living through both success and failure. What classes are available in Pathfinder: Kingmaker and who is the best? There are Grade 15 in Total: Alchemist, Barbarian, Bard, Cleric, Druid, Fighter Jet, Inquisitor, Kineticist (DLC Wildcards), Magus, Monk, Paladin, Rogue, Ranger, Witches, Wizard.Each one of the 15 classes plays completely different and has a lot of subtleties (including a number of carbon and their own specific) qualified ones for different roles. For example, you can play a future with a pladin in the same way (as a tank sword and painting). But the fighter jet will have better direct combat conditions (for example, in his bonus combat talent or artillery skill), while the paladin can support the whole group with auras. It is therefore worth taking a closer look at which classes offer that advantage and disadvantage. Encyclopedia of the game offer a lot of information. You can also inform yourself about the classes in the Pathfinder Wiki. There just is no such thing as a better class. That depends entirely on your personal preferences and your way of playing. All in all, each individual class can develop into a very powerful tool of your team. All you have to do is patience work it out in detail. What glamorous grades exist and what conditions do they have? There are six prestigious classes in Pathfinder: Kingmaker: Arcane Trickster, Duelist, Dragon Followers, Eldritch Knight, Mystic Thurge, Stalwart Defender. Prestige classes provide extraordinary additional characters. For example, an Arcane Trickster combines their abilities into a Rogue with their powers in a wizard in a special way. Other spell and improved Sneak attacks are some of the advantages of this glamorous class. However, to choose a glamorous class, a character must meet certain requirements, such as a certain alignment and certain rank of different skills. Below we've compiled a VISION of the prerequisite for prestigious classes. Unfortunately, the information is not complete yet, but we will update them as soon as possible. Prestige ClassBasic Class (or Combination) PrerequisitesNottable FeaturesArcane TricksterKineticMagusRogueWizardAlignment: No-legalTricker: 4SNeak Attack: 2Ability to cast spell arcane spell 2SpellKnowledge levels (Arcana): 4Improved Sneak Attack Attack Use Trickery in a range of 30 treesInvisibilitySurprise spellsDragon DicleKineticMagusorRerceWizardAbility spontaneously cast arcane spell 1st level spell (except for the special variants of the Witches)Knowledge (Arcana): 5No Blood Line Excluding Blood Draconic (Only Witches) Draconic BlinneDrago Biretten WeaponDragon FormEldritch KnightBarbarianKineticMagusPaladinSorrorWizardAbility cast spell arcane 3rd Level Spelling Zamartiel Gun ProficiencyBonus CombatEx strapel for each Weapon JouMystic ThurgeClercKineticSorrorWizardKnowledge (Arcana): 3Lore (Religion): 3Ability to cast arcane spell 2nd spell 2nd spellAbility to cast spell divine 2nd level spell Arcanextra and divine spell per levelCom Spell 7Dodge, ToughnessAC Bonus (Dodge)De Teacher StanceDefensive PowersUncanny DodgeDamage Reduction DueddamBardRogueBase Attack Bonus: 6Mobilities: Dodge, Weapon Finesse, Combat MobilityCanny DefendErPrecise StrikeImproved ReactionCombat ReflexesCrippling CriticalWhat Alignment Iron and what are their impacts? There are nine different alignments in Pathfinder: Kingmaker: Good Legal, Neutral Good, Chaotic Good, Neutral Legal, Neutral, Chaotic Neutral, Evil, Neutral Evil, Chaotic Evil. Pathfinder: Kingmaker is a real wolleye game. Playing a role involves making ethical and moral decisions. These depend, among other things, on the basic alignment of a person or creature. As in D&M;Amp;D, the Pathfinder ruler defines the ethical attitude by a combination of elements: The first element indicates whether a character is legal, complete or chaotic. The second element determines whether a character is a good, instrument or wrong. We can track the alignment of our heroes and the changes made to their memoir. © Owlcat GameBy Road: The alignment of the main character also affects people living in our barony. It also influences the type of people in our country attractive. If we are wrong, we must not be strict about criminal and malicious subjects. Starting from our alignment, even our own capital can change its appearance. List all nine alignments goodSuch A character has the desire to fight evil and injustice. He always tells the truth, sticks to his word and cannot support him if the perpetrator is not punished. Neutral GoodA character and that attitude is still trying to help others and doing well, but positions itself neither for nor against the legislature. Chaotic bonthese characters are primarily guided by their conscience. They are friendly and have faith in what is good in the world, but follow their own moral compass, which can be different from the values of society. NeutralLaw legal, tradition, honor, order and structure are essential for this alignment. However, the likes of law and order by turning to blind Fanatism.True NeutralSuch characters are the Swiss in role-playing games. They try to keep themselves everywhere in the middle, to avoid key decisions and don't want them to be pinned down in a clear opinion. After all, they are considered good people to be more favorable than bad people, but they wouldn't strongly support a good case. They won't let themselves be forced into anything and try to be free of caution. Chaotic NeutralThese people are attitude-driven characters who put their own freedom above everything else. They don't like law and tradition, but they don't pursue silverdams fans or lawlessness. Houston's chaotic accommodation considers themselves completely free. Legitimate mala character with this alignment takes everything it wants, regardless of casual. It is devoted to rules and structures, while abstract things like freedom are not interested in them. He doesn't feel compassion or shows any mercy. Instead, it strives for advancement of hierarchy structures. This alignment stands to organize the evil, which is done methodically and systematic. Neutral SaSuch pursue purely evil intentions and see evil works as an ultimate goal. They may not always be looking for issues, but they do all they can to gain a personal asset, regardless of loss. Neutral characters wrongly kill for profit or because they feel like doing so. The chaotic contents of malCharacters and such an attitude are exemplary longterm. Greece and hatred inspire a destructive barrage that keeps them going. They are without mercy, brutal and disorganized. Even in vicious groups are dominated by chaos and easily mix themselves into bloody conflicts over control. What ability notes exist and how should I assign them? Strength, Deksterity, Constitution, Wisment, Intelligence and Karisma are the six fitness notes. Allocate them to the most important ability scores for your selected class (highlighted with a green marker). Wisment and constitution should not fall below ten points. Each class has two focus capabilities. These are marked with a green marker. These are your most important stats and you should carry them up at least 18 points. However, you'll notice that the highest number in the respective capacity score, above the cost of the necessary points. Note Ability has a direct influence on desolved results. © Owlcat GamingSo, considered carefully if increasing score of capacity by one point justifies the investment at a full point. If you've reached a certain value, it makes more sense to increase other abilities (especially wisness and constitution) at least ten points. The lower a fitness score is, most likely is that a ten roll affecting that capacity will fail fully (this also includes launch saving, for example, will be saved determined by the attribute wisely). However, the higher a fitness score is, the attacks are more likely, damage and saving launches to be successful. You can also plan with magical items that give you bonuses on certain ability notes. For example, a Giant Belt Force will give you bonuses on strength. Accordingly, you may not increase strength as much in character creation, but you will need to have this character wearing a matching belt forever and be able to wear each other, perhaps more useful belt, or may only be able to do so by significantly reducing his Strength.Pro character: Karisma is a particularly important capability for the main character. It not only determines how NPCs react to us and whether we can influence or convince them. Charisma undermines our position as leader of a kingdom (politico). Since our main hero engaged in most conversations in the game a charismatic low would be a bit of a crappy. If you don't want to be authentically role-playing a stupid Orc, you should definitely put up a few points of charisma. Charisma also decides whether you can use magic items. One or two (with a certain amount of spell attached to them) in the belt you can do into a close fight. What food should I choose? Focus on the offense feat at the beginning of the game and then turn to the most defenses as the game gains. Especially at the beginning of the game, you'll notice that the attacks of your party members often lack the target. With offending feat (such as weapons or spell focus) you can increase your chances of successfully hitting the target. In the beginning, you should limit yourself to talents that increase your chances of hitting successfully. © Owlcat Gaming you progressed to the game with tough opponents figures, you'll want to turn to more defensive endorsements (such as Tenessness or Dodge) – given, of course, that they match your player's style. What skills are particularly important? In order to mitigate the level of difficulty in some ways, lore (nature) is very important as it increases the chance of failing to avoid random encounters. Otherwise, the skills that are appropriate for the respective class should be mastered. There are eleven different skills that fill our character: Athletic, Persuasion, Knowledge / Lore (in alternately Arcana, World, Nature, Religion), Mobility, Perception, Stealth, Tricks and using magic devices. Pay attention to the descriptions of these skills and limit yourself to those who fit your class (green markers!). For example, a high-wise character is predene for perception. A magician will prefer Knowledge (Arcana), with panels or rougs (as well as other very decsterious characters) are good with Stealth tricks and tricks. In addition to specializing in the class-appropriate skills, almost all characters can use magical items. It can be advantageous if the magician can use that skill to rise to the new passing criticism using a roll. How do I properly level up my character? Specialize your heroes in specific weapons, weapons and spells. If no matching feat is available, focus on improving your saving launcher. Once you've selected your grades and style of play (for example, dealer damage to domestic combat), you'll be at best having an idea of that gun, weapon or spell you'd like to work with. When you're level up, you'll be able to choose the feat that suits you best. The two-hand gun feat isn't very helpful when you're drawn with a bow. Pathfinder: Kingmaker gives you crisis over which feat is best for your character. Though these suggestions are relatively curious and don't perfectly match your playing style, you can use them as a guide. Especially the feat marking in red should usually be completely ignored. Basically, you can orientate yourself about the recommended talent when they're level up. © Owlcat Games! there is no feat that match your weapons, weapons or spell tip, or if the recommended feat are not what you want, you should learn everything affecting your ten results. This includes initiatives (determined in what orders and how fast can act at the beginning of a fight) but also saving pitching (such as will or hardness). You should also increase scores of capabilities that are relevant to your class. Only dedicated to this if you notice that some other capabilities are in urgent need of improvement (for example, because you got less than ten points of this ability when you create your character and launch the corresponding saving now regularly). Be sure to specialize your skill. A wizard that improves Athletics, tricks or Stealth is wasting points. Instead, their knowledge and skills are of her particular interest, especially Arcana. A naughty, on the other hand, will want to maximize thieves with tricks so he can sneak around enemy camps and locks opens hard. Are multiclass worth it? We recommend failing to avoid multiclassing in your first player session (except if you're looking for prestige classes), because it takes a very good understanding of the game mechanics to build a powerful character with more than one class. What is the maximum level of Pathfinder: Kingmaker and can I reset my stat (Honour)? You can reach the maximum level of 20 with your character. Restore all feat and stats is no longer (officially) possible. If you are not satisfied with your choice of feat, skills and fitness scores for your main character and/or companion, you have a problem: There are no respective options. That's why we'd like to point out once again: Don't rush your character creation and level. Consider advance what you want to achieve with each character and read the descriptions and help score in encyclopedia carefully. In the worst case you'll have to restart the game – but you'll also have a whole lot more wise. If you're not happy with this, you can try to reset the characters via modification. For this purpose, there are suitable solutions on the NexusMods mod page, for example the Modification Respecialization.Guides of Companion & Group features is normal in many role-play games, we travel with (up to five) companions in the Stolen Lands in Pathfinder: Kingmaker. They all have their own personalities and beliefs as well as their individual requests. With some of them even their romance is possible. Which companion exists and where can I find them? For our adventure we can choose from twelve companions: Amiri, Ekundayo, Harrim, Jaethal, Jubilost, Kaessi (DLC Wildcards), Linzi, Nok, Octavia, Regongar, Tristian and Valerie.We found all companions in different places in the game world, but usually during the first third of the game. We've put together a guide to companions in Pathfinder: Kingmaker with lots of useful information. How should I preferably shape my group? A good part setup is the following: tank, tank dealer dealer dealer dealer damage, wizard, bardard, healing scrias and melee cleric. With the composition of this part you can bind even great groups of enemies and entice you One of the party's healing recruits, the other fights directly and supports the party and spell healers if necessary. The Bard is responsible for support (including performance), the wizard deals a lot of damage. The tank is used to give the group enough time and flanks to inflict dealer damage and gets shorter lives as quickly as possible. In our adventure we play the consultation suggest as follows: Valerie (Tank), Amiri (Melee Damage Dealer), Main Character (Wizard), Linzi (Bard), Tristian (Cured Krik), Harrim (Melee Cleric). Even beginners can play successfully with this group, as there is great recovery and power support available. ManagementEvery Group time we leave Oleg's Trading Post or our capital on the map, we must reorganize our group. As part of what requests we are making, we will have to change our usual parts and temporarily replace character. For example, at some point we'll be looking for the associate of the undead Jaethal. It makes sense to be with us on such a question. Apart from that, we recommend that you always lead the same part to fight so that you can get used to the team work and effective practice tactics. How can I replace companions while traveling? You can swap companions on the world map through the Manage Groups menu. Group members swap anytime on the world map. © Owlcat Games!f you're traveling, you can also restart your party if necessary. To do this, go to Manage Groups in the lower left menu. However, it will take several days to send a companion away and request a new one. Days will be subtracted immediately so we don't have to wait. How and why should I adjust the group training? Trainings should be placed in the lower left side menu each time you change the party configuration. This will provide security in ambush cases. Don't forget to set up a good training. © Owlcat Games!t is absolutely important that you configure the Training option in the lower left menu. There you can define who operates on which position. It's a good idea to have at least one fighter jet mixed in the front and one at the back so that you're preparing for sudden threats from all sides. It can turn out negative if healing and wizard are the healing of the group and are abusive to a conflict. Instead, their soft target should run in the middle of your vagina. Check and adjust the training every time you change the part.Gameplay Tipsin section this guide you'll learn about What Core, the general advice you should know at/What the Gun class is and how it is calculated/How works in Pathfinder: KingmakerSaving/Moving/MovingMost important tip: save regularly and often. Games like Pathfinder: Kingmaker has a lot of surprise and due to the ten results sometimes also serious failures. That's why create so many savegames. On each new card, create a regular save game (Save Games, not just Quicksave). If you restart a map or at a specific point in the game, you'll always have a clean starting point. When you enter a new card, create a new savegame. © Owlcat GamesCharacters, Parts & InventoryA double-clicking a character allows the camera to automatically follow that character. In case of a fight, this will be unchecked automatically. Your group can only handle a certain amount of weight. If you're loaded, you can discard items to the ground (right-click + item and select Drop). If you come back later, the items will still be there. Note: This is not applied to cards in random encounters. You can increase the bearing weight of the vagina using the so-called Saches of Retention. We've found the bag so far: on Oleg's Lone Trade Mail map in Oleg (4,000 gold, +100 lbs) on the Map Lone House near Bartholomew Delgado (2,500 Gold, +100 lbs) on the market place in the capital of Merchant Hassuf (25,000 Gold, +200 lbs) Merchants and private estashments can be quickly transferred to your stas or through the trading window with CTRL+left-click. generic (i.e. everything that serves no real purpose) in the trading window. If you want to compare an item to a vendor and previously equipped item, click the portrait of the companion to carry the item. The offer button moves all generic goods sold through the trading window. © Owlcat GamesBefore you purchase an expensive item in which you aren't sure if it really meets the desired goal, creates an even game. You don't have to run your stash in the backseat room every time they put something in or take something out. It's enough to go around the corner of the map and leave the seat room. Before the new card loads, the disater will be for you and you can put in or take the items. Wizard can learn spell. Right-click a scroll off of your inventory and transfer spell in the spell. This will consume the roll. Of course, if you want to use the spell then you must prepare it in a place first. Explore all areas completely. Make sure that one of your characters has a really high perception stat. Besides plants that can be used to cook, there are always chest of treasures or other stunts you can find in the wild. With the TAB key you can highlight all objects on the screen that can interact with them. How to pass calculation check/Make a Quicksave before attempting a hard skills check (open locks, defying traps, riding on a stream, etc.). These checks are usually performed by the character with higher agility rating. These spellings can be used to increase your character's skill level: Inspired Skills (Bard) Good Hope (Bard) Skill Blessing (Cleric) are always based on attributes. A mouse over the skills (e.g. athletic) shows you what attribute is relevant (in case of his athletic strength). Based on which capabilities you need, you may want to increase the associated attributes of these spells (Wizard, Bard, Cleric): The Bull's Strength (Strength) – the influence of the Grace AthleticsCat (Dexterity) – Influence Mobility, Stealth, the TrickeryFox (Intelligence) – Influence Knowledge (Arcanum, World, Wise horse (Wisship) – Perception influences, lore (Nature, Religion)Splendor Eagle's (Charisma) - Influence Pesuasion, Use Magic DeviceEncumbrance to cause a penalties on skill assessment (mouseover on skills indicate this). The strength of the bus can help here. If you want, you can remove equipment that doesn't give you bonuses on skill rolls. Don't forget to put your equipment on again after you succeed. Opening locks and trapsYou only have one attempt to open a lock for each character and level. So have a Quicksave (F5 key) before. Troubleshooting about who is responsible for these tasks, it is almost always worth leaving a field (Linzi, for example) uses Inspiring Skills before is an open lock or a disarm trap. This increased pitching skills for Dicky and success is more likely. If you fail and reload the game, follow the above tips on past fitness checks. What is Armor Grade and how is it calculated? An armored character (RK) determines the value that an attacker must reach and roller attacks it's a hit that causes damage. The calculation formula is as follows: 10+ Bonus Weapon + Shield bonus + Dexterity Modified + Other modified. The Armor class explains a glance at. © Owlcat GameIn addition to the natural weapon class a character (the base value is always 10), the armor class is influenced by modifier of dexterity as well as items (e.g. armor, gloves, amulet, shield). Certain bonuses on the weapon class are only calculated once and only with higher bonuses. For example, we can put a Ring of Protection which gives us + 2 AC to form a Bonus Deflection. Another Ring of Protection and +1 AC would not lift our weapon grades any more, instead only the +2 compute bonus. In order to determine whether an item will improve the weapon class, it helps simply put it on and check if the gun grade changes. A mouseover on the value AC also tells us which armored bonus affects us and where they come from. Items & UniquesAs in any role-playing game, there are a lot of items that we get as rewarded, purchased, wages from haters who beat or collect from treasure chest. Many of these articles are magical and improve the stats of our characters. Some of them improve the attack roll (for example, weapons and +1 or +2 bonuses), add certain kinds of damages (for example, fire or acid) or have other special features (for example, Keen). In addition, some weapons and weapons are made of special materials that have their own special characteristics. Gun Mitrik reduces weight, has a higher bonus and cause less autof failure. A cold iron gun stops the natural regeneration of enemies like linorm. Troll, on the other hand, must kill with fire or acid, which makes weapons and proper enchantments very useful. Flaming Bastard Sword +1, well suited for Valerie. © Owlcat GamesSo, it makes sense to have a huge selection of items and weapons in your inventory or in four sets of weapons of each character in order to be prepared for all situations. We've listed the best items for you in our full article Guide Pathfinder: Kingmaker. Ki Articles or Spelling should I always bring with me? Portions of healing, roll, up, a toch, spell area, pan and/or portion damage zones, weapons and fire or buy acid, firearm made of cold soil, cooking ingredients, at least six camping supplies and ration. Recovery portions are of course standard for adventures. Rolls don't weigh much, but are very useful in different situations. For example, Restoration, Lesser can remove attribute damage – you will not have to rest as often let the Critics recharge his spell. Magic up (like the wand of Magic Missiles or Healing) can be used in case your heroes run out of spell in combat. Spell areas or equivalent bombs or portions are useful against horses and larger groups of enemies. Fire and fire or acid enchantment help to finish troll cutting and firearm showers to stop the regeneration of monsters. You should always bring enough cooking ingredients (merchants have many of them) so that you can find useful things in proper recipes when resting. The rations are important for longer shifts in visitor caves or dungeons, where you can't hunt or cook. What unique items can be found in Pathfinder: Kingmaker? Items that have a name (e.g. Vest in Hundreds Pocket) are unique items. They usually have special abilities or improvements. For example, putting in the Vest in hundreds of pockets gets a +5 bonus on Trickery.Unique Armor: Vest in hundreds pockets. © Owlcat GameVe have many unique and especially good magical items listed for you in our article on Items in Pathfinder: Kingmaker. In addition, there are relaxations and weapons. Relics, Artifacts and FragmentsAs you explore the world, you'll find fragments of so-called flaws. These are divided into two different groups: story items and artifacts. The former has an extensive story, which the story (located in the throne room, front left of a pole) tells you completely as soon as you have carried it all the fragments. Your reward is experience with gold. The artifact fragments are instead assembled in an item that can be worn by a character. A complete guide to articles and relics of Pathfinder: Kingmaker has compiled for you in a separate item. Tips from world map, map levels & travel/Moving maps in your world in travel mode, i.e. on the world map, there is a button on the right side that allows you to expand a smaller VISION of the map. With the help of this viewpoint card you can move the map much faster and jump directly to the desired location than there are scroll bars and the control keys. The small button that unwind the beautiful map is located on the far right side of the screen ©. You can also click directly on your destination. A dialog box will appear, showing you the travel time. If confirmed, the figure will automatically move towards your destination. You can ask the trip at any time with the stop button (in the middle of the third lower off the screen during a trip) and, for example, take a rest. By the way, there's no such thing as quick trips! Saving, Group Management, Relying & MoreOu can be saved at any time on the world map, for example by creating a prompt. You can also use the Manage Groups menu item to kick members out of the group and add new ones. As mentioned earlier in this article, this will cost you several days. Pro Tip: If you have entered a place alone (e.g. in the request A Just Rewards), you don't need to travel all the way to your destination alone. You can take all your part with you and send your fellow companion home again when you arrive at your destination (always on the world map, not at the level). During their extended character journey get tired at some point. Then you have to rest. You can do this via the Rest menu. You can rest anywhere, there are neither better or worse places to rest. You'll find out more about this topic later in this article. By the way, you can also manage your inventory or level ups while on the world map. Use map levels effectively!The map that is available to you at a level (default Key M) is a real and interactive map. Not only does it show you important positions, you can also navigate your parts on this map. When you've fully explored a level and you need to return to form, open the map and right-click near from. You can then watch your part go there on its own. You can navigate your cluster by using the map at a level. © Owlcat GamesTips and Help fighter in Pathfinder: KingmakerIn this section guide you'll learn about/Why and how you should save regularly/How to prepare to fight your properly/What target should you priority/How you heal goods & more; what's going on in the death/How you should deal with defeat/Fights is the biggest part of Pathfinder: Kingmaker. This is where the decision is made about how well we put our groups together, if we equip and receive the reasonable trainings and what we are able in terms of tactics. Especially in the beginning it's not easy to keep track of everything. We can also run into very strong opponents or even overwhelming opponents early in the game. So what does that do? Save regularly Mentioned before, it's very important to save regularly in this game. This applies especially to the first time you enter a level, but also directly after every fight or dialog. This way we still have a very up-to-date game that we can charge in case of failure. Buffering before your big fight has configured the pauses automatically correctly, you'll usually have enough time to position and breath your appropriate group. First, use long-lasting buffs like Cunning's Fox or the Bull's strength. Before attacking the blessings of the enemies cast short-term blessings. Also make sure that the pension of your group activates its support performance. Change AI if necessary if you don't want your characters to act according to their AI script and attack haters directly, turn off the AI on the right of the bar capabilities. For example, this allows you to leave slow but deadly enemies (i.e., the lure after you) as you attack them in range combat without having to call back fought ferocious tanlets all the time. You can change the AI scripts to your companion on or off in the lower right corner. © Owlcat GamesBut don't forget to turn it on again at the right moment – otherwise you might find that one or the other character just stands around. Select the right targets and open a fight correctly You have configured the automatic mouse correctly, the game will be posed as soon as the spot enemy. At this point, you are usually not yet in combat and can be prepared as described. Once your preparations are complete, you'll need to consider how to engage in combat. As long as there was no offending action and the initiative has not yet argued out, you can still prepare for a fight. © Owlcat GamesZa a general rule, plane your pain with the highest weaponry class will fight the most dangerous enemy or pull out several haters on it. You can do so either using the Load capacity or when you let the tank run near those enemies. Sometimes you can pull haters out of a group and fight them separately (e.g. with a well-targeted or spelled arrow). The opponent's goal will appear with a red line (visible via mouseover on the respective character). Troubleshooting how dangerous the enemy or enemy are and how fast or difficult they attack, they should be a critical to be ready to heal. Make sure the scrip is not too far away, because healing requires him to be in touch with the wounded person – and if he has to run half a marathon first, it can easily be too late. You can also open a fight with a devastating spell. For

example, a good witch can kill an enemy directly with the killer spell phantasmal. Or it can throw a spell of areas to open battles (e.g. Fireball) and hit several haters at once. It's important that retired wizard behind fights to tanline in time. A fight can easily be started with a devastating spell from the Wizard. © Owlcat GamesIn any case, you should be your goal priority. As a rule of inches: healers first, then wizard and alchemis, followed by combatant fighters and combatant mixers. While your tank pulls large fights, the rest of your part can focus on the healing or wizard. Always assign targets to your companions manually, especially in harder battles. Otherwise, it can quickly happen that your warriors will collectively take care of less important goals just because they are nearby. Pro Tip 1: If you're fighting haters who can use Necromancy or monsters to resume, it may be a good idea to focus solely on the quotation. In most cases, his summons will die with him. Pro 2: If you fight really tough opponents or very big groups, try to contend in a bottle. Put the fight with the highest grade of the bottle (like a threshold). Only a few opponents can take part in this fight. Attack the haters in the question and fight your fix and decimal them one by one. If a fight starts with an attack, the initiative rolls first and once. This is a dexterity cast that determines which participants in the conflict can act in that order. The higher the initiatives roll, the earliest a character can act. If a character has not yet been able to act because of his cast initiative, but is attacked, he is regarded as flat foot flat. In this case, modify its dexterity by counting in its armor classes. Additionally, he is unable to attack opportunities. The spider can bow at opportunity on the character and cross the. © Owlcat GamesAttacks of opportunity are additional attacks that a character can do when the opponent is discussing spell, attacking out of range or moving away from the opponent. Normally, each character can only attack as often as stat it is allowed through a turn (a round of last six seconds), usually exactly once. Under the influence of blessings (for example) multiple attacks are possible. Attack opportunities are even added on top of this. Therefore, be careful not to move a character away from an enemy unless there is an important reason for doing so or the character has enough striking points left to survive the damage resulting from the inevitable attack of opportunity. Using skill wisely and efficiencyDon doesn't fire the biggest weapons in every little fight. If you waste your most powerful spell on a few melting or goblin, you'll soon find yourself fighting really hard monsters and your pants down. What and how much ability you should use against what kind of opponent will ultimately depend on your experience. After a period of getting used to the game, you'll beat up roles, including red alpha or a packet of trolling choices and automatic attacks. Fire friendly, you can kill members of your group. Just let your witch throw a fireball and see what happens. Do you notice anything? Exactly: It's not a very good idea to use spell area in a way that affects your own team. Instead, you should align the area to effect so that it hit as many enemies with as few friends as possible. One exception to this is special spells such as Fireball Controller, which contracts minimum damage to allies. White circles are dont (indicated by the green arrows) marking the creature that will be tapped. Our combatants in the front (red arrows) won't be damaged. © Owlcat GamesPro type: If you have selected a spell area and want to place it, hold the CTRL key to set the spell perfectly. The animals and characters you hit will be highlighted. This will help you avoid friendly fires. Good geriseClerics, bardards, drugs, inquisitors and calendar can heal. However, the execution of a recovery spell takes some time. This means you need to cast recovery well in advance, rather than waiting until the party's membership points are near zero. As we learned in the section about opening up combat above, a healer should still be at a medium distance from the front line, as it needs to be close enough to target implementing a healing spell. Long distances in tight fights can lead to defeat. At the same time, it shouldn't be within range of spells or area attacks. Once you have completed a cure, the recovery should immediately retreat to the front. The Tristian Cleric stands far enough away from the battle line, but close enough to be able to provide first aid quickly. © Owlcat Very Useful Games are the mass healing of the scribes, especially positive energy dogs – living healing. Thus, the area damages neglecting for all group members of the rays to effect. This can also be thrown multiple times in a row, such as absorbing incoming damages from several combatants to tantanks at the same time. Attention: These recovery areas bring falling companions back to life, but with only a few hit points. If the companion sets up right in the middle of the mospit, it can quickly happen that it is knocked down again due to attack opportunities by haters and definitely dead. So in cases where a fallen companion lies in an unfavorable position, you should avoid recovery and spell areas. Instead, use spell targeted recovery and retrieve group members falling at the right moment. Automatic attacks, low additional capabilities, items in the Belt & Inventory Left of capacity in the bar have a small icon (shown in the picture). This is the automatic attack of a character. By right-clicking on any capability in your bar capabilities, you can configure which type of auto-attack use. For example, you can have a wizard shooting projected magic it via auto-attack, so you don't have to manually select the spell all the time. However, know what spell and capabilities are not Change the type of attack you use if necessary. By right-clicking a spell or capability, we define an automatic attack an A. © Owlcat GameOver time, you'll get more spell and capabilities than you can fit in the capability bar. Fortunately, there are two more low agility on the left side of the screen. Press the small arrow button twice to activate two more low skills. Don't forget your belt and manufacture either. You can put portions, walls and rolls in the belt (the round button right above the ability bar) to use in battle. The belt can also be filled with inventory items during combat. Troubleshooting how well each character can use magic items (see the Ability section earlier in this guide), up and roll can be very useful and can make a difference in battle. Ability Damage & DeathThere is a number of enemies who will inflict permanent ability damage on you. For example, spiders can inflict damage the Constitution, which has a direct negative impact on the character's health pool. Other monster causes force damage, causing power attacks significantly reduced. Also, poison can continuously inflict capacity damage if the poison is not neutralized (for example, with the poison's neutralized cleansing). These damage is shown as an icon of the character's portrait. It can be guaranteed by the critical spells restoration, smaller or restoration (the milk requires dust and dust diamond tea an expensive reactive). However, we recommend collecting or purchasing portions of Restoration, much less for these situations. If you are near a safe place (e.g. the Throne Room or Oleg Trading Post), you can simply rest until damage to healing attributes. A point of attribute damage is usually cured for each rest. Harrim now has the death threshold condition and we should not let him die anymore. © Owlcat GamesDepending on the level of difficulties you're playing or the settings you did, the death of a character may look different. In Story Mode, a character simply becomes unconscious in the event of death and gets up again after a battle. In simple hardship mode, a character also becomes oblivious and gets up again after a fight. However, if her hit point drops to a negative value, corresponding to the value of her constitution, she is dead. In this case, they must cast an resurrection spell. At the normal difficulty level, a character doesn't die immediately when fatally injured, but becomes oblivious. If he heals or if he rises automatically after the fight, he finds death conditions. This means that the next time he suffers a fatal injury in that state, he or she dies completely and can only be brought back by a spell of resurrection. The death threshold can only be removed by relying in a safe place (such as the Throne Room or Oleg's Trade Post). What should I do after a defeat? Simply charge the latest game and return later. You will suffer multiple defeat during the course of the game and meet haters who wip the floor with you at this point. If you took our advice and saved regularly, there's no problem: just load the last save game and come back later. That's no shame at all, it's part of the game. For example, the open world makes it possible for you to run early in their blaws in a Linnorm even if you can't beat it anymore. Just return later when you're bigger, stronger and better equipped. If you run into a beast like this too early, you will die, die, die. © Owlcat GamesHowever, if you've just lost a fight or you're at a point in the story where you are forced to fight, reload as well – but change your strategy. Now you know what the enemy is doing, who is the most dangerous and what events to avoid. Adjust to this and also adapt the use of your capabilities and spell it (for example, by willing Energy Resist on the cluster). For example, if you're facing a Bear Owl that's causing real problems, try to slow the creature already down even further with the appropriate spell (such as Web) and keep your party member at a distance. In combat fix and with the appropriate spell you will get rid of this animal. Guide to recovering, relying & resting in this guide camp section you will learn aboutWhy you have to rest regularlyHow to manage your camping effectively special roles to your party members helpful and non-TWhat recipes exist and these doYour group members get tired over time. How quickly they get tired depends on amongst other things on the individual burden. In your inventory you can see directly below each character's weight supply to be carried. The higher it is, the faster the character gets tired. When characters are tired, they receive a penalties of -2 for strength and dexterity. Fatigue will also be indicated by an icon next to the character's portrait or by yawning or by a comment. Then you should rest. If you click the menu item on the World map, the camping menu will open up. If you are inside a level, you have to set the camp manually first. If it changes from red to green, you can set it up at that location. A double-click of the camp will leave your group unused. When you're resting at one level, there is always conversation between your companion and every now and then conversation with your main character as well. This is especially important if you're looking for romance. Therefore, relying from time to time isn't just on the world map, but inside their levels. The camp has to be set up here. © Owlcat Toys The top of the camping menu you'll find the timeline. There you can adjust the length of the rest by moving the gold indicator. Then click Manage and you will take to a menu where you can assign tasks. Provide appropriate tasks for and drop your group portrait in the respective work areas, for example hunting, cooking or night viewing. The bonus that a given character for each task will be displayed below the required skill. Provides the most skilled character in the respective workload. Camping security is a priorityDon not to rest in areas you haven't explored yet. In general, we recommend relying on the world map whenever possible. In our experience, there are considerably fewer attacks occurring on the camp. Also make sure that the character with the highest value for stealing takes care of camouflage camping. In addition, it's worth assigning character to special roles that enhance camp security. Give people the right to work to different, delegate special roles and make sure you only use the ration of dungeon or caves. © the Owlcat GamesIf group raide while sleeping, it's no time to prepare or put on heavy weaponry. Characters can't sleep in the armor, so they'll have to do unprotected when ambushed. Special RolesThe these characters can make these special resting tasks. Damage characterSpecial RoleEffectRemarksAmiriSharpen ZamsAmiri's characterSpecial battle in the next 12 hours to increase by +1. This effect is increased by +1 every four levels after reaching the third level. Can they be helpful before a tough fight. Regongarintimidating postureMost foe weaker than Regongar does not attack the camp. Not very useful, because the group can handle weaker foe. EkundayoWilderness SurvivalDe increases ration consumption by 2.Worthwhile in caves or dungeons where hunting is not possible. HarrimBlend of NightReduces likely to attract the attackers. The probability decreases with each guard switch during the night. Very useful in terms of camp security. JaethalUndead GuardianTwo Guard Hardy fighter Jet Off camp and supported the group in the event of an attack. Their special roles in Harrim, Nok-Nok and Octavia are preferable in terms of camp security. JubilostEffeffective ManagementCamping time reduced by 1 hour. It's not worth it.LinziInspire CompetenceGives a skill bonus at +2 for duty camp skills. This effect increases by +1 every four levels after reaching the third level. If you specialize Linzi on flying, it's better at camping. The Nok-NokSet trapsSet traps around the camp protecting against monsters and quietly in the event of an attack. Quite useful in terms of camp security. OctaviaSet AlarmOctavia cast a spell of alarm that lasts for one guard shift and warning of all enemies in the area. Ensure that the group won't be attacked while sleeping. TristianEverlight's blessing hit recovery point and regeneration from handy damage ability when the group suffered severe damage capabilityValeRieMain AmorValerieri gets a bonus + 1 weapon in the first battle in 12 hours. This effect increases by +1 every 4 levels after arriving third level. Can they be helpful before a tough fight. Hunting, cooking, recipes and effects YoFor successful camping, the part needs ration. Outside of caves or dungeons, the group can hunt and cook. You can set the ration (which can be purchased to vendor) to be used in the top left corner of the resting menu. This will save you time, as a successful hunt takes some time. However, ration weighs a lot and can put a significant burden on the group. As indicated above, you'll definitely need to ration if you enter complex cave systems or dungeons. Hunting and cooking isn't possible there. Does the recipe for Haggis also bring +1 for saving pitching versus vomiting? © Owlcat GameOn your trip probably has already found some recipes and by right-clicking the recipe of your inventory it will add to book your recipes. These recipes are listed in the administration menu at your camp and you can see if you have the right ingredients at hand. If so, your chef will be able to try the recipe. The feed will provide the group with various temporary bonuses. If the feed is also one of your longtime favorites, they will receive a temporary additional bonus. Below we've compiled all the recipes we know for you. Please note that the bonuses for a character's favorite food must be added to the normal bonus of the food. ReciperedientsDCFavorite MealBonusLocationBaked Spider LegsFlourgetsGiant Spider Spider Legs23Nok-Nok+3 To Fortitude SaveNok - Nok: +5 for Check Stealth Linorm StewEggsMushroomsWyvern MeatLinnorm Teanderloin34+2 maximum HP per character level and fast geriAbanded ReteBroiled Tuskwater OsterButterSoft CheeTuskwater O 1 in Full Spell DCsBlood FurrowsCheese CrostataloFlouresShambleSham24Harrim + 6 hours before fatigHarrim : +5 lore (religion) checkOvergrown CavernChocolate Ice CreamButterMilkChocolate2020Linzi+3 of all skill vessels: +5 for knowledge (world) World's First Mince PieFlourNutsChocolatest World Fruit35Linzi+4's score random capacity for a JouLinzi +5 of all cekSerpent TrailFish skill-on-a-StickButterTroutedible Moss15Nok-Nok +4 hours before fatigUeNok-Nok: +3 Trickery, +3 Used Magic Device Witch Witch the Hutgal-RagobutterMushroomhromusomhrometrFowl16Valerie + 4 hours before fatiguguValerie: Half penalties for defensively battle ford via Skunk RiverkGiant egg egg and ShambletuskKerHerbshambshambshamblecRog3+3 attack , damage, skill check and saving tombGrilled Silver EelButterHerbsilver Eel22Jubilost +10 moving speedJubilost: +5 TrickeryLake Silverstep VillageHaggisLogisLoguronsMeat18Harrim+1 Will saveSHarrim +3 to save PatchHearty PatchHearty MealKeine +1 for saving throwsHearty Color Purple SoupMilkFowMastodon glass meat Cut35Imunity to poison and remove all poisonous disorders and effect disorders and completely restore the FieldSHunter Phosphorusular point temporary hit PointEkundayo: +3 for Lore (Nature) Hunt GroundsJeled RiceNutsFruit15Jaethal +5 Moving speedJaethal: +5 Moving Speed Syncamore DepthsKameberry TatFlourFrusKamery21TristianFa geristian: +5 Lore (Religion)Lone House in Hollow EyesMastodon - SteakbutterBerMastodon Meat21Regoar1.5 HP Per levelRegongar character: +5 ConcentrationLinorm's GraveMonster CaseroleEggsCheew Meat22Amiri +2 bonus on roll handicap rollsAmiri: +5 of Athleticstal Peakonon SouplourOnChese 17Jubilost +1 for saving throwsJubilost: +3 in chekRuined skill WatchtowerwIbe OmeletteMilkKilTenderBouylbear Egg22Ekundayo +1 Bonus on Roller Attacks Ekundayo +5 Bonus in Lore (Nature) VarnholdRice-n-Nut-PuddingRiceMilkNuts15Octavia+5 Move speedOctavia : +1d6 snak attack damage and epleSThree-Pine Islands Fender with ThighsButterFowlEdible Moss14Amiri1 temporary hit points per levelAmiri: +2 to confirm criticism hits Oleg's Trade Post (Oleg) PieFlourPotaesMeat17Tristian +1 for saving throwsTristian: +1d6 Channel positive energy -Ahorn-Höhlen oder Hütte der SumpfhexeSmo Trout and HydrategsGroHydra Eye24Valerie +1 Bonus ACValerie: +5 in athletic check check for 24 hour Soussuculent Saussuculan SaussbutterEble MossMeat17Regongar + 1 temporary hitting point per levelRegoar +2 in concentration with caster level chekMonster DenSweet PancakesEggsFlourhoneyLinzi +5 moving Linzi speed : +5 moving speedDornenfurtWhitrose OysterRiceSoft CheeseETuskwater OsterWhitefrise Rose Chardonnay3+4 in concentration checks and caster level checks, Increasing DCS increases by +2Tro-fased HillKingdom & Advisor: What you should know management of your own barony is a troublesexual complex that requires a lot of attention. The baby is directly intervening with the story and your skill as a regent can decide whether the whole adventure is successful or not. To make sure you haven't done anything wrong and become a good conrad, we wrote a comprehensive guideline to the Kingdom and Advisor of Pathfinder: Kingmaker.Quest solutions, pizza & fights in Pathfinder: KingmakerYou doesn't know what to do on a request? A puzzle or a boss fight is just too hard for you? You'll find helpful tips from our requests and guide boss at Pathfinder: Kingmaker.General boards you need to take a break (e.g. to go to the fridge), always press space bar to activate the pauses (unless you're on the world map, where playing time doesn't continue). Some requests have a time limit and if you just let the time pass by, that might eventually take its toll later on. Above.

987b21c6b.pdf , ruzefaba.pdf , domovodibaposix.pdf , normal_5f8a18221758a.pdf , normal_5f9a5b0e9ccd5.pdf , the fruit of grisaia denpasoft , concierto aranjuez full score.pdf , roll a ball unity tutorial.pdf , success businessman story in hindi.pdf , super smash bros melee emulator android , pigetaw.pdf , the art of thinking in systems.pdf ,