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## Pathfinder bard archetype guide

2012-02-20, 04:53 AM (ISO 8601) I know about Treantmonk's guide, is there any out there that are more recent? 2012-02-20, 05:02 AM (ISO 8601) has a guide to which archetypes can be combined that discusses what bard archetypes can be combined together, but as far as I could find, there was no new guide or update to Treantmonk's guide. The pathfinder in general seems to both reject the writing community and a good part of the dedicated pathfinder community as I have seen it seems made up of the kind of people hostile towards the idea of optimization and guide, unfortunately. So most people who will use such a guide are more likely to do 3.P, so the combination of Treantmonk's work, an understanding of the changes, and the old Tidal 3.X material are sufficient. Originally Posted by Keld Denar +3 Company is totally not optimistic. You're better off with a +1 witty cain company and then appling greater magic makeup to increase its improvement bonus. Homebrew do: Reboot and finish Riptide 2012-02-20, 06:10 AM (ISO 8601) has a Novawurmsons guide to guides. Unfortunately, there's not just Trentmons. But as Trentmunk puts it. You can participate in a bit of a snuff or a bow and arrow or a casting. Bard may not be the Uber party, but it can be fun for everyone... Except for me. My Nevadas have bad luck or die errily. Have a good day, Krazzman 2012-02-20, 03:13 PM (ISO 8601) originally published by Coidzor has a guide to what archetypes can be incorporated that discusses what bard archetypes can be combined together, but as far as I've been able to find, there was no new guide or update to Treantmonk's guide. The pathfinder in general seems to both reject the writing community and a good part of the dedicated pathfinder community as I have seen it seems made up of the kind of people hostile towards the idea of optimization and guide, unfortunately. So most people who will use such a guide are more likely to do 3.P, so the combination of Treantmonk's work, an understanding of the changes, and the old Tidal 3.X material are sufficient. If that's true, it's unfortunate. Tarantmunk's guides are well done, but out of date; I want to see someone take on the new archetypes for bard. I wonder why the community is perceived as an anti-guide? I don't look at the paio boards much, but I personally prefer Pathfinder in almost every way. I don't play 3.P though as my team feels that Pathfinder and 3.5 are different enough that mixing them up will be difficult. 2012-02-20, 04:15 PM (ISO 8601) My understanding is that it's a combination of two things. One, they matured and mostly moved on, since the work was largely completed for 3.5, and the other is that [bad things] happened back during beta. Spoiler show my understanding is that Of the 3.5 online community members who were guide writers or of their generation made some suggestions to fix prominent problems that Paizo completely ignored. A number of hard-line fans decided Oberoni's squirming, which started a fire war that resulted in a group of people suggesting changes to Pathfinder Beta were banned from paio boards, even those who weren't really burning(!), leaving them only with the people who didn't care about balance or game design or were completely nerdy in their support of unbalanced/bad game design. What I've saved from this is that doing so has poisoned a fair component of the people with optimization, mechanics and balance. I believe one indirect result is that Doc Rock and others on those boards of directors were disgusted by the people who got paid to make bad game design decisions, so instead they went grassroots, recruited a team from that board and BG, IIRC, and created a legend. Originally Posted by Keld Denar +3 Company is totally not optimistic. You're better off with a +1 witty cain company and then appling greater magic makeup to increase its improvement bonus. Homebrew Do: Reboot and finish Riptide 2012-02-20, 04:31 PM (ISO 8601) I go on Paizo boards occasionally, and there are quite a few manuals on it, but not as many were present during 3.5, I imagine. About [bad things]... Spoiler Show I wasn't there during the Pathfinder Beta, but I've heard from a lot of people who feel they've been unfairly banned from the forums, to the point where I was shocked that something like this happened, and I lost a lot of faith in Paizo as a friend. They seem to have learned from what happened, thankfully. Most of the balancing problems encountered in the advanced races voted, and they seemed to be able to get an accurate count of the serious problems when Faizo summed up the playoff results. I hope this trend will continue, and it will become friendlier to people who will point out the flaws in the system in the future. Last edited by Blisstake; 2012-02-20 at 04:31 pm. Avatar by Rainy Knight Spoiler: Characters show Tarok and Kamo, Level 6 Half Orc Ranger, Bonype Slayer, and all over badass. Aldrin Kress, level 10 human sorcerer: Hero Corbusa. Tiras Slate, Ninja Equality Level 4. Plotting forever. DMING: Dragon Demand 2012-12-17, 08:52 (ISO 8601) 2012-12-17, 07:26 PM (ISO 8601) No Guide, But depending on what you want to do, IMO best bard archetypes are: Chelish Diva Dawnflower Dervish Dirge Bard archaeologist Chelish Diva mostly loses things you don't care about, gains the ability to eventually cast in a full dish, can burn off extra performance rounds to boost some performance and save DCs, and gets a scary effect without saving level 8. Probably Archetype all around. DD gets right at level 1 achievement to use dex for attack and damage, making it a big 2-stat (with some scrum-like 3) grade. It also gives you double inspirational bonuses for the price of self-only and starts w/move action initiation time, making it a solid fighter replacement that is also a 2/3 caster with bardic offer performance. Dirge Bard allows you to dive other lists for necromancy spells, replaces your worthless feature in vomit for a bonus against death/fear/necro effects, can affect the dead with spells that affect the brain and, to cover it all up, can recreate the music video thriller. Very nice to cover a big weak spot of a normal U.S. - undead. The archaeologist gives you self-inspiration bonuses only as a lucky bonus and acts as a quick action, making it very arch-friendly. The rounds/day is tiny, but you can fix it by taking a lingering performance and just running it for one round every 3. You get evasion, rogue talents, pseudo... Only in general make crooks with spells and self-brushing instead of sneaking attack (good trade!). Ironically, you have to give up versatile performance, the reason normal bards actually beat crooks for #of skill/level points, but well well. Editing: I should also add that a mysterious duel list is usually seen as a good archetype, but this IMO is a trap. You can't either try sword and inspire the team, and if you want to polish your sword, the Magus squad does it much better and has spellstrike and fighting spellstrike. The mysterious duel list allows you to choose between being a negro meg or a moving person, but only one at a time. Like no ordinary person had enough... The Master of Stigma is no longer. Last edited by StreamOfTheSky; 12/12/2012 at 19:33. This is an Optibuilds 1-13 building guide at the Bard Archer level. Okay, obviously your main role will be the party's arch – and so the name of the guide. However, the other roles that Bard can cover for the party include, but are not necessarily limited to: Backup Healer, Knowledge Book, Buffer, De-Buffer, Face, Escape Artist, Scuffle Fighter, Scout, Trapfinder and Trap Disabler. Archetypes (initial note): Pathfinder Bard-optimized archers are derived from the following archetypes: mysterious duel, archaeologist, and dawn darbish. Furthermore, all of the above secondary roles can be filled by the optimized Pathfinder arc of one of the archetypes above. Finally, Archer is the best main fight role for bard. Accordingly, I declare that you are unlikely to be playing Bard Optimized if you do not play one of the archetypes described in this guide. I hedge my bet because there are always exceptions. Spells/Masterpieces: Choosing your spells can take time. One big thing about humans and half humans is that they can have another spell for each level, through their own Selecting a class, which makes the selection process more likely to eventually include all the desired whispers. I'd focus on stretching, mobility, escapeability and residing. These tend to be better bard spells. The only spells of enthusiasm worth considering are Slow, Glitterdust and Silent Image (yes, I call a silent image an impeachment spell). As for masterpieces, the best are 23 dance moves, a triple hour, a symphony of the Elysée heart. Backup heals role – it can be as simple as some wands of heal minor wounds. Breeds: Optimized breeds are humans, a-Asimer (azata-blood), half orc, catapult and plechling. With that said, you can probably make an effective Barra arch with almost any race other than one that gives you negative for Texas or charisma. Items: Stat Related Items, Longbow Composite, Agile Rapier (except Darvish's Dawn Build), Bracer's Goal Falcons, Wand's Heal Light Wounds, Heavenly Armor, Protective Ring, Defiance Clot. That's a good start. Stats and ratings: Your optimized starting stats for 20 white points are Str (12), Dex (16), Con (12), Int (8), Wis (10) and Chr (15). This does not include your racial stat bonuses (if you only have one option stat bonus, put it into Texas). Put exfoliating statistics into Dax, Dax, and then Chr from levels 1-13. At the end of each archetype, I will rate the archers in the various roles described above. Blue means extraordinary; Purple means appropriate; A rose means no/aye. The ratings will put down that you take the advice in this guide. The mysterious duel list turns the Great Archers against the Snap Shot spell in the 13th level because they get free disrupters and breakers (as well as combat casting). The squad can also make a good backup scuffle fighter if you have a nimble Rapier or you play a race with natural weapons attacks and have a nimble mascot of sea punch. A mysterious strike, inspiring courage and a bladed thirst to work with scuffle and range attacks. On the way to the climax of construction, the mysterious duel has access to typical Baral performances, as well as Rallying Cry and Blade Thirst. A rallying cry saves his allies from fearless, thirsty blade magic off his weapons. Construction will need sustained performance to allow the benefits of inspiring courage and blade thirst to run simultaneously. You lose a barçal performance and 10 00:00:00.000 ----- you need at least one level of fighter to attract the build given the requirements of full archery construction – likely two levels of fighter if you don't play a person. Once you're working on your sequence of achievements and spelling choice, the next things you need to choose are your skills. Choosing your skills will probably also be a somewhat difficult process because intelligence should be your dump stat. I Focus on perception, stealth, used magic device, scare or diplomacy, some animal handle lines/ride/survival if you take advantage of optibuilds advice in PDF skills part 1, perhaps 3 degrees of acrobatics for defensive fighting. Archer, backup healer, skill monkey, buffer, De-Buffer, escape artist, face, backup scuffle fighter, scout, trapfinder and trap neutralizer. The archaeologist makes archers snap a great shot by level 13 because she needs the rogue talent and opportunist reflexes fighting by then. The squad can also make a good backup scuffle fighter if you have a nimble Rapier or you play a race with natural weapons attacks and have a nimble mascot of sea punch. Remember, the lucky archaeologist and mysterious assault works with scuffle and range attacks. On the way to the peak of construction, the archaeologist has only one performance approach to Bardic (Lucky Archaeologist) for (4+ch) rounds per day. Up to level 13, it provides +3 lucky bonus for attacks, saves, damage, and skill tests, but only for the archaeologist. Build is going to need sustained performance to maximize the time you get out of archaeological luck. You need at least one level of fighter given the requirements of a full archery build – most likely two levels of fighter if you don't play a person. After you work on your sequence of achievements and whispers, the next things you need to choose are your skills. You retain knowledge of Burleigh, Master Torah and Jack of all professions can be veined so you are still the traditional knowledge book. You also get the equivalent of Trapfinder, an unnatural Dodge, evasion, and trap sense. Accordingly, you're Rogue. Choosing your skills will probably amount to taking one notion in all knowledge, maximizing perception and disable a device, putting in decent stealth lines, a used magic device, a scare or diplomacy. Archer, backup healer, skill monkey, buffer, De-Buffer, escape artist, face, backup scuffle fighter, scout, trapfinder and trap neutralizer. Dawn's Darbish makes a great traditional arch by level 13. He doesn't get any extras that will asteren construction towards the snap-shot track. Accordingly, whether you're walking the Snap Shot route, the clustered shooting route/precision shot is improved, or another track is up to you. The squad can also make a good backup scuffle fighter if you have a nimble Rapier or you play a race with natural weapons attacks and have a nimble mascot of sea punch. Remember, combat dancing and a mysterious strike works with scuffle and range attacks. On the way to the climax of construction, Dawn's Dervish has access to all traditional Bardy shows - called combat dances. Those who improve the fighting only work on it, but add a double bonus. Build has no way to use continuous performance. You need at least one level of fighter given the requirements of a full bow and arrow. - Most likely two levels of fighter if you don't play man. After you work on your sequence of achievements and whispers, the next things you need to choose are your skills. You keep well-Versed, Laura Master & USA multifunctional performance capabilities while losing Bardic knowledge. Accordingly, you're smarter of skill than a mysterious duel version, but the worst than the archaeological version. Choosing your skills will probably amount to putting significant degrees in perception, versatile performance skills, taking at least one notion in some useful knowledge skills to make the Well-Versed useful, and then using a magic device, stealth, escape artist, scare or whatever else your heart wants. Archer, backup healer, skill monkey, buffer, De-Buffer, escape artist, face, backup scuffle fighter, scout, trapfinder and trap neutralizer. Conclusion: So there you go. Rock with one of the best archers in the game. Try this Optibuilds Bard Archer PDF that will guide you from levels 1-13 to building 10 differently optimized bronze archers. Archers.

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