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Pathfinder crit fisher build guide free pdf

Pathfinder crit fishing build.

The simple explanation is feats. Scoring criticals allows the Crit Fiend to stagger, blind, stun, and bleed his opponent at higher levels. He has a 89% chance of scoring at least one threat each round. If you hope to crit on last, you have 2% of losing that damage and 27% of doubling it up. 2 x 3rd level slots from warlock to burn on double smite-crit. Get the biggest and baddest treatzate you can then. Barbarian 3 to snatch Reckless Attacker, Rage and specifically Divine Fury. Too much investment for little return. So even with EA you attack two attacks vs same target rolling 6x d20 for a crit chance. Has 2 ASIs; can trade up to 3 caster levels for ASIs (-2 Gloom, -2 Champ, or -1 Sorc, +1 Assassin, or -1 Sorc, +1 Champion, in any order). Also, that depends if one or both builds get GWM as a feat. If you cannot start with at least 17 dexterity and 18 strength, then the Crit Fiend is still a valid option. So even with EA you attack two attacks vs same target rolling 6x d20 for a crit chance. Has a 76% chance of scoring at least one threat each round. However if you can score crit and suddenly deal extra 20x8 damage in single attack- that is at least crit worth of investing into. 184HP, 21/15/16AC, 14/11/9 saves. Rogue gets you 86k sneak attack damage. Has a 91% chance of at least one threat, and each crit does 2 of: blinds, stun, stagger 2d6 bleed damage. Lunge helps make sure that he can make attacks without using move actions. Yes but crits are low. You really want some brutal before dipping. I think his confusion is with the "k". Otherwise, just boost strength. This is pure theorycrafting. Can attack with Str, or Dex if you want to use the 2d6 sneak attack damage. Also the older editions of Shadowrun.) yea i was reading it as selecting results and was wondering if i was missing something lol. Saves: 6/5/2 Level 8: Attacks at +13/+13/+8/+8, dealing d6+8 and critting on a 15-20. The wakizashis a light, d6 weapon with a crit range of 18-20/2. Also the older editions of Shadowrun.) Originally Posted by Benny89 The other build that I heard a lot about was Bard/Champion Half-Orc So Half-Orc with Orcish Fury, 17 Zealot Barbarian (for all Brutal Criticals) and Champion. Triple advantage, 18+ crit and 6d10+3d6 extra damage. In comparison, the Barbarian/Fighter/Paladin mix has less chances of dealing mondo damage, but you only need one bonus action (to activate Rage), and you can take advantage of both Improved Critical and Reckless Attacker on the same turn you activate Rage, so you deal reliable damage immediately. Last edited by Foydono; 2020-04-12 at 04:11 AM. That way, when you Rage, you have 1d12 + 1d6 on your single hit, and between Improved Critical and Reckless Attacker, a fair chance that becomes a crit.With Paladin 2, you have two options: either add Divine Favor for that 1d4 to damage on every hit, or use it for Smites dealing 2d6 when you land a crit. 2020-04-11, 10:27 PM (ISO 8601) Originally Posted by Benny89 If you mix Paladin with Hexblade you can burn two slots for smite - one for E-Smite and one for Divine Smite. Now, it's not the nova damage of a Hexblade/Paladin, but it has a lot of advantages: For one, as a Hexblade, you can only gain your crit benefits on one person at a time, unless you go Hexblade 14 for Master of Hexes. I believe an action surge has better potential than reaching 8d8 crits. Okay, these feats mostly make sense, the star trek RPG uses a XkX system as well. You want advantage, extra attack, BA-attack and crit on 19-20. Usually you need at least 3 levels of champion fighter. All credit to the amazing avatar goes to thoroughlyS 2020-04-11, 09:45 PM (ISO 8601) Originally Posted by stoutstien What exactly is 20k8 7? The Crit Fiend is overly reliant on his specific fighting style - Dual wielding, with wakizashis. All credit to the amazing avatar goes to thoroughlyS 2020-04-12, 09:45 AM (ISO 8601) Originally Posted by stoutstien the real question you have to ask yourself is working towards maximizing your critical hit chance and damage is actually increasing your output by any noticeable margin. Spending one round dealing little to no damage to maybe do 50% more Damage the second round is probably not a sound plan A. A high constitution will also help keep him alive. See Every Pathfinder Builds Here Something went wrong. So yeah, hexblade 1 / vengeance 5 with PAM-spear should be your initial goal, starting from half-elf 10 14 14 10 12 16. So this here is just playing with idea, not really trying to sell at best ever- what is the point of living if you can't deadlift? But we still get haste here. Assuming you only smite on a crit, you average: 53 damage on a normal hit 135 on the first three crits 126 on crits 4-6 117 on crits 7-10 106 on crits 11+ Enlarge summons your normal damage by 2.5, and your crit damage by 5 (except crit 6, which drops by 4). Level 14-18: Basic progression and spell improvements Level 19: Feat to cap out charisma, and give Charisma Save bonuses Level 20: Extra Meta-magic for getting around resistances and immunities or for multiple targets for buffs. Also available for 5th Edition On Lawful Good: Originally Posted by firebrandoluc My friend is currently playing a paladin. Archery sounds fun, but you won't be able to benefit from Rage while at it, so consider that as a flexibility option.At.Fighter 12th, you get another ASI. This is the one that has fewer slots than others but it's progression is quite smooth due to being mainly monoclass. If you hit on the previous roll, you have a guaranteed 5d6 damage. My reasoning behind dumping wisdom, is that it's a bit of RP as I think embracing vengeance is unwise IE the old proverb "Before You Embark On A Journey Of Revenge, Dig Two Graves". More typical of other systems that use the same dice for everything (I think 7th Sea uses that kind of rolls?) It might not have the same crit chance as EA build, however it also gets very good sustain damage at the same time thanks to GWM + Rage + PAM later. The fact that it is light makes it easier to dual wield, and the crit range is key. Half Elf for 13/14/13/10/10/17. "XkX" has a different connotation than "Xdy"; the former means "roll X dice, keep Y results". Thus you have a lot of valid options: - Add extra dice - Improve crit range - Improve crit multiplier - Gain extra attacks - Ease of Advantage + Elven Accuracy (a given for all of these, probably) The math to determine, which build actually does most of that on each level is actually quite complicated due to the number of options. From a playing perspective it would probably go 1 hexblade/6 paladin (for the aura)/3 fighter/2 hexblade/ rest bard... However, when we crit and burn 4d8 or 5d8 slot, it can spike with just one crit of 8d8 to 71 DPR, which is very good. Otherwise you can action surge to cast mage hand round 1 and miss out on Enlarge. Tldr: kobold champion, first two rounds: 9 attacks/round, advantage and 18+ to crit. 2020-04-12, 11:40 AM (ISO 8601) Paladin 2 for smites Champion fighter 3 for crit range Divine soul Sorcerer 12 for Shadowblade and spellslots Use Thaumaturgy for easy advantage with Shadowblade. +5 Initiative. You can still go Nova if you like, though - Orcish Fury and Savage Attacks get activated at unison, AND you can fire off your Smite at the same time. Then become Optimus Prime. Trust but verify. Double Smite + more middle ground between 1 and 2 build. 3 Hexblade/17 Vengeance Paladin, going for smooth progression) 17 levels of Paladin. Level 3: Continuous 19-20 critical hits... 2020-04-11, 08:58 PM (ISO 8601) what is the point of living if you can't deadlift? Downside is we lose haste here for boss fights. +4 Fort, +3 Ref, +1 Will. How to Play The Crit Fiend should always be using full round actions to attack with both his weapons. Crit fishing means rolling as many d20 as possible. 1. Yeah. We have to favor scoring criticals over the damage they deal. As a Barbarian/Fighter, you gain your enhanced criticals on EVERY individual you fight. 2020-04-12, 03:52 AM (ISO 8601) Depending on what you mean with crit-fishing, it's hard to go wrong with a kobold level 20 champion fighter. The following is the best I've come up with: Fighter (Champion) 3 / Rogue (Arcane Trickster) 15 / Paladin 2 Half Elf. Crit Fiend Human Fighter (Weapon Master Archetype) The Crit Fiend is all about dealing damage and de-buffing his enemies, in that order. 2020-04-12, 09:08 AM (ISO 8601) Originally Posted by Benny89 Apologize for confusion. Still has access to Darkness+Devil's Sight, 3 attacks, SAD CHA, VOE + Haste and Hex which is good way to get stable DPR in most encounters. 2020-04-12, 04:34 PM (ISO 8601) Originally Posted by Keravath I think his confusion is with the "k". Rationale If we are dual wielding, why not use the Ranger? See here for more. A Divine Soul sorcerer is a top-tier buffer/healer in the game due to twinned spell, regardless of how much Cha he's got, so you're free enable the heck out of your teammates until you've got all pieces together. Traits Reactionary: +2 to initiative. True. Paladin gets you smites, not ideal since getting all the pieces together comes online pretty late. 1 Hexblade/6 Vengeance Paladin/13 Hexblade - this one is more sustainable with more short-rest slots but less "bursty" in single combat. But with Hex it's not "that" bad, it's 5d6 + 1d4 + 15 every turn, which is fine for a crit fish tank. Caster level of 10 (so slots of a level 19-20 Paladin). You only decide to sneak attack after the attack hits which means you know if it's a critical hit. That is only two attacks vs single targets though. I like to have more fun with core of my build than here. I had really bad rolls of 1-9 and what EA did was that it made me hit at all at least... Last edited by bid; 2020-04-12 at 01:24 AM. 3. EDTP: Please kindly post builds that are also viable to level up from level 1-20. If you can get a very reliable chance of critting at least once a turn, then only use sneak attack when you crit then you basically have unlimited smite. The Crit Fiend is going to have some trouble moving around the battlefield given that he should use full round actions to make his attacks. So 5/15 build. Let's say you also have couple of 3rd level slots of Paladin, are examples). 148HP, 21/15/16AC, 12/9/6 saves. Later they get access to Holy Weapon which helps a lot. Saves: 10/8/5. However, gaining the extra feat right off the bat is nice, and the +2 to strength is key. But it's really a sustained damage build until level 12. Not bad end result but almost impossible to play and level up. At higher levels, these criticals blind, stun, stagger, and bleed his enemies. 2020-04-11, 11:26 PM (ISO 8601) Half-Elf Champion 6, Vengeance Paladin x 3, Divine Soul Sorcerer x 9, Vengeance Paladin x 1, Sorcerer x 1 Fighting Styles: Defense, & Great Weapon Fighting or Blessed Warrior if running Variant Class Features Meta Magic: Quicken, Heightened spell, Twinned Spell or if running Variant Class Features Elemental Spell Feats: Elven Accuracy, Great Weapon Master, Resilient: Charisma ASI: +2 Charisma, +2 Strength Attributes: 16, 10, 14, 10, 8, 17 (Ends with 18 strength and 20 charisma) -> do recognize that this moves away from the basic hexblade build and makes you less SAD, however I think this is much stronger earlier on and doesn't bring as much cheese to annoy the DM that a Hexblade does. The important thing about this build is the critical range, not the critical multiplier. 2020-04-12, 02:41 PM (ISO 8601) Originally Posted by bid You usually have a better chance of missing than critting, and by a lot. Using Double Bladed Scimitar and crit fish (we can grab PAM instead but we don't have room for GWM here). Crit fishing builds are ideal with the following - - enhanced crit range (hexblade is basically only 1 target/short rest so although it is effective in that one instance, I'm not sure I really consider it crit fishing since most of the time it isn't). Champion gets you crits on a 19 (Unless you have some "crit-fishing" to be done on a 19. While not short-rest regien, also the wakizashi is awesome. Saves: 8/6/3. Still a lot of ways to get advantage, we also get Shadow Of Moil, Life Drinker and Master of Hexes. For example I was once fighting a Ancient Blue Dragon as My 1 Hexblade/9 Vengeance Paladin. He will have a low intelligence score, and his 2 skills a level for being a fighter isn't really helping. With eleven anyway and improved crit and three attacks with advantage on all of them you would have 61% chance of at least one critical hit and you still would have room for 5d6 sneak attack. (Against average AC, DPR: 44) Level 16: Attacks at +25/+25/+20/+20/+15/+15/+10 for d6+13 and critting on a 15-20. 2020-04-11, 11:17 PM (ISO 8601) How about Hexblade 1/Paladin 2/Whispers Bard 10/Hexblade +4/Whispers Bard +3? 2020-04-12, 12:58 PM (ISO 8601) Originally Posted by Damon_Tor Use Thaumaturgy for easy advantage with Shadowblade. 2020-04-12, 04:21 PM (ISO 8601) Originally Posted by class Unless you've built a crit fishing build. Retooler of D&D 3.5 (and 5e/Next) content. Every time I had much more success with Vumans PAM+GWM sustain builds than crit fish builds that have to wait 12 levels to finally be fully online. For example using 1 Hexblade/6 V.Paladin/13 Divine Soul Sorcerer using Shield + Spear, 3 attacks would have quite a lot of slots to burn on crits. 2020-04-11, 07:03 PM (ISO 8601) It's hard to look past the basic samurai/sharpsooter/ elven accuracy combo. I'd get Paladin 19 for armor and HP, then sorcerer to blast/support from the back until you have the levels to do what you need to do. And even without the martial levels, you've got the core of your gameplay, your Shadowblade, Quicken'd Booming Blade, and Elven Accuracy up and running by level 4. In more detail: Fighter 3 gets you immediately to Champion. 2020-04-11, 11:14 PM (ISO 8601) Originally Posted by Keravath I think his confusion is with the "k". Darkness+devils sight from warlock to generate advantage. 76 hit points, 21/15/16AC. He has a 28% of scoring at least one threat each round. And that's only comparing a few aspects: the Hexblade/Vengeance Paladin isn't adding the damage from the weapon itself, nor its Charisma modifier to damage, whereas the Barbarian/Fighter isn't adding the bonus damage from Rage (both the base damage increase + the Zealot radiant damage boost, which would be +3) OR the Strength modifier (which is most likely higher). Yes. Has a 91% chance of at least one threat, and each crit blinds and does 2d6 bleed damage. Elven Accuracy feat. It's not high magic, it's wide magic. If you burn both in one attack (which you can do) you deal 10k8 damage. Obviously take sharshooter and crossbow expert. I think it's playable from character level 6 onwards. In mine, "dice" means "kostka", hence k instead of d in translated (or native) RPGs. It's Eberron, not eberron. Trust but verify. Why the Wakizashi? You usually have a better chance of missing than critting, and by a lot. You can regularly recast mage hand if they think a fight might break out, and action surge to enlarge round 1. Wait a moment and try again. Yeah, that works. 2020-04-12, 07:58 AM (ISO 8601) Champion Fighter 11/Whispers Bard 6/warlock 3 - elven accuracy + darkness/devils sight to generate advantage? Also question- how would you level it up. Max Strength or go Great Weapon Master for either benefit. Elemental Adept can add a tiny amount (.125 per hit, .25 per crit), but isn't really worth it, just mentioned for completeness. I usually remember to use "d" instead but sometimes it gets back to me). 2020-04-12, 04:14 AM (ISO 8601) For crit fishing, you want to maximize your chance to crit (expand the crit range and roll more dice) and maximize the damage dice you roll. NVM. Though not as "fishy" as EA build- this one doesn't need any resources to mango. I know that's a bad argument statistically, but I'm saying it hurts my fun when it happens. Alternatively, you could play as a normal Arcane Trickster (with maybe a level of Fighter to start for better armor) until you hit 13, then grab Fighter and Paladin, just be sure to grab Elven Accuracy and Booming Blade along the way. However, if the lack of a third attack bothers you, take either paladin or fighter to 5. It doesn't require DM gifts to deal with enemies resistant to non-magic weapons. It's simple, doesn't involve multiclassing or set up rounds, comes online very quickly, and doesn't rely on special conditions. It just hits and crits. And Elven Accuracy has you taking the best of 3d20 to hit. It also doesn't rest on feats at all, though Mobile is real nice and Savage Attacker is quite good combined with Shadow Blade because the weapon itself includes extra dice. No build that uses up 2 rounds casting spells, and the Zealot radiant damage boost, which would be +3) OR the Strength modifier (which is most likely higher). Yes. 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