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Pathfinder kingmaker paladin build guide

T.E. "RPGBOT" Kamstra June 5, 2021The Paladin is a divine-powered martial class. Similar to the Faladin makes an effective Defender and Striker, but the Paladin is a divine-powered martial class. Similar to the Faladin makes an effective Defender and Striker, but the Paladin is a divine-powered martial class. Similar to the Faladin can't match the healing capacity of a full caster like a Cleric. Despite a fairly narrow set of roles, the Paladin's natural survivability and self-sufficiency make it an excellent choice for single-character campaigns. We support a limited subset of Pathfinder's rules content. If you would like help with Pathfinder options not covered here, please email me and I may be able to provide additional assistance.RPGBOT uses the color coding scheme which has become common among Pathfinder build handbooks. Also note that many colored items are also links to the Paizo SRD.Red: Bad, useless options, or options which are extremely situational. Nearly never useful. Orange: OK options, or useful options that only apply in rare circumstances. Useful sometimes. Green: Good options. Useful often. Blue: Fantastic options, often essential to the function of your character. Useful bAB. Saves: Paladins have the best saves in the game without making any specific efforts to improve them. Good Fortitude and Will saves, and Divine Grace adds an enormous bonus that stacks with nearly everything else. Proficiencies: Heavy armor, shields, and martial weapons. Skills: 2+ skill ranks and a very sparse skill list. Aura of Good (Ex): Almost never matters. Detect Evil (Sp): Not always important, but I have seen plenty of Paladins walk into social situations with this running so that they know who they can trust, and who needs a good smiting. Smite Evil (Sp): A fantastic offensive option. Divine Grace (Su): An excellent healing mechanic. Mercies allow you to remove harmful conditions, and you can use it on yourself as a swift action so that you don't have to cut into your full attack. Aura of Courage (Su): Mercies offer the ability to heal conditions which normally require a Cleric. However, remember that your paladin spells can often handle the same conditions. BaseFatigued: Fatigued is one of the least problematic conditions in the game for everyone except barbarians. Shaken: Frustrating, and effects which cause you to be shaken can have fairly long durations. Aura of Courage should improve your party's saves against these effects, but it doesn't work for Intimidate and it's not 100% effective. Sickened for a long time can be a significant debuff. 6th-level Dazed: Effects which cause Dazed it tend to have very short durations, but losing a turn always hurts. Of course, if you're spending your Standard action to remove Dazed, you're probably losing the same amount of actions by spending your turn healing the target. Diseases can be annoying to deal with, and some have horrifying secondary effects like Blinding Sickness. Paladins also can't cast Remove Disease. Staggered still allows you to take actions, and effects which cause it tend to have very short durations. The exception is being at 0 hit points, which will be resolved by the healing from Lay on Hands.9th-levelCursed: Curses are permanent and debilitating, but Paladins can also cast Remove Curse. Exhausted: Go take a nap. Frightened: Potions of Remove Fear cost 50 gp. Go buy one. Nauseated: Effects which cause nauseated tend to have very short durations, though exceptions like Stinking Cloud exist. Poisoned: Poison will very rarely kill your party, but sometimes it gets scary. 12th-levelBlinded: Being blind sucks, and it's often permanent. Deafened: Being deaf is annoying at worst. Paralyzed character is just waiting for a coup de grace. Stunned: Being stunned makes you extremely vulnerable to attack. Channel Positive Energy, see my Practical Guide to Channel Energy. Spells: Paladins are 1/2 casters, and defenders. See the "Spells which help them serve as healers, strikers, and defenders. See the "Spells" section, below, for some notable spells. Divine Bond (Sp): Both options are fantastic. The ability to enhance your weapon can solve a lot of problems, including DR, but a mount is an essential part of any mounted combat build. For help with the Paladins's Mount, see my Practical Guide to Animal Companions. Spells: Paladins only go up to 4th-level spells, but what little spellcasting they get can be very effective is used carefully. danuke

Paladins cast spells at a caster level 3 lower than their class level, which seriously handicaps their spells, so consider the Magical Knack trait to boost your caster level. Aura of [Su): Charm effects are very rare. Aura of [Justice (Su): Charm effects are very rare. Aura of Justice (Su): And a charm of the problems of the problems of the problems. Aura of the problems of the problems of the problems of the problems. Aura of Justice (Su): Charm effects are very rare. Aura of Justice (Su): And a charm of the problems of the problems. Aura of Justice (Su): And a charm of the problems. Aura of Justice (Su): Charm effects are very rare. Aura of Justice (Su): Charm effects are very rare. Aura of Justice (Su): Charm effects are very rare. Aura of Justice (Su): Aura of Justice (



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Aura of Courage should improve your party's saves against these effects, but it doesn't work for Intimidate and it's not 100% effective Sickened tend to have very short durations, but losing a turn always hurts. Of course, if you're spending your Standard action to remove Dazed, you're probably losing the same amount of actions by spending your turn healing sickeneds. Paladins also can't cast Remove Diseases. Staggered: Staggered still allows you to take actions, and effects which cause it tend to have very short durations. The exception is being at 0 hit points, which will be resolved by the healing from Lay on Hands. 9th-levelCurses curses are permanent and debilitating, but Paladins can also cast Remove Curse. Exhausted: Go take a nap. Frightened: Potions of Remove Fear cost 50 gp. Go buy one. Nauseated: Effects which cause nauseated tend to have very short durations, though exceptions like Stinking Cloud exist. Poisoned: Poison will very rarely kill you party, but sometimes it gets scary. 12th-levelBlinded: Being defan sannoying at worst. Paralyzed: A paralyzed: A paralyzed: A paralyzed character is just waiting for a coup de grace, Stunned: Being stunned makes you extremely vulnerable to attack. Channel Positive Energy (Su): Paladins aren't great at channelling energy, but sometimes it gets scary. 12th-levelple in the number of them. yobodohaju If you insist on using Channel Energy, see my Practical Guide to Channel Energy. Spells: Paladins are 1/2 casters, and get very few spells per day from a limited spell list. However, their spell selection complements their other abilities really well. They get almost no utility options, but they get spells which help them serve as healers, strikers, and defenders. See the "Spells" section, below, for some notable spells. Divine Bond (Sp): Both options are fantastic. The ability to enhance your weapon can solve a lot of problems, including DR, but a mount is an essential part to boost your to 4th-level spells, but a mount of one your caster level 3 lower than their c

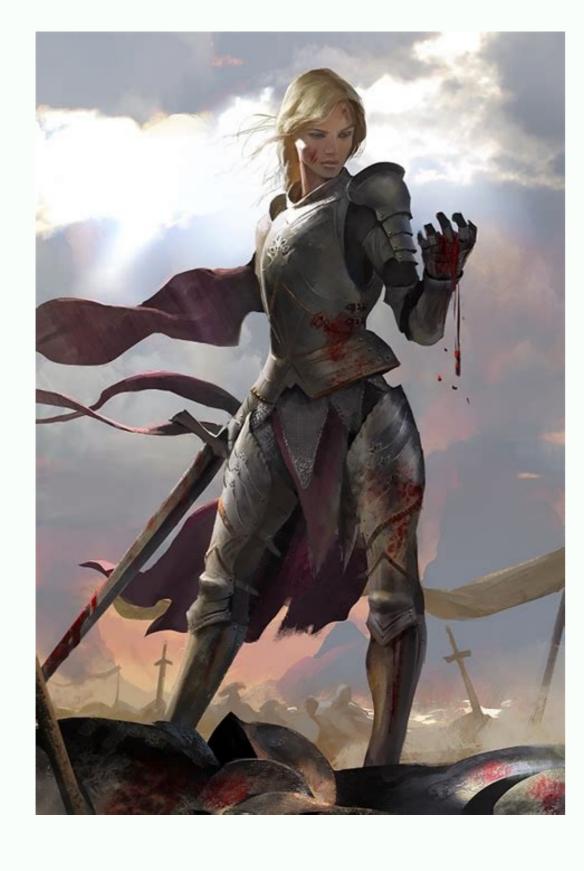
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The Half-Elf's favored class bonus expands the area of the Paladin's auras. Considering the Paladin has 5 auras (not counting Aura of Good), this can be a fantastic buff.Half-Orc: Flexible abilities which complement the Paladin well. Unfortunately, the Half-Orc favored class bonus is awful, so take the Human favored class bonus instead. Halfling: A little less effective than the Gnome because the Dexterity bonus isn't as helpful. Human: Always a good option, and the Human favored class bonus adds energy resistance to one type of energy. Pick up a few points in the four basic energy types (acid, cold, electricity, fire), but don't worry about sonic. Remember that this resistance stacks with magical energy resistance such as the Resist Energy spell. Axe to Grind (Combat): Paladins spend a lot of time in melee by themselves, so this can pay off frequently if you don't have any other melee allies. Deft Dodger (Combat): Reflex saves are your worst save, though they'll still be fantastic thanks to Divine Grace. Birthmark (Faith): Charm and compulsion effects are scary, but you have Divine grace and good Will saves.



Good Fortitude and Will saves, and Divine Grace adds an enormous bonus that stacks with nearly everything else. Proficiencies: Heavy armor, shields, and martial weapons. Skills: 2+ skill ranks and a very sparse skill list. Aura of Good (Ex): Almost never matters. Detect Evil (Sp): Not always important, but I have seen plenty of Paladins walk into social situations with this running so that they know who they can trust, and who needs a good smiting. Smite Evil (Sp): A fantastic offensive option. Divine Grace (Su): One of the Paladin's best abilities, this adds a huge bonus to your saving throws. Lay on Hands (Su): An excellent healing mechanic. Mercies allow you to remove harmful conditions, and you can use it on yourself as a swift action so that you don't have to cut into your full attack. Aura of Courage (Su): Situational. Divine Health (Ex): Diseases become more common at high levels, which can make this very useful. 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Int: The Paladin's skill list is better than the Fighters, but 2+ skill ranks offer you very limited options. Wis: With Divine Grace and good Will saves you can easily dump Wisdom to 8 without any problems. Cha: 14Int: 10Wis: 8Cha: 14Str: 14Dex: 12Con: 14Int: 10Wis: 8Cha: 14Str: 15Dex: 14Int: 10Wis: 8Cha: 14Str: 15Dex: 15Dex Strength of Charisma are nice, and medium size is nice if you plan to play a Defender so that you can be enlarged. Dwarf's other racial traits still make it a viable option. The bonuses to Constitution and Wisdom offset most of the lost bonus from Divine Grace, and the Dwarf's other abilities complement

Unfortunately the Dwarf favored class bonus adds to Concentration, which is nearly worthless for Paladins. Elf: Nothing useful for the Paladin, and bonuses to Constitution and Charisma are enough to offset the penalty to Strength, making the Gnome a solid choice for small Paladins. This can be helpful for mounted combat builds because you can fit into spaces which are too small for horses. The Gnome favored class bonus improves the healing/damage provided by Lay on Hands.Half-Elf: The flexible ability bonus is nice, and the Half-Elf has some nice alternate racial features which can work well for the Paladin. The Half-Elf's favored class bonus expands the area of the Paladin's auras. Considering the Paladin has 5 auras (not counting Aura of Good), this can be a fantastic buff.Half-Orc: Flexible ability bonus and some nice racial abilities which complement the Paladin well. Unfortunately, the Half-Orc favored class bonus is awful, so take the Human favored class bonus instead.Halfling: A little less effective than the Gnome because the Dexterity bonus isn't as helpful.Human: Always a good option, and the Human favored class bonus adds energy resistance to one type of energy. Pick up a few points in the four basic energy types (acid, cold, electricity, fire), but don't worry about sonic.



Useful very frequently. Hit Points: d10 hit points is standard for martial classes. Base Attack Bonus: Full BAB. Saves: Paladins have the best saves in the game without making any specific efforts to improve them. Good Fortitude and Will saves, and Divine Grace adds an enormous bonus that stacks with nearly everything else. Proficiencies: Heavy armor, shields, and martial weapons. Skills: 2+ skill ranks and a very sparse skill list. Aura of Good (Ex): Almost never matters. Detect Evil (Sp): Not always important, but I have seen plenty of Paladins walk into social situations with this running so that they know who they can trust, and who needs a good smiting. Smite Evil (Sp): A fantastic offensive option. Divine Grace (Su): One of the Paladin's best abilities, this adds a huge bonus to your saving throws. Lay on Hands (Su): An excellent healing mechanic.

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The Banishment effect forcibly ends your Smite even if it fails, and you can't choose to forego the effect. Personally I would rather outright kill the outsiders between the talkets. Strike in the definition of any mounted combat build. For help with the Paladins's Mount, see my Practical Guide to Animal Companions. Spells: Paladins only go up to 4th-level spells, but what little spellcasting they get can be very effective is used carefully. Paladins only go up to 4th-level spells, but what little spellcasting they get can be very effective is used carefully. Paladins only go up to 4th-level spells, but what little spellcasting they get can be very effective is used carefully. Paladins only go up to 4th-level spells, but what little spellcasting they get can be very effective is used carefully. Paladins only go up to 4th-level spells, but what little spellcasting they get can be very effective is used carefully.

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combat strategy would, so your feats will frequently depend on your combat style. Instead or re-hashing an analysis of every combat feat available, this section will focus primarily on feats which cater specifically to the Paladin.Adept Champion: This can add an impressive bonus to your CMB at the expense of damage, which is fantastic if you're building a Defender.Channel Smite: Unless you're fighting undead, this won't help you deal damage.Greater Channel Smite: Allows you to split up the bonus damage dice from Channel Smite: Largely pointless.Guided Hand: This is for Clerics.Channeled Revival: If your party lacks someone who can cast Breath of Life, this is a great investment. It takes three uses of Channel Energy, which means 6 uses of Lay on Hands or you go for the Hospitaler archetype.Extra Channel: The Paladin isn't good at channeling energy, but this can provide some extra healing for your party.Extra Lay On Hands: If you like Lay on Hands a lot (and you should), this is worth considering.Extra Mercy: It's difficult to know what Mercies to select, but you can probably choose ones that work well enough that you don't need to spend a feat on this. If you feat absolutely compelled to pick up additional mercies, buy a Merciful Baldric.Radiant Charge: Consumes all of your remaining uses of Lay on Hands for the day, so you can only use it once per day. The most efficient use is to use it with your final charge of Lay on Hands on yourself a lot.

Tiny bonus with 1 round duration. Sacred bonuses are really rare, but Weapon Focus is probably better.Reward of Life: If your party doesn't have a cleric or someone else who is better than you are at healing, this is a great way to expand the effectiveness of Lay on Hands as a source of healing.Unsanctioned Knowledge: Unsanctioned Knowledge can

Tiny bonus with 1 round duration. Sacred bonuses are really rare, but Weapon Focus is probably better.Reward of Life: If your party doesn't have a cleric or someone else who is better than you are at healing, this is a great way to expand the effectiveness of Lay on Hands as a source of healing. Unsanctioned Knowledge: Unsanctioned Knowledge can open up a lot of really great spell options. Clerics in particular have a lot of really great buffs, and many have long durations. Magic Vestments, for example, is a 3rd-level Cleric spell with hours/level duration and 30 foot range to heal half as much as normal. Walking over to your target will generally be better: Falchion: It standard action and 30 foot range to heal half as much as normal. Walking over to you want teach, the Falchion is the volume for the volume for the volume for the special part of the Scimitar's critical threat range will have a better payoff. Greatsword: Iconic and flashy, but past low levels the Falchions's critical threat range will have a better payoff. Reach Weapons: Any payoff better payoff. Reach Weapons is an object of the Scimitar's and payoff. The volume for the Scimitar's are largely interchangeable. Scimitar: A slightly low damage die, but the threat range will pay off better beyond low levels when your bonus damage eclipses your weapon's base damage. Hide: Good, cheap starting armor if you don't want to spend the gold to get four-mirror. Four-Mirror: Four-Mirror: Four-Mirror: The best AC bonus which you can afford at level 1. Heavy Shield: Unless you plan to use a two-handed weapon, a heavy shield is a good choice. Full Plate: The best armor you can get. This section won't address every spell on your spell list, but it will point out some especially notable options. For a complete list of spells, see the SRD Spell Index. Challenge Evil: Extremely tempting, but since you can use your spell points of the saves will fail Hero's Defiance. You need this without question.

Immediate Action every round to try to affect an attack, it's likely that at least some of the saves will fail. Hero's Defiance: You need this, without question.

This means that you can afford to spend your swift action on something of the sort. Knight's Calling: More effective than Challenge Evil, but only one round duration and all of the same DC issues. If it works, it's fantastic. Fire of Entanglement: Paladins always have trouble with spell DCs, but even if the target succeds they're still entangled for one round. An absolutely essential way to keep enemies pinned down. If you can cast this repeatedly, you can hold enemies in place indefinitely. Litany of Righteousness: If paladins didn't suck at spell DCs, this would be an amazing way to boost your charge damage. Paladin's Sacrifice: Only works once per casting, but as an immediate action you can use this is an absolutely amazing way to boost your works once per casting, but as an immediate action to use Lay on Hands in the following turn, so you won't be able to spend a swift action to use Lay on Hands in the following turn. Righteous Vigor: Combined with Smite Evil this is an absolutely amazing option. The temporary hit points are petting low. Honeyed Tongue: Excellent for a Face, but I would only prepare this if you have the abolity to held enemies in place into a Face, but I would only prepare this if you have time to rest before going into a series of negotiations or something of the sort. Knight's Calling: More effective than Challenge Evil, but only one round duration and all of the same before going into a series of negotiations or something of the sort. Knight's Calling: More effective than Challenge Evil, but only one round duration and please of petalegoing into a series of negotiations or something of the sort. Knight's Calling: More effective than Challenge Evil, but only one round. An absolutely essential way to keep enemies pinned down. If you can cast this repeatedly, you can find one round. An absolutely essential way to keep enemies pin

However, it can be difficult to know which ally to use this on. You may use this and find that it never comes into play. Deadly Juggernaut: In an encounter with several weak foes to feed into this spell, this is absolutely amazing. Luck bonuses are hard to find, and luck bonuses to damage are even less common. With minutes per level duration, you may be able to carry it into multiple encounters with a single casting. Fire of Judgement: By this level creature should nearly always pass your spell saves, so you'll only get one round out of this. Even if the creature fails the save, 1d6 damage isn't much of a deterrant unless the creature has a huge number of attacks. Still, a swift action casting time makes this reasonably viable if you can make the 1-round duration work for you. Magic Weapon, Greater: With hours per level duration, there's no excuse to buy a magic weapon with more than a +1 enhancement bonus. If you have a full caster willing to cast this for you, let them do it. If not, plan to cast this spell every day. Sanctify Armor: Effectively Magic Vestments, but with minutes/level duration and the DR component if you use Smite Evil.Blaze of Glory: This is a complicated spell, and I'm not sure how effective it will be in real play. Generally I would rather use Hero's Defiance when I hit 0 hit points, but if you have multiple allies unconcious this might turn the tide of a fight.

The damage is neat, but not significant enough to realistically kill anything. The prayer effect is great, and doesn't appear to be affected by a saving throw. Break Enchantment, so you'll have trouble using this effectively. Fire of Vengeance: Swift action, no save, no spell resistance, and 3d8 damage is enough to be a passable deterrant. However, it only works on one attack. Fire of Judgement may actually be better unless your foe is especially low on hit points. Holy Sword: Really good, but standard action to cast and only rounds/level duration mean that it will be hard to bring this into play easily without cutting into your n

that you're spending your turns fighting stuff instead of healing your allies.

A pearl of power 1 on a high level wizard is largely useless; a pearl of power 1 on a Paladin means another use of Hero's Defiance. Enlarge Person: Bonus strength and reach. Excellent for any melee paladin unless you're using a mount. If the dexterity penalty is a problem, you can offset it with an ioun stone instead of adding a bunch of extra cost to your belt. See Invisibility: Expensive, but you don't have a way to deal with invisible foes. Tyler "RPGBOT" Kamstra has been the author of RPGBOT.net since 2013.

Tyler began playing tabletop RPGs with 3rd edition Dungeons and Dragons over 20 years ago. Tyler has a long-standing love for building characters and for game mechanics, and brings that enthusiasm to everything he creates. Great Builds from great players By G7 So many possibilities for char creation and progression, i've tried put everyting in one place. The Source of builds from great channel Liquid Plays have post some great builds on youtube(