

Pathfinder Magus Build Guide

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~~Pathfinder Magus Build Guide~~

This guide came about after several nights reading on various sites and noticing that no one had posted any comprehensive collection of thoughts or suggestions on the magus. I owe the basic...

~~Walter's Guide to the Magus - Google Docs~~

Character optimization guide for the Pathfinder Magus. Spells: The Magus gets 2/3 casting, similar to a Bard, but is much more dependant on spells.Spell Combat and Spellstrike are the Magus' two most iconic combat options, and the effectiveness of those abilities is entirely defined by the Magus' choice of spells.

~~RPGBOT - Pathfinder - The Magus Handbook~~

There are a couple of things to know about getting into playing a Magus. Level 1: Spell Combat When a Magus casts a spell with a casting time of 1 standard action, they can also make all of their weapon attacks at a -2 penalty. The Magus must have 1 hand free to use this ability. This counts as a Full-Round Action. Arcane Pool

~~Steam Community :: Guide :: Basic Magus Builds~~

A basic overview of a couple functional single-classed Magus builds, and recommendations to modify them for other archetypes. Magus Basics. This guide is mostly going to focus on the " vanilla " Magus, and not the Archetypes, but I ' ll point out a few important distinctions here and there.

~~Pathfinder: Kingmaker - Basic Magus Builds~~

With true magus at 19 get heroism spell as a level 3 spell to more consistant hit chances. You will have 20 levels to learn the details of this build, but will work fine at all levels. After level 2 keep touch of fatigue toggled, so your character will cast it whenever youre not casting another spell without you need to manually click on it every time.

~~Magus Builds :: Pathfinder: Kingmaker General Discussions~~

The Skirmir is a shield build for the Magus. Typically shield builds on Strikers involve two-weapon fighting, but the Magus needs to keep a hand free to cast spells. You can either use a buckler and a weapon, or you can use a heavy spiked shield and a spiked gauntlet.

~~RPGBOT - Pathfinder - Magus Archetypes Breakdown~~

Overview of the Hexcrafter. At first glance, the hexcrafter archetype (Ultimate Magic 48) looks like an attempt to recreate the hexblade core class from 3.5 ' s Complete Warrior for Pathfinder.Certainly, in terms of general flavor, the two classes share a lot, but the hexcrafter really sets itself apart because access to witch hexes can allow you to customize your magus in new and interesting ...

~~A Guide to the Hexcrafter Magus (Pathfinder) - HobbyLark ...~~

Leveling Guide; Level: Take: 1: Magus - Weapon Finesse // Dodge ... when it comes to D&D /Pathfinder Games. In your "Dex Scion" build you have high dex and Weapon finesse to get the dex mod on your ...

~~Main Character Builds Guide - Pathfinder: Kingmaker ...~~

CampinCarl's Character Creation Guide for Pathfinder Pbp (Thread) Pathfinder Society Flutter's Guide for Pathfinder Society Newbies Fame and Fortune: Getting the Most from Your Prestige Points Guides on Types of Builds A Guide to Trip Builds in Pathfinder CTP's Guide to Words of Power (Thread) Words of Power Handbook by The-Mage-King (Thread)

~~Zenith Games: The Comprehensive Pathfinder Guides Guide~~

I explain the differences between the types of magus that exists in Pathfinder kingmaker and how to build them.MagusEldritch scionSword saintEldritch Archer...

~~Beginners Guide to the Magus [Pathfinder Kingmaker] - YouTube~~

These colors will be used in a manner similar to Walter ' s solid magus guide, and will be relative to the myrmidarch. ... As guides for Pathfinder 2nd Edition get written, they will be stored here. ... Pathfinder Guide to the Guides Pathfinder Guide to the Builds GM Resources Improving Your Class with Items . Races of Pathfinder

~~Zenith Games: Optimizing the Suboptimal: A (sub)Guide to ...~~

I don't know where you read that, but different weapons in Pathfinder have different base damage (e.g. daggers have 1d4, clubs have 1d6, some exotic weapons and two-handed weapons have 1d8 and more).

~~Pathfinder: Kingmaker — Regongar Builds - Neoseeker~~

basic structure of this guide to Treantmonk and Rogue Eidolon who have each posted great. build guides devoted to some of most played classes. The magus hasn ' t been around as long. as the other...

~~Walter's Guide to the Magus - Pathfinder_OGC~~

It's about tabletop magus, but a lot of it is still applicable to PF:K. Personally, I prefer a dex magus (look in the guide), though rather than dervish dance, in PF:K we get to choose between "fencing grace" and "slashing grace" to add dex-to-damage, depending on whether you go rapier or scimitar.

~~Magus build : Pathfinder_Kingmaker - reddit~~

Walter ' s Guide to the Magus Pre-introduction Introduction This guide came about after several nights reading on various sites and noticing that no one had posted any comprehensive collection of thoughts or suggestions on the magus. I owe the basic structure of this guide to Treantmonk and R...

~~Walter's Guide to the Magus - Google Docs~~

Currently building a Card Caster Magus for fun and future campaigns and I would like some suggestions for feat choices and really any sort of discussion on the build. I'm trying to go for a battlefield control oriented caster, delivering touch spells with my cards to priority targets and slinging aoe spells with any remaining actions.

~~Card Caster Magus Build Discussion : Pathfinder_RPG~~

Intelligence: This is the intelligence score of the black blade.It starts at 10 and increases by 1 for every two levels of the bladebound magus (at 3rd level, 5th level, and so on). Wisdom and Charisma: As the bladebound magus increases in level, so do the Wisdom and Charisma of the black blade. These abilities start at 6 and increase by 1 for every two levels of magus.

~~Bladebound — d20PFSRD~~

Though it is known primarily as a tool of knowledge, the harrow is also an instrument of defense and even war. The card caster is an ancient, martial offshoot of the traditional harrower, learning to not only draw power from the harrow, but also to invest each card with deadly power.

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