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Pathfinder goblin cleric

Goblin Priest CR 4 XP 1200 Goblin cleric 5 NE humanoid small (goblinoid) Init +2; Feel darkvision 60 ft.; Perception +2 DEFENSE AC 19, touch 13, flat-foot 17 (+4 armor, +2 Dex, +1 natural, +1 shield, +1 size) HP 36 (5d8 +10) Fort +6, Ref +6, Will +7 Defensive Skills Blessing of Goblin King Offensive Speed 30 ft. Heavy melee mace +5 (1d6 +1) Special attacks bleeding touch (5/day), negative energy channel (3/day, 3d6, Will DC 14), touching the law (5/day) Cleric Spells prepared (CL 5th; concentration +7) third-blindness/deafness (DC 15), magic circle against chaosD two-heal moderate wounds, kill knellD (DC 14), hold person (DC 14), silence (DC 14) 1st-blessed, cause fear (DC 13), heal mild wounds, protect from chaosD 0-bleeding (DC 12), detect poison, read magic, resistance D spell domain; Law Fields, Death TACTICS During the fight, if there are two goblin priests, the closer you will recklessly attack with his heavy mace, while the other supports him with his cleric spells, opening up with blindness/deafness (favoring blindness), and holding the person, though he uses a spell of silence in place where one of the PCs seems to be a powerful spellcaster. Either the priest will use the death bell at the first opportunity, and use their healing spells fully to continue the fight. If things go wrong, goblin priests use their negative channel energy capability as a last resort, hoping to kill PCs, even at the cost of their lives. The moral of goblin priests fight to the death. STATISTICS Str 12, Dex 14, Con 12, Int 10, Wis 15, Cha 10 Base Atk +3; CMB +3; CMD 15 Feats Combat Casting, Lightning Reflexes, Improved Channel Skills Knowledge Religion +6, Stealth +9; Racial Modifiers +4 Ride, +4 Stealth Languages Goblin SQ aura, orisons NPC Gear +1 heavy mace, +1 studded skin, open steel shield SPECIAL ABILITIES Blessing Goblin King Goblin who have engaged in the service of King Goblin receive a magical protective enchantment from the crown of King Goblin. This blessing increases the natural armor of the goblins by +1 and gives them a +1 bonus for all their saves. Section 15: Copyright King Goblin's War Notice King Goblin's War. Copyright 2010 Necromancers of northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway. Our group tries the line of modules we are goblins. Since they are weirder and more fun I decided to pick up a random character and then make the best use of it. I ended up with a Cleric Scroll Scholar of Asmodeus (yes, a scroll scholar who can't read or write – the archetype doesn't say he has to read or write at all). So with my random rollers and racial skills and modifiers I have: 11 str, 17 dex, 14 con, 10 int, 15 wis, and 10 cha. Good cone and group makeup will make her hand-to-hand more advance than the back line caster (the other party is warpriest - the main tank, and alchemist). So with a little backstory of her absolutely adoring asmodeus she tries to imitate it in every respect, including maces (sorry not clerics varied here – it doesn't fit her backstory) Now as a cleric can easily walk the guided hand line because channel smite is good for bad clerics (I don't want to hurt your friends too much). But this needs two legs. Because her dex came out so big (without trying at all) I'm contemplating using only light maces and snagging weapon finesse. The bonus she has goblin's ability to racially bite (lol for that random) that would benefit the fineness of the weapon. My Contemplation: Use a heavy mace/shield & do channel smite/guided hand (all capacity points will be going to wisdom) light mace/shield w/fine weapon (downgrade to 1d4 on the mace, but bite hits more and maces hits more up to mid-levels) twf light maces and use weapon finesse (just because dex is great) really mess me up and twf heavy mace/light mace and not hand guided (a lot of facts involved) I have total fun with this character, but I at least want to work well and not break them because of bad choices. I still want to make standard good cleric feats would be casting battle and because asmodeus is legal evil, the sacred summons is extremely useful. It will most likely take ~ level 8ish to have the hand guided doing more + attack than weapon finesse (which assumes level 4 attribute in wis and a wis armband) Thoughts? Fun? I don't mind doing something unconventional (hell she's a goblin scholar scroll cleric – her already unconventional atm). Page 2 10 comments Goblin Cleric 3/Rogue 3 CR 5 XP 1,600 Male goblin cleric 3/rogue 3 NE Humanoid small (goblinoid) Init +4; Feel darkvision 60 ft.; Perception +12 DEFENSE AC 20, touch 15, flat-foot 16 (+5 armor, +4 Dex, +1 size) HP 39 (6d8+9) Fort +6, Ref +9, Will +8 Defensive Skills evasion, trap sense +1 OFENE Speed 30 ft. Melee 2 mwk kukris +8 (1d3/18-20) Varied light crossbow +9 (1d3/18-20) Special attacks negative energy channel (2d6, DC 9, 1/day), sneak attack +2d6 Domain Spell-Like Skills (CL 3rd, +9 varied touch) 6/day-copycat, vision of madness Spells prepared (CL 3rd) two-hold person (DC 15), invisibility D, sound burst (DC 15) 1st-cause fear (DC 14), heal light wounds, confusion less D (DC 14), obscuring mist 0-bleeding (DC 13), orientation, resistance, stabilize STATISTICS Str 10, Dex 18, Con 13, Int 10, Wis 16, Cha 6 Base Atk +4; CMB +3; CMD 17 Feats Two Combat Weapons, Weapon Finesse, Weapon Focus (kukri) Acrobatics Skills +13, Bluff +7, Knowledge (religion) +9, Perception +12, Ride +7, Stealth +20 Languages Common, Goblin SQ fast stealth, spontaneous casting (cause spells), trappfinding +1 Combat Gear Other gear +1 chain shirt, kukris masterwork (2), light crossbow with 10 screws poisoned with blue whinnis, cloak +1, onyx symbol unholy worth 40 gp Section 15: Copyright Ad Pathfinder 20: House the Beast. Copyright 2009, Paizo Publishing House, LLC; Author: Tim Hitchcock. 2016-07-03, 16:37 (ISO 8601) Hi everyone! For my new campaign I wanted to build a Cleric Goblin in Zarongel, Zarongel, I've never played a cleric before, so I'm kind of overwhelmed by the options. We're playing with a 20-point buy, I don't mind leaving Cha, I'm not going to be the party girl, I also don't like channeling. Also, we're given 3 traits, I think one will be finding Haleen because GM said it's ok. I really want to take the animal field, either standard or with the fur subdomain (it trades a lean ability for another lean capacity), the second could be travel ... but I'm open to suggestions. I would like to be able to wade into battle if necessary, I am open to any kind of dip, also I agree with taking the oversized Goblin racial trait alternative. I would like to know about good deeds, I want this character to be funny, so any roleplaying advice is welcome. Last edited by MindTheGap97; 2016-07-03 at 06:24 PM 2016-07-03, 06:21 PM (ISO 8601) Finding Haleen is a prehistoric feature and should be considered major cheese. Opt instead for Reactionary, and for the other two, get whatever makes sense for your character, don't be a slave to optimization. It's just traits. Given the Channel will be terrible for you in general, can you consider an archetype that replaces it? Divine Flagel might be themed, but you lose the opportunity to get Animal Domain – although I must admit it would be appropriate. The Divine Strategist is another option to give up the Channel for something clean. However, there is an archetype that might be handy for your particular concept - Varisian Pilgrim. This is particularly cool because you can, a few times a day, give other party members the speed of bonus fur as a quick action, making most of an otherwise unused feature for a static caster. 2016-07-03, 06:40 (ISO 8601) Okay, I really like Varisian Pilgrim, even though you might want to refluff the way harrow is performed (maybe watching in the fire instead). I would have to give up Dimensional Hop, but I don't like it very much anyway, also being able to grant freedom of movement or a speed bonus (and low light vision) to an ally could be very useful in a pinch. Divine Flagel is very cool fluff-wise, but I really like to have an animal companion to serve as a mountain and maybe a friend flanks for our Rogue 2016-07-03, 7:09 PM (ISO 8601) The other option is to go Divine Flagel and take the featline for the feat Animal Ally, but you would only be able to raise Boon Companion level 7. In any case, don't work too hard to get the attack sneak for Rogue. That's really his job. 2016-07-03, 07:18 (ISO 8601) Originally posted by the Secret Wizard The other option is to go Divine Flagel and take the featline for feat Animal Ally, but you would only be able to raise Boon Companion Level 7. In case, don't work too hard to get the attack sneak for Rogue. That's really his job. I know it's his business, but since in the story of our characters we're brothers, I thought we should help each other on the battlefield as much as we can. 2016-07-03, 19:28 (ISO 8601) Ai make a Warpriest instead? 2016-07-03, 07:44 (ISO 8601) I did, but we have no complete caster in our party, the ability to wade into battle is not even the main goal, it's not really all that is actually needed, my role on the battlefield would be more geared toward support, buffing and providing general utility

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