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## Sleeves of many garments pathfinder

It's been a while but I've decided to try and make some more PFS builds and post them. I'm more comfortable with the first edition but I expect over time that I'll be adding some second edition. Now that my chronic laziness is casually explained away, let's start with an Item Mastery build. One of two that I've been playing with. Now in addition to this blog, I'm adding points to the other one I've been neglecting for literally years. I just finished a post on it to explain the mechanics of the feats behind the idea. Essentially the character is able to tap into the ambient magics of her magic items and channel them into magical effects. I'll start with the fighter concept. Ryla Silvermane is a Silvermane and as a result has a few relevant points. She's a fighter focused around a bastard sword, her family are Varsian and based around Korvosa. While of the Silvermanes have little to no magic about them, Ryla is a bit different in that respect. Her ability to tap into ambient magical energy isn't quite that of a wizard or sorcerer but it is more than anyone in her family has ever had. Here is the link to my other page: Andrew's PFS Campaign Log Ryla Silvermane @ 1st level Okay, here we have Ryla at the beginning. She's a first level fighter with the relic master archetype. As per her family tradition, she's trained in the bastard sword and favors the sword/shield combo when she can and is able to use the bastard sword one handed without penalty. She starts out with EWP (bastard sword), Fast Learner (because skills aren't a fighters strong suit), and Curative Mastery (not particularly useful but with improved item mastery @3rd, or a lucky item find, she can use it). Toss it for toughness or power attack if it doesn't fit is just as easy. Pragmatic activator let's her use Int for UMD and Arcane Scholar makes Spellcraft a class skill. Ryla Silvermane Human (Varsian) fighter (relic master) 1 (Weapon Master's Handbook 27) CG Medium humanoid (human) Init +2; Senses Perception +2 ----- Defense ----- AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield) hp 14 (1d10+4) Fort +5, Ref +2, Will +1 ----- Offense ----- Speed 30 ft. (20 ft. in armor) Melee bastard sword +3 (1d10+2/19-20) Spell-Like Abilities (CL 1st; concentration +1) 1/day—cure light wounds (item needs 1st lvl conjuration) /day—breath of life (item needs 5th lvl conjuration) (DC 18), cure critical wounds (item needs 4th lvl conjuration), cure moderate wounds (item needs 2nd lvl conjuration), cure serious wounds (item needs 3rd lvl conjuration) ----- Statistics ----- Str 14, Dex 14, Con 16, Int 13, Wis 12, Cha 10 Base Atk +1; CMB +3; CMD 15 Feats Curative Mastery, Exotic Weapon Proficiency (bastard sword), Fast Learner[ARG] Traits arcane scholar, pragmatic activator Skills Acrobatics -4 (-8 to jump), Heal +2, Perception +2, Spellcraft +6, Stealth -3, Use Magic Device +5 Languages Common, Shoanti, Varsian Other Gear scale mail, heavy steel shield, bastard sword, backpack, bedroll, belt pouch, flint and steel, hemp rope (50 ft.), mess kit[UE], pot, soap, torch (10), trail rations (5), waterskin, 36 gp ----- Special Abilities ----- Curative Mastery (1/day) Use item with conjuration spell to cast cure spells. Item limits how high level. Ryla Silvermane @ 4th level Now at 4th level Ryla is starting to work out her abilities with item mastery feats. Most likely, barring finding an item with 1st or 2nd level conjuration (healing) spells, she'll be using Curative Mastery using her class feature of Improved Item Mastery to spontaneously heal. Using her Sleeves of Many Garments she will be able to vanish using Concealment Mastery. Also in addition to power attack, she can use Caster's Champion to pull ambient energy from her allies' magic to boost her own attacks. Her shield have been exchanged for a +1 shield with a built in reliquary in preparation of getting Symbolic Mastery soon. Ryla Silvermane Female human (Varsian) fighter (relic master) 4 (Weapon Master's Handbook 27) CG Medium humanoid (human) Init +2; Senses Perception +5 ----- Defense ----- AC 21, touch 12, flat-footed 19 (+6 armor, +2 Dex, +3 shield) hp 44 (4d10+16) Fort +7, Ref +3, Will +2 (+1 vs. fear) ----- Offense ----- Speed 30 ft. (20 ft. in armor) Melee mwk bastard sword +7 (1d10+2/19-20) Ranged mwk composite longbow +7 (1d8+2/×3) Spell-Like Abilities (CL 4th; concentration +4) 2/day—cure light wounds (item needs 1st lvl conjuration) 1/day—cure moderate wounds (item needs 2nd lvl conjuration), vanish[APG] (DC 14) /day—breath of life (item needs 5th lvl conjuration) (DC 18), cure critical wounds (item needs 4th lvl conjuration), cure serious wounds (item needs 3rd lvl conjuration) ----- Statistics ----- Str 14, Dex 14, Con 16, Int 14, Wis 12, Cha 10 Base Atk +4; CMB +6; CMD 18 Feats Caster's Champion, Concealment Mastery, Curative Mastery, Exotic Weapon Proficiency (bastard sword), Fast Learner[ARG], Power Attack Traits arcane scholar, pragmatic activator Skills Acrobatics +1 (-3 to jump), Heal +4, Knowledge (arcana) +8, Perception +5, Profession (scribe) +5, Spellcraft +8, Stealth +2, Use Magic Device +9 Languages Common, Kelish, Shoanti, Varsian SQ improved item mastery Combat Gear potion of cure light wounds (3), potion of enlarge person (2); Other Gear mwk agile breastplate[APG], +1 holy reliquary heavy steel shield, mwk bastard sword, mwk composite longbow (+2 Str), handy haversack, ioun torch ioun stone[APG], sleeves of many garments[UE], traveler's any-tool[UE], bedroll, belt pouch, flint and steel, hemp rope (50 ft.), mess kit[UE], pot, soap, torch (10), trail rations (5), waterskin, 259 gp, 5 sp ----- Special Abilities ----- Caster's Champion +2 (3/day) Swift action when within 30 ft. of arcane caster ally for damage bonus for 1 round. Concealment Mastery (1/day) Use item with 1st level illusion spell to cast vanish. At high ranks, use 2nd to cast invisibility or undetectable alignment. Curative Mastery (2/day) Use item with conjuration spell to cast cure spells. Item limits how high level. Improved Item Mastery (1/day) (Su) Use item mastery feat with magic item without appropriate spell in construction requirements. Power Attack -2/+4 You can subtract from your attack roll to add to your damage. ----- Ryla Silvermane @ 7th level Now at 7th level, she's got a few more options. Extra use of Improved Item Mastery for one, Ability mastery to put a +2 to another stat thru her belt of giant strength (I suggest Con as it buffs her spell-like abilities from her various item masteries. She has the ability to use a holy symbol (like her shield) to throw off a melee touch or range touch of holy power (if you go with someone else besides Cayden, you might have other options) Add in Combat Reflexes to puff up her AoOs and make her a bit more flexible. Ryla Silvermane Female human (Varsian) fighter (relic master) 7 (Weapon Master's Handbook 27) CG Medium humanoid (human) Init +2; Senses Perception +8 ----- Defense ----- AC 22, touch 12, flat-footed 20 (+7 armor, +2 Dex, +3 shield) hp 81 (7d10+35) Fort +9, Ref +4, Will +3 (+2 vs. fear) ----- Offense ----- Speed 30 ft. Melee mwk bastard sword +9/+4 (1d10+9/19-20) or symbolic bolt +8 touch (1d3+9 untyped) Ranged mwk composite longbow +10/+5 (1d8+4/×3) Spell-Like Abilities (CL 7th; concentration +7) 2/day—cure light wounds (item needs 1st lvl conjuration) 1/day—cure moderate wounds (item needs 2nd lvl conjuration), invisibility, undetectable alignment (DC 16), vanish[APG] (DC 15) /day—breath of life (item needs 5th lvl conjuration) (DC 19), cure critical wounds (item needs 4th lvl conjuration), cure serious wounds (item needs 3rd lvl conjuration) ----- Statistics ----- Str 16, Dex 14, Con 18, Int 14, Wis 12, Cha 10 Base Atk +7; CMB +8; CMD 22 Feats Ability Mastery, Caster's Champion, Combat Reflexes, Concealment Mastery, Curative Mastery, Exotic Weapon Proficiency (bastard sword), Fast Learner[ARG], Power Attack, Symbolic Mastery Traits arcane scholar, pragmatic activator Skills Acrobatics +3, Heal +4, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Linguistics +3, Perception +8, Profession (scribe) +6, Spellcraft +14, Stealth +9, Survival +1 (+3 to avoid becoming lost), Use Magic Device +17 Languages Common, Halit, Kelish, Osiriani, Shoanti, Skald, Thassilonian, Tien, Varsian SQ improved item mastery, relic channeler Combat Gear cold iron durable arrow (50), potion of cure light wounds (3), potion of enlarge person (2); Other Gear +3 mithral agile breastplate[APG], +2 holy reliquary mithral heavy steel shield, +1 adaptive darkwood composite longbow (+2 Str), +1 glamerer keen bastard sword, belt of physical might +4 (Str, Con), bookmark of deception[UE], cloak of resistance +2, daredevil boots[ARG], efficient quiver, first aid gloves, handy haversack, ioun torch ioun stone[APG], pathfinder's coin, ring of protection +2, sleeves of many garments[UE], traveler's any-tool[UE], vest of surgery[UE], wayfinder[ISWG], bedroll, belt pouch, flint and steel, hemp rope (50 ft.), mess kit[UE], pot, soap, torch (10), trail rations (5), waterskin, 3,954 gp, 5 sp ----- Special Abilities ----- Ability Mastery (Dexterity, 1/day) 10 minutes focus on worn slotted transmutation item, gain +2 to one ability score for 1 day. Barroom Brawler (1/day) As mv act, gain combat feat that you meet prereqs for for 1 min. Caster's Champion +4 (3/day) Swift action when within 30 ft. of arcane caster ally for damage bonus for 1 round. Combat Reflexes (4 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed. Combat Rhythm Each damaging melee attack reduces total voluntary penalties by 1 for until next turn. Concealment Mastery (1/day) Use item with 1st level illusion spell to cast vanish. At high ranks, use 2nd to cast invisibility or undetectable alignment. Curative Mastery (4/day) Use item with conjuration spell to cast cure spells. Item limits how high level. Dispel Mastery (1/day) dispel magic as a spell-like ability Finishing Cascade First combination feat used in rnd inflicts double penalty. Flight Mastery (1/day) fly as a spell-like ability Improved Item Mastery (3/day) (Su) Use item mastery feat with magic item without appropriate spell in construction requirements. Power Attack -4/+8 You can subtract from your attack roll to add to your damage. Relic Channeler (6 minutes/day) (Su) Improve potency of magic item, armor, shield, weapons +1, save DC +1, or CL +1. Symbolic Mastery (Untyped Damage, 8/day) As a standard action, use holy symbol of same alignment deity to blast foes. ----- In conclusion, a lot of the choices in Item Mastery are conditionally useful. Of the ones I picked, Curative is the least useful. It's amazingly hard to find spells of the conjuration (healing) school to fully utilize it without resorting to Improved Item Mastery. Easily swapped out for another choice or trained out for something more useful. I think the class could be fun though. D

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