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are calculated on the shield class only once and only with the highest bonus. For example, we can wear a protection ring which gives us +2 AC in the form of a deflection bonus. Another episode of protection with AC +1 will not lift our shield class any more, instead the bonus of +2 is calculated only. In order to determine whether an item is improving the armor class, it helps to simply place it and check whether the shield class changes. A mouse on ac value also tells us the shields that the rewards affect us and where they come from. The items are as unique as any good role-playing game, and there are plenty of items that we get as bonuses, buy, and plunder from defeated enemies or collect from their treasure chests. Many of these items are magical and improve the stats of our characters. Some of them improve the attack roll (for example, weapons with +1 or +2 bonus), add certain types of damage (for example, fire or acid) or have other special features (for example, eager). In addition, some weapons and armor are made of special materials that have their own Features. The methral shield reduces weight, has a higher reward of dexterity and causes less wave failure. The cold iron weapon stops the natural regeneration of enemies like linnorms. Trolls, on the other hand, must be killed by fire or acid, making weapons with proper charm very useful. Flaming Sword Bastard +1, perfectly suited to Valerie. © Owlcat games so, it makes sense to have a large collection of items and weapons in your inventory or in the four weapon groups of each character in order to be prepared for all situations. We've included the best items for you in our comprehensive item guide to Pathfinder: King Maker. What elements or spells should I always carry with me? Heal potions, coils, wands, torch, area spells, bombs and/or area damage potions, weapons with fire or acid magic, weapons made of cold iron, ingredients for cooking, at least six camping supplies and rations. Healing potions are of course a standard for adventurers. The coils don't weigh much, but they are very useful in different situations. For example, restore, less the attribute can be removed - you won't have to rest often to allow Cleric to recharge his spells. Magic wands (such as a stick of magic rockets or healing wands) can be used in case your hero runs out of spells in battle. Area spells or equivalent bombs or potions are useful against swarms and larger groups of enemies. Weapons with fire or acid magic help to finish trolls off and weapons made of cold iron stop renewing monsters. You should also always bring enough ingredients for cooking (traders have a lot of them) so that you can get helpful amateurs through suitable recipes when resting. Food rations are important for longer periods than visiting caves or dungeons, where you cannot hunt or cook. What unique items can be found in Pathfinder: The Maker of Kings? Items that have a name (for example, a jacket of a hundred pockets) are unique items. They usually have special abilities or improvements. For example, a 100 percent jacket wearer of the pockets gets a bonus of +5 on trickery. Unique shield: a jacket of a hundred pockets. owlcat games © we have many unique and special good magical items included in our article on items in Pathfinder: The Maker of Kings. In addition, there are monuments and artifacts. Monuments, artifacts and fragments as you explore the world, you'll find fragments of so-called relics. These are divided into two different groups: story and artifacts. The first contains a vast story, in which storytellers (located in the throne room, front left in a column) tell you exactly once you have brought him all the fragments. Your reward is experience and gold. Artifact parts are instead assembled into an item that can be worn by a character. A comprehensive guide to the elements and effects in Pathfinder: Kingmaker has compiled you in a separate article. Tips for world map, level maps and travel world map transfer if you're in travel mode, ie on Map, there is a button on the right that allows you to expand a smaller overview of the map. With the help of this overview map you can move the map much faster and jump directly to the desired location of having to scroll with the controls. The small button that reveals the overview map is located at the far right of the screen. © Owlcat travel games on the world map you can either click on the small direction arrow at the bottom of the shape that represents your group and travel to the next intersection. You can also click directly on your destination. A dialog will appear showing you travel time. If you confirm, the number will automatically move towards your destination. You can pause the trip at any time using the Stop button (in the middle of the lower third of the screen during the flight) for example, take a break. By the way, there's no such thing as quick travel! Save, manage the group, rest and more you can save at any time on the world map, for example by creating quick save. You can also use the group management menu item to expel members from the group and add new ones. As mentioned earlier in this article, this will cost you several days. Pro Tip: If you have to enter a place alone (for example in a fair bonus quest), you don't have to travel all the way to your destination alone. You can take your entire party with you and send your fellow companions home again when you reach your destination (still on the world map, not in the level). During extended journeys, the characters get tired at some point. So you have to rest you can do it by the rest menu. You can rest anywhere, there are no better or worse places to rest. You will find more information about this later in this article. By the way, you can also manage your inventory or level ups while on the world map. Using the map level effectively map that is available to you in level (M default key) is a real-time and interactive map. Not only do they show you important positions, you can also navigate your party on this map. When you have completely explored the level and need to go back out, open the map and right-click near the exit. You can then watch your party go there on its own. You can navigate your group using the map within a level. owlcat © games tips and help to fight in Pathfinder: King Maker in this guide section you will learn about why and how you should regularly save how to prepare for battles properly what goals that you should give priority How you heal properly & what happens in death How you must deal with defeat battles are a key part of Pathfinder: King Maker. This is where the decision is made on how well our group is assembled, whether we have reasonably equipped and trained it and what we are capable of in terms of tactics. Especially at first it is not easy for beginners to keep track of everything. We can also face very strong opponents or even overwhelming opponents early in the game. So what are you doing? As regularly mentioned before, it is very important to keep regularly in this game. This is especially true for the first time you enter a level, but also immediately after each battle or dialogue. This way we always have up-to-date savegame that we can download in case of failure. Polishing before big fights if you've configured an automatic pause properly, you'll usually have enough time to put your group orange supremo properly. First, use long-term enthusiasts such as fox crafty or bull power. Before you attack the enemy throws short-term blessings. Also make sure that the bard in your group has active its supporting performance. Switch artificial intelligence if necessary if you don't want your characters to act according to the AI scenario and attack enemies directly, turn off artificial intelligence to the right of the capacity bar. For example, this allows you to kite enemies slow but dangerous (i.e., lure them after you) as you attack them in a ranged fight without having to call back fierce melee fighters all the time. You can switch Artificial Intelligence scripts from your buddies or turn it off in the lower right corner. © Owlcat games but don't forget to turn it back at the right moment - otherwise you may find that one character or another just stands around. Choose the right targets and unlock the battle correctly if you have configured the automatic pause correctly, the game will pause once you monitor the enemies. At this point, they are usually not yet in combat and can be prepared as described. Once your preparations are complete, you will need to consider how to engage in combat. As long as there are no offensive actions and the initiative has not yet been cut off, you can still prepare to fight. © Owlcat games as a rule, your melee fighter with the top armor class will fight the most dangerous enemy or drag several enemies on him. You can do this either by using the charging capability or by letting the tank run near these enemies. Sometimes you can pull enemies from a group and fight them separately (for example with a well-directed arrow or spell). The opponent's target will then be displayed in a red font (visible via mouse to the character in question). Depending on how dangerous the enemy or enemies are and how fast or difficult their attack is, the cleric must be ready to heal. Make sure that the cleric is not too far away, because healing requires him to be in contact with the injured person - and if he has to run half a marathon first, it can easily be too late. You can also open a battle with a devastating wave. For example, a good wizard can kill the enemy directly with the spell Phantasmal Killer. Or it can cast an area wave to unlock a battle (e.g. Fireball) and hit several enemies at once. It is important that the magician retreats behind the fighters in time. The battle can easily begin with a devastating wave of processor. © Owlcat games in any case, you must prioritize your goals. As a rule: processors first, then processors and followed by fighters and melee fighters ranged. As your tanks pull melee fighters, the rest of your party can focus on the wizard or processor. Always set targets to your comrades manually, especially in tougher battles. Otherwise, it can happen quickly that your warriors will collectively take care of less important goals just because they are close. Pro Tip 1: If you're fighting enemies who can use Necromancy or call monsters, it might be a good idea to focus exclusively on the caller. In most cases, you will die calling him with him. Pro Tip 2: If you fight really hard opponents or very large groups, try to fight in the bottleneck. Put the fighter with the highest class armor in the bottleneck (e.g. door). Only a few opponents can take part in this battle. Attack enemies in the queue with your warriors ranged and perish them one by one. If the fighting starts with an attack, the initiative is returned first and once. This is a throwing prowess that determines which participant in the conflict can work in any order. The higher the initiative list, the more the character can act earlier. If the character has not yet been able to act because of throwing his initiative, but he was attacked, he considered flat feet. In this case, his prowess rate is not calculated for his armor class. In addition, it cannot carry out attacks of opportunity. The spider can lead attacks of opportunity on the character with a crossbow. owlcat © games attacks of opportunity are additional attacks that the character can perform when the opponent is casting spells, attacking from the run or staying away from the opponent. Normally, each attack character can only as often as his or her stats allow within the turn (a round that lasts six seconds), usually exactly once. Under the influence of blessings (e.g. haste) multiple attacks are possible. Indeed, attacks on opportunities add to that. Therefore, be careful not to move the character away from the enemy unless there is an important reason to do so or the character has enough points hit left to survive the damage caused by the inevitable attack of opportunity. Use skills wisely and efficiently do not shoot the biggest guns in every small battle. If you waste your strongest spells on a few wolves or goblins, you'll soon find yourself fighting really hard monsters with your pants down. That and how many abilities you should use against any type of opponent will ultimately depend on your experience. After a period of getting used to the game, you'll be beating up wolves, including alpha wolves or a pack of troll hunting with automatic attacks. Friendly fire yes, you can kill members of your group yourself. Just let your magician throw a fireball and see what happens. Exactly. It's not a very good idea to use area spells in a way that affects your team. Instead, you must align the impact zone so that it hits as many enemies and as few friends as possible. One exception to this is private Like a controlled fireball, which deals with minimal damage to allies. Dotted white circles (referred to by green arrows) mark the creatures that will be struck. Our fighter in front (Red Arrow) will not be harmed. owlcat © Games Pro Tip: If you've identified an area spell and want to put it, press the CTRL key to put the spell completely. The creatures and characters that have struck them will be highlighted. This will help you avoid friendly fires. Proper healing clergy, cool, druids, inquisitive and paladin can heal. However, performing a healing spell takes some time. This means you need to make recoveries early, rather than wait until the party member's injury points are close to zero. As we learned in the section on the opening of the fight above, the wizard must always be at a medium distance from the front line, as it needs to be close enough to target to carry out the healing wave. Long distances in tight battles can lead to defeat. At the same time, it must not be within the scope of the region's attacks or attacks. Once the healing is completed, the therapist must immediately retreat from the front line. Tristian the clergyman stands far enough away from the battle line, but close enough to be able to provide first aid quickly. © Owlcat games are very useful in the mass healing of the clergyman, especially the positive energy channel - healing living. Thus, the area damage to all members of the group in a radius of the effect can be invalidated. This spell can also be cast several times in a row, for example to accommodate the damage received to multiple melee fighters at the same time. Attention: Such healing areas bring fallen companions back to life, but with only a few striking points. If the companion is lying right in the middle of moshpit, it can happen quickly that it is demolished again because of attacks of chances by enemies and certainly dies. Thus, in cases where the fallen companion is at a disadvantage, healing with the area's spells should be avoided. Instead, use targeted healing spells and recover the group members who fell at the right moment. Automated attack, additional capabilities bar, items in belt & inventory to the left of the capacity bar there is a small icon (shown in the picture). This is the automated attack of the character. By right-clicking on any capability in your capabilities bar, you can configure the type of automatic attack used. For example, you can have a wizard shooting his magic projectiles via attack auto, so you don't have to manually select the spell all the time. However, be aware that spells and abilities are not unlimited. Change the type of attack you use if necessary. By right-clicking on a spell or ability, we select the automatic attack of the character. owlcat © games over time, you'll get more spells and abilities than you can fit into the capacity bar. Fortunately, there are two more skilled bars on the left side of the screen. Press the small arrow button twice to activate two additional skill strips. Don't forget your belt and your inventory too. You can put Wands and coils in the belt (the round button right above the capacity bar) to be used in battle. The belt can also be filled with stock items during combat. Depending on how well each character can use magical elements (see the skills section earlier in this guide), wands and manuscripts can be extremely useful and can make a difference in battles. Damage and death capability there are a number of enemies that will damage the permanent ability on you. For example, spiders can do damage to the Constitution, directly affecting the personal health group. Other monsters cause force damage, resulting in a significant reduction in attack strength. Also, the poison can constantly damage the ability if the poison is not neutralized (for example, with the clergyman neutralizing the poison spell). This damage appears as a symbol in the character's image. It can be treated by the karin spells restoration, laure or restoration (this late requires with expensive dust diamonds). However, we recommend collecting or purchasing repair doses, less for such cases. If you are near a safe place (for example, throne room or Oleg Business Post), you can simply rest until the attribute damage is healed. Usually one point of damage to the attribute is healed in comfort. Harem now has a death-door condition and we must not let him die again. © Owlcat games depending on the level of difficulty you play or the settings you have made, the death of the character may look different. In story mode, the character simply becomes unconscious in the event of death and is satisfied again after a fight. In a simple difficulty mode, the character also becomes unconscious and gets up again after a battle. However, if his hit points go down to a negative value, which corresponds to the value of his constitution, he dies. In this case, he must cast the spell of resurrection. At the level of normal difficulty, the character does not die immediately when she is fatally injured, but becomes unconscious. If he recovers or if he rises automatically after a fight, he gets permanently dead. This means that the next time he suffers a fatal injury in this case, he dies permanently and can only be returned with the spell of resurrection. The door of death can only be removed by resting in a safe place (e.g. throne room or trading center in Oleg). What should I do after the defeat? Simply download another save game and return later. You will suffer multiple defeats during the course of the game and face enemies who wipe the earth with you at this point. If you have taken our advice and saved regularly, there is no problem: just download save the last game and return later. It's not a shame at all, it's part of the game. For example, the open world makes it possible for you to run early from Linnorm claws even though you can't beat it yet. Just come back later when you're bigger, stronger and better equipped. If you encounter a monster like this very soon, you Dead, dead. owlcat © games however, if you've just lost a battle or you're at a point in the story where you're forced to fight, reload as well - but change your strategy. Now you know what the enemy is doing, who is the most dangerous and what events should be avoided. Adapt to this and also adapt the use of your abilities and spells for it (for example, by casting energy resistance on the set). For example, if you're having an owl bear causing a real problem, try to slow the creature already slow down even more with appropriate spells (such as the web) and keep your party members at a distance. In the scope of combat and with appropriate spells you will get rid of this monster. Guide to recovery, resting and camping in this guide section you will learn why you have to rest regularly How to manage your campsite effectively is the special roles of your party members are useful which are not existing recipes and what members of your group are doing you tire over time. How quickly they get tired depends among others on the individual burden. In your inventory you can see directly under the equipment each weight character they have to carry. The higher the character, the faster the character is exhausted. When the characters are tired, they receive a -2 penalty for strength and dexterity. Their fatigue will also be indicated by a symbol next to a selfie, by yawning or by comment. So you should rest if you click on the menu item on the world map, the camp list will open. If you are inside a level, you have to manually set the camp first. If it changes from red to green, you can set it up at that location. A double click on the campsite will allow your group to rest. When you're resting at a level, there are always conversations between your buddies and every now and then conversations with your main character as well. This is especially important if you are looking for romances. So, rest from time to time not only on the world map, but within the levels. Campcan be set up here © Owlcat games at the top of the campist you will find the schedule. There you can adjust the length of the rest by moving the golden cursor. Then click on manage and you will be taken to a list where you can set tasks. Set the appropriate tasks to the companions to drag and drop your group photos in the areas of tasks involved, for example hunting, cooking or night watching. The reward provided by the character for each task will be displayed below the required skill. Set the most skilled characters for the special task. The safety of the camp is an uncomfortable priority in areas that have not yet been explored. In general, we recommend basing your world map whenever possible. From our experience, there are far fewer attacks on the camp. Also make sure that the character with the highest value for stealth takes care of the camouflage camp. In addition, it is worth assigning characters to special roles that improve the security of the camp. Set right To different tasks, delegate special roles and make sure you use rations only in cells or caves. Owlcat games © if the group is raised while sleeping, it does not have time to prepare or put on heavy armor. Characters can't sleep in their shields, so they'll have to do it unprotected when they ambush. Special roles the following characters can perform the following special tasks. The damage to RoleEffectRemarksAmiriSharpen WeaponsAmiri in the first battle in the next 12 hours is increased by +1. This effect increases by +1 out of four levels after reaching the third level. It can be useful before a difficult battle. RegongarIntimidating position most weaker enemies than Regongar do not attack the camp. It is not very useful, because the group can deal with weaker enemies. EkundayoWilderness SurvivalDe Resort ration consumption by 2.Worthwhile in caves or dungeons where hunting is not possible. HarrimBlend in NightReduces is an opportunity to attract enemies. The probability is reduced with each shift guarding during the night. Very useful in terms of camp safety. Githal Undead guards at undead warriors guard the camp and support the group in the event of an attack. The special roles of Harem, Nick Nok and Octavia are the best in terms of the safety of the camp. JubilostEffective management time is reduced by 1 hour. LintzInspire CompetenceGives is not worth the efficiency bonus of +2 for camp duty skills. This effect increases by +1 every four levels after reaching the third level. If you specialize in linzion incognito, it's best in camouflage camp. Nok-NokSet TrapsSet traps around the camp to protect against monsters and snap in the event of an attack. Very useful in terms of camp safety. Octavestit AlarmOctavia casts an alarm wave that lasts for a single guard's shift and warns of all enemies in the area. Ensures that the group is not attacked while sleeping. TristianEverlight BlessingDoubles hit the point recovery and regeneration of the expert ability damage when the group suffered severe ability damageValerieMaintain ArmorValerie gets a +1 shield bonus in the first battle within 12 hours. This effect increases by +1 every 4 levels after reaching the third level. It can be useful before a difficult battle. Hunting, cooking, recipes and their effects for successful camping, the party needs food rations. Outside caves or dungeons, the group can hunt and cook. You can set rations (which can be purchased from traders) to be used in the upper left corner of the rest list. This will save you time, as a successful hunt takes some time. However, food rations weigh a lot and can be a huge burden on the group. As shown above, you will definitely need servings if you enter complex cave systems or dungeons. Fishing and cooking is not possible there. Does the recipe for Hages also bring +1 to save throws against vomit? © Owlcat games on your travels you've probably already found some recipes and by right-clicking the recipe in your inventory you will be For your recipe book. These recipes are listed in the management list of your camp and you can see if you have the right ingredients at hand. If so, your chef will be able to try the recipe. It will provide a group meal with various temporary rewards. If the meal is also one of your favorite members of your party, you will receive a temporary bonus. Below we have compiled all the recipes we know for you. Please note that personal favorite food rewards will be added to the regular meal bonus. RecipeIngredientsDCFavorite MealBonusLocationBaked Spider LegsFlourVegetablesGiant Spider Legs23Nok-Nok+3 to Fortitude Saves from Ok-Nok: +5 to Stealth checksSpider LairBlack Linnorm StewEggsMushroomsWyvern MeattLinnorm Tenderloin34+2 to the maximum HP level per character and healedged KeepingThroughTTorl #Tskewater GuardsTerSoft Cheesewater Oyster24+ 1 for all the mascot DCsBlood FurrowsCheese CrostataCheeseCheeseShamblet24Harrim: +5 Laure (Religion) Checks Overgrown CavernChocolate Ice CreamButterMilkChocolate20Linzl +3 For All Skills ChecksLinzl: +5 To Know (World)World First Meg Weaned Fluorophonalphinaurus World Fruit35Linzl +4 to Random Capacity for The Two Days: +5 for all skill checksSerpent TrailFish-on-a-StickButterEdible Moss15Nok-Nok+4 hours before fatigueNok-Nok: +3 Deception, +3 Use MagicSwamp Device Witch'sValerie Hutgalt-RagoutButterMushroomOwl16+4 hours before fatigueValerie : Half penalty to fight defensively A Ford via RiverGiant Eggshake with ShambletusMilkHerbsShambletusRoc Egg33 +3 for attack, damage, skill checks and save throwsArmag in TombGrilled Silver EelButterHerbsSilver Eel22Jubilost +10 Transfer speedJubilost: +5 TrickeryFloinPotatoes16Ekundayo +1Ek temporary hit pointundayo : +3 for GroundsJeweled RiceRiceNutsNuts15Jaethal +5 Transfer SpeedJaethal: +5 Transfer SpeedOld Sycamore •ExpansKameBerryPieFruitsKameberry21TristianFast HealingStian: ++5 Lor (Religion) Hollow EyesMastodon-SteakButterHerbsMastodon Meat21Regongar1.5 HP: +5 Concentrationoflinrum at GraveMonster CasseroleEggsCheeseWyVern Meat22Amiri +2 Bonus on Rolles Amiri Damage: +5 to Talon Peakon SoupouSoupOnionsCheese17Jubilost +1 To Save throwsJubilost: +3 to checkstained WatchtowerOwlbear OmeletteMilkTender Egg22Ekundayo +1 Bonus for Ekundayo Rolls Attacks: +5 Lore Bonus (Nature)VarnholdRice-n-Nut-PuddingRiceMilkNuts15Octavia +5 Transfer SpeedOctavia : +1d6 sneak damage attack with spellsThree-Pine Island Wings and SerButterFowledible Moss14Amiri1 temporary hit point for each hit point +2 To confirm critical strikes Troll Lear Oleg in Circulation Post (Oleg)Shebird in PieFlourPotatoesMeat17Tristian +1 to save throwsTristian: +1d6 Positive Energy Channel-Ahorn-Höhlen Oder Hot Der Der SumpfhexeSmoked Traut and Hydra PateggsTroutHydra Eye24 +1 ACValerie Bonus: +5 Athletics Cheques for 24 hours MossMeat17Regongar +1 Temporary Hit Point per levelRegongar: +2 to Focus and Custer Level ChecksMonster DenSweet PancakesEggsFlourHoney15Linzl +5 Transfer Speed Lenzi: +5 Transfer SpeedDornenfurtWhitrose OystersRiceRiceSoft CheeseTuskwater White Rose Oyster Chary33donna +4 to Focus Checks and Castor Level Checks, Increased Spells DCs by +2Two-Hill Faced Kingdom and Advisors: What your Baroness management should know is a complex undertaking that requires a lot of attention. Baroni is directly intertwined with the story and your skill as a guardian can decide whether the whole adventure is successful or not. To make sure you don't do anything wrong and become a good baron, we have written a comprehensive guide to the Kingdom and advisors at Pathfinder: Kingmaker. Quest Solutions, Puzzles and Head Fights in Pathfinder: Kingmaker you don't know what to do on the quest? Puzzle or boss battle is just too hard for you? You'll find useful tips in our struggling guide to the search trip and our boss at Pathfinder: The Maker of Kings. General game tips if you need to take a short break (for example to go to the fridge), always press the space bar to activate the pause (unless you are on the world map, where play time does not last). Some questions have a timeout, and if you just let the passage of time before, you may eventually take their losses later. In.

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