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# Pathfinder cavalier mount guide

Hey, I just got a copy of Janatar's guide yesterday and I love a lot of what I see. In particular, I love the taste and theme of the Cavaliers. I wondered which feat would be the most colossal. If standard point purchases are used, I assume the Cavaliers will end up with two or three feats depending on their race because they want to get both power and constitution at 20 for further use of their class abilities. Sadly, there seems to be an anti-synergy with Poolearms because your mark should be 5' of you. Mark also provides a better extra attack than PAM's halft attack. Do some anti-synergies and duplicates have no PAM value? The same seems to be true of the sentinel of overlapping departments. Sure for damage, gwm should be but for chargers, mobile, martial arts skilled, heavy armor masters? If the campaign allows a lot of open combat to use the mount, will equipped combatants also be valuable or will the deflection feature provide enough help? Thanks for entering in advance! Last edited: Sign in on May 1, 2019 or register to remove this ad, so Shield is a strong option because it's taking more than your attack share. Probably a defensive style, heavy armor mastery, shield mastery. The level of prodigy (athletics) or later defective (if the proficiency is greater) you will win most tests. Sentinel is redundant. Something like a healer's feat would be better. The Chargers are just a bad feat. Mobile won't help you if you're on horse riding. Mounting is somewhat redundant because you can knock out creatures that tend to benefit, and protect your horse. It helps with fireballs and ranged attacks, but depending on its size, it may still be worth it. Also, remember multi-attack = multi-mark. Since you will be taking more than your share of attacks, shields are a powerful option. Probably a defensive style, heavy armor mastery, shield mastery. The level of prodigy (athletics) or later defective (if the proficiency is greater) you will win most tests. Sentinel is redundant. Something like a healer's feat would be better. The Chargers are just a bad feat. Mobile won't help you if you're on horse riding. Mounting is somewhat redundant because you can knock out creatures that tend to benefit, and protect your horse. It helps with fireballs and ranged attacks, but depending on its size, it may still be worth it. Also, remember multi-attack = multi-mark. Wow, thanks for the input. So going for damage can potentially commit suicide as a trooper by all indications. I saw the final charge for the benefits for future attacks and thought it would be good for GWM to get the benefits. Is it completely stupid to have a two-handed weapon, or is it more of a matter of not doing as much as you can? Sentinel really redundant? Both the unshakable Mark and sentinel penalize people. Attacking allies within 5 feet, but the Sentinel can respond with reaction attacks, and unshakable marks can benefit from bonus actions the next turn if they actually attack and deal damage. So you can use both again and again. Then press and hold the line... The 5-foot movement causes opportunistic attacks (more common than keepers), but keepers state that it works, especially if the target uses a separation motion (which does not hold a line). So they seem to be working together. You could argue that the added value of sentinel is low, but it doesn't seem to be simply copying the effects of these two features. 2-handed doesn't commit suicide, but it seems better to play to your strengths. Better but it depends on the party. If you want GWM, take advantage of the equipped battles. Also, HAM is still a good option. You probably won't do it at level 15, so you won't worry about it until you get there. Resilience (wis) is never a bad idea to be a airstream option. Sentinel really redundant? Both The Unshakable Mark and Sentinel provide a disadvantage for those attacking allies within 5 feet, but keepers can respond with reaction attacks, and unshakable marks can attack with bonus action the next turn if they actually attack and take damage. So you can use both again and again. Then press and hold the line... The 5-foot movement causes opportunistic attacks (more common than keepers), but keepers state that it works, especially if the target uses a separation motion (which does not hold a line). So they seem to be working together. You could argue that the added value of sentinel is low, but it doesn't seem to be simply copying the effects of these two features. The only overlapping feature seems to be the 0-set move. In addition, the class that goes hand in hand with the lvl 18 feature that reacts seems almost designed for sentinel. If you're human, the sequence of feats may look like this: Lvl 1: Shield Master/Sentinel Lvl 4: STR 18 Lvl 6: Sentinel/Shield Master Lvl 8: Increased cones to 18 after prodigy (expertise Atheletics), 20, heavy armor masters, bouncy (wiss). If it is a different race, the prodigy will be removed. What does all this sound like? Sentinel really redundant? Both The Unshakable Mark and Sentinel provide a disadvantage for those attacking allies within 5 feet, but keepers can respond with reaction attacks, and unshakable marks can attack with bonus action the next turn if they actually attack and take damage. So you can use both again and again. Then press and hold the line... The 5-foot movement causes opportunistic attacks (more common than keepers), but keepers state that it works, especially if the target uses a separation motion (which does not hold a line). So they seem to be working together. You could argue that the added value of sentinel is low, but it doesn't seem to be simply copying the effects of these two features. Correct. Sentinel is pretty darn good Cavaliers. Keepers' penalties are also limited to STR mode/day, with will, the Cavalier's unshakable mark. Sentinel really redundant? Both The Unshakable Mark and Sentinel provide a disadvantage for those attacking allies within 5 feet, but keepers can respond with reaction attacks, and unshakable marks can attack with bonus action the next turn if they actually attack and take damage. So you can use both again and again. In fact. However, it is only important if the enemy provokes. If Mark keeps attacking the enemy. The Sentinel adds absolutely nothing. Fixing someone twice doesn't help. Although... If you have an ally who forces a provocative enemy (command a fleeing job). Then you can get some milage of it. It also looks like a good combo with a line of daggers + clouds. You can't get at the enemy while you're standing there. I started to like cavalry. In fact. However, it is only important if the enemy provokes. If Mark keeps attacking the enemy. The Sentinel adds absolutely nothing. Fixing someone twice doesn't help. Although... If you have an ally who forces a provocative enemy (command a fleeing job). Then you can get some milage of it. It also looks like a good combo with a line of daggers + clouds. You can't get at the enemy while you're standing there. I started to like cavalry. It works with all order effects that do damage over time in the area. Although down the line, consider that cavalry can catch at least three enemies trapped in fire walls or other similar spells. You won't suffer fire damage until your order ran out. It works with all order effects that do damage over time in the area. Although down the line, consider that cavalry can catch at least three enemies trapped in fire walls or other similar spells. You won't suffer fire damage until your order ran out. Right. While dagger clouds deal damage to other zone spells (20 damage is not saved, 18 firewall damage (including a 40% storage rate) is available earlier, is it just smaller. Both unflattering marks and sentinels provide a disadvantage for those attacking allies within 5 feet, but keepers can respond with reaction attacks, and unshakable marks can actually attack and attack with bonus action the next turn if they're damaged; so you can use both again; then press long lines... The 5-foot movement causes opportunistic attacks (more common than keepers), but keepers state that it works, especially if the target uses a separation motion (which does not hold a line). So they seem to be working together. You could argue that the added value of sentinel is low, but it doesn't seem to be simply copying the effects of these two features. I think you are reading too much into the Sentinel feat (PHB 169). Sentinel doesn't offer a downside, and only an unshakable mark offers its benefits. you'll be correct in that Provides a response to use. I roll the Cavaliers for the upcoming campaign, so the Sentinel is definitely on the list of achievements I'm looking at. I think in your 4th level ASI, if you do the feat you will choose either Sentinel or Shield Master for reaction options... And it seems the Sentinel gives you more opportunities to use it. In other words, there seems to be a good synergy between Cavalier class features, shield masters and equipped battles. But I think it all depends on the type of campaign you think about yourself. I like cavaliers a lot... It is a clear improvement on the classes presented in the UA. Last edited: November 22, 2017, cavalry and worries with a lot of dynamics that make it sticky are not tanking enough. There is nothing more than angry savages, paladin healing, and even some lifeless clergy. If one person got the option, maybe a multilayered barbarian (bear savage) could be the option. It's synergistic with the well-revived Shield Master, which reccomrec (merit in strength checks and bizarre dodges). It hits the aunt with heavy armor mastery. This, combined with cavalry sticky mechanics, makes it a true defender. One major flaw is fewer achievements, and later a third attack, but it is well worth trading aunts. I can also add that if you think you get away (level 15 cavalry), then shield masters may not be so good because they compete with ferocious chargers. I can also add that if you think you get away (level 15 cavalry), then shield masters may not be so good because they compete with ferocious chargers. I'm not going to agree with you at this point. Shield Masters are bonus actions during attacks, ferocious chargers set conditions during movement, and knockdowns are not limited in scope. So in theory, 15 lvl Cav can move 10 feet, it can hit with a spear, the target saves, moves 10 feet, moves another 10 feet for the third attack, and still has a bonus shield bash in hand if the target saves for the first time. /cheers Magic Iniate + Warcaster + Energetic Defender. The Lv 3 Cavalier can be very useful without having to delve too heavily into Str. I'm still playing in a good game because it's the most useful for my mount but it's a situation that always prevents me from using my mount. My setting: Variant Human (Mounted Battle Wit) Archery Fighting Style Str 16 Dex 12 Cone 14 Int 14 Wis 10 Car 8 we also started with 800 spent gold. Spled Mail 200. 10 packs, 10 ranged weapons, 10 melee weapons (1 lance), 25 climbing kits, 50 healing potions, gunma: 400gp, Hyde Armor 40gp, bits and bips 2gp, feed (20 days) 1gp, saddle bag 4gp, military saddle 20gp. Through it all, I'm useful both on and off my mount. Consider guardians or fallen Asimar, attacks/spells become much more brutal once during a time when their shiny or odd damage X levels are unlimited Attack (once per turn, not round). If you get a main attack and 3 chance attacks in a round, there are 80 additional attacks (Radiant or Necrosis) at level 20. I'm not going to run Cav. It's not the best build but I've had duel fights since I counted against him while mounting the shield and rapier (and then lance mounted) and it would also be effective in my knife and in-shield denap. Better pole arm mastery as well. Wow, thanks for entering page 2. So going for damage can potentially commit suicide as a trooper by all indications. I saw the final charge for the benefits for future attacks and thought it would be good for GWM to get the benefits. Is it completely stupid to have a two-handed weapon, or is it more of a matter of not doing as much as you can? Let me turn this over. Do you want to spread your attacks and show as many opponents as you can, or can you focus on the fire and drop them as quickly as possible. These are mutually exclusive. In the case of the former, you will not receive the same Milu from the weapon with damage achievements and both hands because you may not go through for death - refusing to act. These achievements are not bad, but they are all weak and undweaker if others offer more usability. If you're going for the latter – well, there may be better subclasses for damaging potential that can focus on their functions. So, your unflattering mark gives them a good reason to attack you (if they have a 5'), so good defense is positive - unlike other tanks, you don't risk creating a goal so much that it's worth the OA to bypass you. Here's another reason while shields offer benefits over two-handed weapons. Feats and features are useful to improve defenses/reduce damage. Sentinel is also useful, if it is going to leave and lock them to keep one within 5'. Reaching weapons actually harms this. This is another shot for PAM. The combo of employees (although many people consider the rules legal (but many consider it cheesy) is one hand, shields and PAM will avoid it - better defense to you, only 5'reach, and a reliable bonus action attack because the mark bonus action is most STR time per day, which lasts only 10-12 days and is fully influenced by the campaign you want to proceed early enough to be useful if you plan to go higher, which is exactly the same if you plan to go higher. Because CON is useful to HP and only protects mounts, it doesn't delay all achievements in CON 20. Some will give you more utilities than that. Last edited: November 15, 2018, signed in or registered to remove this ad, which has many mechanisms to make it sticky, so it's not firm enough. There is nothing more than angry savages, paladin healing, and even some lifeless clergy. If one person got the option, maybe a multilayered barbarian (bear savage) could be the option. That's Well mastered shield, which is reccomrec (merit in strength checks and bizarre dodges). It hits the aunt with heavy armor mastery. This, combined with cavalry sticky mechanics, makes it a true defender. One major flaw is fewer achievements, and later a third attack, but it is well worth trading aunts. SavagesYe must develop enough to have enough anger to cover most of the day. So it could be some cavalry level barbarians. Wish fighters (Cavaliers) /Barbarians (Ancestral Guardians) had more synergies, but they have too many overlaps in marking dynamics. Let me turn this over. Do you want to spread your attacks and show as many opponents as you can, or can you focus on the fire and drop them as quickly as possible. These are mutually exclusive. In the case of the former, you will not receive the same Milu from the weapon with damage achievements and both hands because you may not go through for death - refusing to act. These achievements are not bad, but they are all weak and undweaker if others offer more usability. If you're going for the latter – well, there may be better subclasses for damaging potential that can focus on their functions. So, your unflattering mark gives them a good reason to attack you (if they have a 5'), so good defense is positive - unlike other tanks, you don't risk creating a goal so much that it's worth the OA to bypass you. Here's another reason while shields offer benefits over two-handed weapons. Feats and features are useful to improve defenses/reduce damage. Sentinel is also useful, if it is going to leave and lock them to keep one within 5'. Reaching weapons actually harms this. This is another shot for PAM. 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I ordered Find Steed (telepathic communication, order sharing, but there is a machine gunma similar to a 10 minute cast time). I'm about to hit level 4 and pump the STR to increase the blow, damage and use of the marking function. I plan all the more marks I can route. I used a magic long knife, but Lance I can use mounted combat. I plan to hold off until perhaps lvl 6 to get the mounting battle-up feat to see how regularly I get on my horse in fights. Thanks for the input. In the campaign I finally played the cavalry, and I chose a duel for further damage because I was the new UA Warforged and therefore I would essentially have the equivalent end of +4 armor. I rolled the stats and started with 18 in both STR and CON (which rolled very well). I ordered Find Steed (telepathic communication, order sharing, but there is a machine gunma similar to a 10 minute cast time). I'm about to hit level 4 and pump the STR to increase the blow, damage and use of the marking function. I plan all the more marks I can route. I use a magic long knife, but when I get to use a mounted battle, I have Lance. I plan to hold off until perhaps lvl 6 to get the mounting battle-up feat to see how regularly I get on my horse in fights. Well, with that rolling ability score you are about 2-3 feats/ASI ahead of expectations for point buying - as well as being hooked on it. Especially with fighter bonus ASI. Any idea how far the campaign will go? That will give you an idea of how much time you have, if you want to focus on getting the feat early so that you have features for most of the play versus the math advantages of high STR. I've never seen a campaign go up to 20 yet, and I've avoided the highest mid-teens for me. They seem to go to 10-12 if playing hard cover. Well, with that rolling ability score you are about 2-3 feats/ASI ahead of expectations for point buying - as well as being hooked on it. Especially with fighter bonus ASI. Any idea how far the campaign will go? That will give you an idea of how much time you have, if you want to focus on getting the feat early so that you have features for most of the play versus the math advantages of high STR. I've never seen a campaign go up to 20 yet, and I've avoided the highest mid-teens for me. They seem to go to 10-12 if playing hard cover. I'm not entirely sure. I don't think DM is necessarily well aware. His last campaign (this is a sequel of sorts), went to 20. So this could go to 20 and only 12. I think it depends on how we go about things as players. The party is followed: dwarf gunman Half Elf Warlock (DM Home Brew Patron) Elf Inquisiter Log Nome Priest (DM Homebru Domain) Asimar Blood Hunter (she may have died last session, but I was absent) Wharford Kabeiler Fighter (I) Blood Hunter is close and rogue is half an hour. The long sword will play my main weapon role because I think I will be stronger by leveling up. I'm thinking of sentinel as a sticky tank in level 4. Lvl 6 is a +2 strength or equipped combatant (if you fight a lot on my horse) in the past (the character may die) that doesn't seem to be considering a plan at this point. DM also has some home-made for special. Of skill you are proficient. Perception gives me a special mark dynamic (DM dominates the stack with cavalier marks) that gives me 1 free OoA Agaist a display target. This can potentially react to attacking enemies attacking my allies, OoA if they move away, then attack them with my BA attack from my cavalry mark. I started my first campaign. Centaur-Fighter - Just hit three hit and Cav. I came here and got some information, but now I'm a little overwhelmed. I play WoW. They said they needed a tank, so they said that was the goal. Any advice would be appreciated that I'm also working on a potential Cavalier build, though I would take him in a more aggressive direction by definition. The following mounts, which seem small versus automatic benefits, are not recommended for GWM use. So I thought of the following build path: human (mounted combatants) level 1-6 fighters (2 attacks, Like many moments of Dnd on January 28, 2019, the effect comes down to Dm: pole-arm master and GWM) 1-4 pala (smites, hunter mark, 2 str) 7-11 fighters (3 attacks, 2 str) 5-9 pala (2/3 level spells and smites, 2 cha) last edited. -RAI Sentinel seems to mean that you get attacked on your Dm. - The RAW version is better if your DM rules that your Sentinel attack is to protect goodwill and goes before the enemy attack rolls, you have now given the mark and disadvantages to the attack in your kindness. This is the version I'll be pushing for when I play my cavalry in the upcoming campaign. - Discuss with your DM and let us know if the feat is worth it. Also, if you start with lvl 1, keep in mind the level of your campaign. - They also seem to get at least one square (5ft) movement as the line is written as a successful oa. Wow, thanks for the input. So going for damage can potentially commit suicide as a trooper by all indications. I saw the final charge for the benefits for future attacks and thought it would be good for GWM to get the benefits. Is it completely stupid to have a two-handed weapon, or is it more of a matter of not doing as much as you can? You'll need to choose whether to attack with OA or be disadvantaged, as mobile, dual wielding, and positioning can be difficult or dangerous to follow you through with up to three targets in a round. Starwost harping can also have dog mounts that can actually fit anywhere humans can, so you'll get more out of the mounted combat stuff. I'm surprised that no one has mentioned the possibility of magic starts (booming blades/green flame blades), magic shooters, warcasters, great weapon masters and bugbear give whidders. Master.

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