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Level 8 - Stalwart Defender 1 Attribute: Strength +1 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Notes: Strength is now an even number, Perception's become a class skill and chances are your AC is mid-40's. The Treant Bear, Staglord and rest of the Act bosses should be laughable speed bumps for you and your party now. It's all about HP, AC and immunities to make you close to invincible. If you don't, then the Fatigue immunity is probably the better bet than the on-demand 5d8+Con Mod heal. Note than an 8 is the lowest I will allow an attribute to sink to, and even then only if it was brought there by a racial mod. SPOILER: The Dwarven Defender has a racial +4 AC against Trolls! Level 6 - Tower Shield Specialist 6 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Feats: Missile Shield Notes: Why Missile Shield and not Weapon Focus -> Weapon Specialization? Also, I also like his three remaining skills to level evenly, so I prefer to go World 3, Perception 3, Persuasion 3 over say, World 1, Perception 4, Persuasion 4. Level 11 - Stalwart Defender 4 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Feats: Skill Focus (Perception), Fearless Defense(B) Notes: You're at 10 ranks of Perception now, so Skill Focus is a +6 bonus. Second, this game abounds with great magical one-handed weapons. I like the idea of the Dwarf being a cook, so I go with World. (This is actually pretty fun if you want to throw a Stinking Cloud on him when he's surrounded.) Level 10 - Stalwart Defender 3 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Feats: Uncanny Dodge(B) Notes: Yet more defenses with Uncanny Dodge always passively active. Level 16 - Stalwart Defender 9 Attributes: Strength +1 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Level 17 - Stalwart Defender 10 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Feats: Iron Will, Renewed Defense(B), (DR 7/-) Notes: You COULD take Roused Defense, but honestly, I usually give the MC the Heart of Ira (plenty of other slots to get Natural Armor from) to make him immune to Fatigue and Exhaustion already. Cultivating it now will pay dividends down the road. Also, with this build, your Dwarf will begin the game in Scale Mail with a regular Tower Shield. Dwarven Defender Role: Tank Race: Dwarf Alignment: Any Final Build: Tower Shield Specialist 10 / Stalwart Defender 10 Build Notes: This is about as straightforward a tank build as can exist. If your gear path was anything like mine, I had an AC in the mid/high 70's, around 300HP, immune to just about every status ailment, DR 7, a Perception check in the 40's and no matter how high I cranked the difficulty, I just couldn't die. How often have you had a cool weapon that was some weird type that no one had weapon focus for, like a club or a rapier? The later the game gets, the more fantastic the items are and they're all gated behind Perception checks. Starting Stats Tower Shield Specialist-1 16 Strength 14 Dexterity 16 Constitution 14 Intelligence 12 Wisdom 08 Charisma Skills: Mobility 1, Perception 1, Persuasion 1 Feats: Dodge, Shield Focus Notes: Mobility we're only taking to 3 for the synergy bonus to Fighting Defensively, Persuasion is always useful even with a relatively low Charisma, and Perception will eventually be a class-skill and he has a racial bonus to it. A few Charisma abilities that are weak as all get-out at this level. Also, you're now immune to Shaken and Frightened. Enough that the Staglord is a cakewalk, and setting you up to easily clear the Trolls of Act 2. These're going to help a LOT later on. Any help would be very much appreciated, so thanks in Advance. Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Since it'll be more likely that you'll be hit by barrages of small attacks where they're more likely to roll a 20 from sheer volume of attacks, than a big attacker who can hit your enormous AC, those 5 points of DR add up rapidly. Pathfinder: Kingmaker > General Discussions > Topic Details Human Eldritch Knight build help Hi, Before you say anything, yes I know that Magus is the more effective Caster/Fighter combo, but for the sake of the argument let's forget about their existence for the moment. Having your MC be a Perception machine is always a good idea. Any spells or buffs you choose to give him past this is just gravy. Level 4 - Tower Shield Specialist 4 Attribute: Strength +1 Skills: Knowledge (World) +3 Feats: Armor Focus (Heavy) Notes: We no longer need to level Mobility, and with Armor Check Penalties, it's a bit of a waste to do so. As i'm not all that familiar with Pathfinder, especially High Level Pathfinder, i wanted to ask for some tips. I can't describe the satisfaction of watching him sit there in a rage wiffing and wiffing. Level 19 - Tower Shield Specialist 9 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Feats: Improved Iron Will Level 20 - Tower Shield Specialist 10 Attribute: Strength +1 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Feats: Combat Reflexes There you go. Your starting AC is 23 without even fighting defensively! Leveling Stats Level 2 - Tower Shield Specialist 2 Skills: Mobility +1, Perception +1, Persuasion +1 Feats: Improved Unarmed Strike Notes: IUS is to set us up for Crane Style next level. Level 5 - Tower Shield Specialist 5 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Feats: Combat Expertise Notes: Another big level for the Dwarven Defender, he gets Tower Shield Specialist at this level and loses the painful -2 to attack with Tower Shields. By electing not to focus on a specific weapon style, your tank can just use the best items that come along. This should put you at least at +22, assuming you have nothing else raising it (and you should). Assuming you've found no new gear since 3, your AC should be about 35 now. Level 9 - Stalwart Defender 2 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Feats: Blind Fight, Internal Fortitude(B) Notes: Your AC is basically going to take care of itself from here on. Also, your Damage Reduction now deducts 5 points from anyone lucky enough to have rolled a 20 and broken past your godlike AC. Mitigating a natural 20 every round will go a long way for you, especially later in the game when the AI likes to drop boatloads of archers on you. This is perfect timing since you'll now have Combat Expertise toggled on at all times with Crane Style and Fighting Defensively, losing those -2 to hit again, but gaining +2 AC. Level 14 - Stalwart Defender 7 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Feats: Improved Uncanny Dodge Notes: You're now immune to flanking. By now you've got Tartuccio's Ring and hopefully bought a suit of plate mail from Oleg. First, you're reaching an AC where the only missiles that're going to hit you are lucky 20's. Here's where I was when I fought Hargulka: 10 Base + 11 Blessed Path (armor) + 5 Flameguard (shield) + 1 Amulet of Nat Armor + 1 Tartuccio's Ring + 3 Dexterity + 2 Heavy Armor/Shield Focus + 1 Dodge + 1 Stalwart Dodge + 4 Fighting Defensively + 3 Combat Expertise + 2 Defensive Stance + 4 Racial Giant Dodge = 48AC. Level 18 - Tower Shield Specialist 8 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Feats: Greater Shield Focus Notes: Why back to Fighter? The list of immunities continues to grow! Level 12 - Stalwart Defender 5 Attribute: Strength +1 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Feats: Damage Reduction 1/- Level 13 - Stalwart Defender 6 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Feats: Persuasive, Increased Damage Reduction (DR 2/-) Notes: Persuasive, like Skill Focus, now gets a 10 rank upgrade, further boosting your great Perception check and also helping your Persuasion score too. Also, your Perception should be in the +30's somewhere. Your character will ALWAYS be at camp, and having the ability to cook or hunt for the party is invaluable. With your Mobility and Crane Style enhanced Fighting Defensively, you're at a 32 AC. I'd really thought hard about turning him into a Paladin. This alleviates the need to take pointless and RP-ruining dips into Monk. Where you dump your remaining points is a matter of opinion, but I favor either Nature or World. Your Stalwart Defender levels, Combat Expertise, Defensive Stance, gear, it'll all continue to scale up. Not every party will have Jaethal's crazy Perception checks, and even if they do, she can roll 1's. A Divine Guardian of Torag fits his concept great. Level 3 - Tower Shield Specialist 3 Skills: Mobility +1, Perception +1, Persuasion +1 Feats: Crane Style Notes: This is a HUGE level for your Tank. The main questions are probably what type of Wizard should i take, and what are the best feats for this kind of build. Blind Fight gives you Gaze immunity, and Int Fortitude gives you Sickened and Nauseated immunity. Level 7 - Tower Shield Specialist 7 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Feats: Toughness Notes: Toughness is the last requirement for Stalwart Defender. Immunity to Diseases which you'd probably have aced the checks on anyway. Right now, i'm trying to build a Pure Melee Eldritch Knight, with Wizard and Fighter as the only classes before Eldritch Knight. What we're working on now is building up immunities. Level 15 - Stalwart Defender 8 Skills: Knowledge (World) +1, Perception +1, Persuasion +1 Feats: Steel Soul, Increased Damage Reduction (DR 5/-) Notes: Steel Soul is Dwarf specific and essentially amounts to taking Great Fortitude, Lightning Reflexes and Iron Will all at once. The Damage Reduction isn't great yet, but the more you foster it, the more it'll grow... I have a real soft spot for MC tanks, but more than that, I just love Dwarves. Anything lower is scummy min/maxing to me. Also, the second rank of Armor/Tower Shield Training at 7 is the last important level you're going to need from Tower Shield Specialist. Nah, better to keep to the concept and stick with Fighter. But really, I don't care for dips usually, and you're not getting much for it.