




Posts: 10540
Unofficial Homebrew
Reviewer


Pathfinder X Stat to Y Bonus

Strength

[Spoiler](#) (click to show/hide)

Source	Book	Bonus
Races/Templates		
-	-	-
Classes/Prestige Classes		
Cavalier 1 (Order of the Hammer Archetype)	The Harrow Handbook	Acrobatics checks to Jump (Stacks with Dexterity)
Cavalier 1 (Order of the Penitent Archetype)	The Harrow Handbook	Escape Artist checks (Stacks with Dexterity)
Sanguine Angel 2 (Furious Huntress)	Adventurer's Guide	Attack rolls with bows (Replaces Dexterity)
Feats		
Intimidating Prowess	Core Rulebook	Intimidate checks
Spells/Maneuvers/Powers		
-	-	-
Equipment		
Belt of Mighty Hurling	Ultimate Equipment	Attack rolls with thrown weapons (Replaces Dexterity)
Other		
The Flexing Arm (Trait)	Faiths of Purity	Escape Artist checks (Replaces Dexterity)
Wrecking Wrath (Trait)	Faiths of Purity	Damage rolls with melee weapon (Activated, Stacks with everything)

Dexterity

[Spoiler](#) (click to show/hide)

Source	Book	Bonus
Races/Templates		
-	-	-
Classes/Prestige Classes		
Aldori Swordlord 1	Adventurer's Guide	Attack and Damage rolls with aldori dueling swords (Replaces Strength)
Feats		
Agile Maneuvers	Core Rulebook	Combat Maneuver Bonus (Replaces Strength)
Dervish Dance	The Inner Sea World Guide	Attack and Damage rolls with scimitars (Replaces Strength)
Divine Fighting Technique (Divine Crossbow)	Weapon Master's Handbook	Combat Maneuver Bonus for ranged steal and dirty trick maneuvers (Replaces Strength)
Fencing Grace	Ultimate Intrigue	Damage rolls with rapiers (Replaces Strength)
Fury's Fall	Cheliah, Empire of Devils	Combat Maneuver Bonus for trip maneuvers (Stacks with Strength)
Noble Scion (Scion of Kyonin)	Heroes of the High Court	Leadership score (Replaces Charisma)
Slashing Grace	Advanced Class Guide	Damage rolls with single weapon (Limited, see entry; Replaces Strength)
Starry Grace	Ultimate Intrigue	Damage rolls with starknife (Replaces Strength)
Weapon Finesse	Core Rulebook	Attack rolls with limited weapons (Replaces Strength)
Spells/Maneuvers/Powers		
-	-	-
Equipment		
Agile (Weapon Enchantment)	Society Field Guide	Damage rolls (Limited, see entry; Replaces Strength)
Other		
-	-	-

Constitution

[Spoiler](#) (click to show/hide)

Source	Book	Bonus
Races/Templates		
-	-	-
Classes/Prestige Classes		

Barbarian 1 (Deepwater Rager Archetype)	Legacy of the First World	Intimidate checks (Stacks with Charisma)
Cleric 1 (Foundation of Faith Archetype)	Elemental Master's Handbook	CMD and DC of Intimidation checks against you (Stacks)
Cleric 3 (Foundation of Faith Archetype)	Elemental Master's Handbook	Concentration checks to cast Cleric spells (Activated, see entry)
Kineticist 1 (Kinetic Knight Archetype)	Psychic Anthology	Combat feat ability score prerequisites (Replaces Intelligence)
Rage Prophet 3	Advanced Player's Guide	Concentration checks
Rage Prophet 7	Advanced Player's Guide	Spell save DCs while raging (Stacks)
Witch 1 (Scarred Witch Doctor Archetype)	Advanced Race Guide	Spellcasting (Replaces Intelligence) (NOTE: ERRATA WAS RELEASED THAT REMOVED THIS FEATURE)
Feats		
Noble Scion (Scion of Highhelm)	Heroes of the High Court	Leadership score (Replaces Charisma)
Spells/Maneuvers/Powers		
-	-	-
Equipment		
-	-	-
Other		
-	-	-

Intelligence

[Spoiler](#) (click to show/hide)

Source	Book	Bonus
Races/Templates		
-	-	-
Classes/Prestige Classes		
Duelist 1	Core Rulebook	Armor Class (Limited, see entry)
Empiricist 2 (Investigator Archetype)	Advanced Class Guide	Multiple skill checks (Replaces normal ability score)
Grand Marshal 1	Paths of Prestige	Perception and Sense Motive checks (Stacks with Wisdom)
Kineticist 1 (Dark Elementalist Archetype)	Horror Adventures	Wild Talents (Replaces Constitution)
Magus 1 (Kensai Archetype)	Ultimate Combat	Armor Class (Limited, see entry)
Sorcerer 1 (Sage Bloodline)	Ultimate Magic	Spellcasting (Replaces Charisma)
Student of War 2	Seekers of Secrets	Armor Class (Replaces Dexterity)
Warder 1	Path of War	Bonus Attacks of Opportunity from Combat Reflexes feat (Replaces Dexterity)
Warder 1 (Dervish Warder Archetype)	Path of War	Armor Class when wielding two weapons
Warder 4	Path of War	Reflex saving throws and Initiative checks (Replaces Dexterity)
Warder 19	Path of War	Armor Class versus Critical Hit confirmation attack rolls (Stacks)
Wizard 1 (Elder Mythos Scholar Archetype)	Horror Adventures	Willpower saving throws (Activated, see entry)
Wizard 15 (Pact Wizard Archetype)	Haunted Heroes Handbook	Caster Level check, Concentration check, Initiative check, or Saving throw (Activated, see entry)
Feats		
Artful Dodger	Melee Tactics Toolbox	Feat ability score prerequisites (Replaces Dexterity)
Focused Shot	Advanced Player's Guide	Damage rolls (Activated, see entry)
Spells/Maneuvers/Powers		
-	-	-
Equipment		
-	-	-
Other		
Bruising Intellect (Trait)	Ultimate Campaign	Intimidate checks (Replaces Charisma)
Clever Wordplay (Trait)	Pathfinder Society Primer	Single Charisma based skill check (Replaces Charisma)
Pragmatic Activator (Trait)	Ultimate Campaign	Use Magic Device checks (Replaces Charisma)
Precise Treatment (Trait)	Ultimate Campaign	Heal checks (Replaces Wisdom))
Student of Philosophy (Trait)	Quests and Campaigns	Diplomacy and Bluff checks (Limited, see entry; Replaces Charisma)

Wisdom

[Spoiler](#) (click to show/hide)

Source	Book	Bonus
Races/Templates		
-	-	-
Classes/Prestige Classes		
Inquisitor 1 (Heretic Archetype)	Ultimate Magic	Bluff and Stealth checks
Inquisitor 1 (Infiltrator Archetype)	Ultimate Magic	Bluff and Diplomacy checks
Inquisitor 1 (Witch Hunter Archetype)	Ultimate Magic	Spellcraft checks
Inquisitor 2	Advanced Player's Guide	Initiative checks
Kineticist 1 (Psychokineticist Archetype)	Horror Adventures	Wild Talents (Replaces Constitution)
Medium 1 (Spirit Channeler Archetype)	Haunted Heroes Handbook	All Medium Class Features including Spellcasting (Replaces Charisma)
Monk 1	Core Rulebook	Armor Class while unarmored
Monk 3 (Zen Archer Archetype)	Advanced Player's Guide	Attack rolls with bows (Replaces Dexterity)
Paladin 1 (Tortured Crusader Archetype)	Horror Adventures	Spellcasting and Lay on Hands (Replaces Charisma)
Sorcerer 1 (Empyrean Bloodline)	Ultimate Magic	Spellcasting (Replaces Charisma)
Stalker 1	Path of War	Armor Class (Activated, see entry)
Stalker 2	Path of War	Initiative checks and Reflex saving throws (Stacks with Dexterity)
Stalker 3 (Alacrity Stalker Art)	Path of War	Acrobatics checks
Stalker 3 (Deadly Recovery Stalker Art)	Path of War	Bonus Attacks of Opportunity from Combat Reflexes feat (Replaces Dexterity)
Stalker 8	Path of War	Attack rolls to confirm Critical Hits
Feats		
Divine Fighting Technique (Way of Patient Strikes)	Weapon Master's Handbook	Bonus Attacks of Opportunity when wielding a warhammer
Guided Hand	Ultimate Combat	Attack rolls with specific weapon (Limited, see entry)
Monkey Style	Ultimate Combat	Acrobatics checks
Spells/Maneuvers/Powers		
-	-	-
Equipment		
Guided (Weapon Enchantment)	History of Ashes	Attack and Damage rolls (Replaces Strength)
Other		
Empathic Diplomat (Trait)	Qadira, Jewel of the East	Diplomacy checks (Replaces Charisma)
Conversion (Inquisition)	Ultimate Magic	Bluff, Diplomacy, and Intimidate checks (Replaces Charisma)
Wisdom in the Flesh (Trait)	Advanced Player's Guide	Chosen Strength/Dexterity/Constitution skill (See entry; Replaces normal ability score)

Charisma

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Source	Book	Bonus
Races/Templates		
Undead	Core Rulebook	Hit Points, Fortitude saving throws, and all abilities relying on Constitution (Replaces Constitution)
Classes/Prestige Classes		
Agent of the Grave 1	Broken Moon	Hit Points (Limited, see entry; Replaces Constitution)
Bard 5 (Buccaneer archetype)	Pirates of the Inner Sea	Attack rolls (Activated, see entry)
Barbarian 5 (Fearsome Defender archetype)	Horror Adventures	Initiative checks (Stacks with Dexterity)
Cavalier 2 (Order of the Hero)	Monster Hunter's Handbook	Fortitude and Reflex saving throws against abilities/spells that have an area of effect (Stacks)
Cleric 1 (Elder Mythos Cultist archetype)	Horror Adventures	Spellcasting, Domain powers, and Willpower saving throws (Replaces Wisdom)
Devoted Muse 1	Paths of the Righteous	Armor Class (Limited, see entry)
Druid 1 (Feyspeaker archetype)	Ultimate Intrigue	Spellcasting (Replaces Wisdom)
Gunslinger 1 (Firebrand archetype)	Elemental Master's	Grit and DC of Deeds (Replaces Wisdom)

Gunslinger 1 (Firebrand archetype)	Handbook Elemental Master's Handbook	DC's of all dragon breath cartridges (Limited, see entry)
Gunslinger 1 (Mysterious Stranger archetype)	Ultimate Combat	Damage rolls (Limited, see entry)
Hell Knight Commander 1	Inner Sea World Guide	Attacks rolls and armor class versus single target (Activated, see entry)
Heritor Knight 2	Paths of the Righteous	Willpower saving throws (Stacks with Wisdom)
Justicar 2	Seven Days to the Grave	Attack rolls with crossbows (Activated, see entry)
Medium 2 (Wendo Caller Archetype)	Haunted Heroes Handbook	Knowledge skill checks (Stacks with Intelligence)
Mesmerist 2	Occult Adventures	Willpower saving throws (Stacks with Wisdom)
Mesmerist 2 (Dreamstalker Archetype)	Horror Adventures	Saves throws versus fatigue and exhaustion (Stacks)
Monk 1 (Nornkith Archetype)	Legacy of the First World	Monk class features (Replaces Wisdom)
Monk 1 (Scaled Fist Archetype)	Legacy of Dragons	Monk class features (Replaces Wisdom)
Mystery Cultist 6 (Arshea)	Chronicles of the Righteous	Armor Bonus (Limited, see entry)/cell]
Oracle 1 (Lore Mystery; Lore Keeper Revelation)	Advanced Player's Guide	Knowledge skill checks (Replaces Intelligence)
Oracle 1 (Lore Mystery; Sidestep Secret Revelation)	Advanced Player's Guide	Armor Class and Reflex saving throws (Replaces Dexterity)
Oracle 1 (Heavens Mystery; Guiding Star Revelation)	Advanced Player's Guide	All Wisdom based skill and ability checks (Stacks with Wisdom)
Oracle 1 (Nature Mystery; Nature's Whispers Revelation)	Advanced Players Guide	Armor Class and Combat Maneuver Defense (Replaces Dexterity)
Paladin 1	Core Rulebook	Attacks rolls and armor class versus single target (Activated, see entry)
Paladin 2	Core Rulebook	All Saving Throws
Paladin 2 (Holy Gun Archetype)	Ultimate Combat	Damage rolls with guns (Limited, see entry)
Psychic 1 (Sorrow Discipline)	Legacy of the First World	Saving throws against mind-affecting spells and effects (Limited, see entry)
Psychic 5	Occult Adventures	Saving throws against effects generated by haunts, incorporeal undead, incorporeal outsiders, and against possession attempts
Warlord 1	Path of War	Warlord's Gambit (Various, see entry)
Warlord 2	Path of War	Fortitude saving throws (Limited, see entry)
Warlord 3	Path of War	Willpower saving throws (Stacks with Wisdom)
Warlord 4	Path of War	Attack roll bonus from flanking (Replaces normal bonus)
Warlord 5	Path of War	Willpower saving throws (Limited, see entry)
Warlord 8	Path of War	Aid another bonus (Replaces normal bonus)
Witch 1 (Seducer Archetype)	Legacy of the First World	All Witch Class Features including Spellcasting (Replaces Intelligence)
Feats		
Divine Fighting Technique (Way of the Shooting Star)	Weapon Master's Handbook	Attack and Damage rolls with starknife (Replaces normal ability score)
Flame Blade Dervish	Paths of the Righteous	Damage rolls with spell
Noble Scion	The Inner Sea World Guide	Initiative checks (Replaces Dexterity)
Osyluth Guile	Cheliah, Empire of Devils	Armor Class against single opponent (Limited, see entry)
Spells/Maneuvers/Powers		
Bestow Grace	Advanced Player's Guide	All Saving Throws
Bestow Grace of the Champion	Ultimate Magic	All Saving Throws
Equipment		
-	-	-
Other		
Alchemical Intuition (Trait)	Ultimate Campaign	Craft Alchemy checks (Activated, see entry)
Planar Savant (Trait)	Ultimate Campaign	Knowledge The Planes checks (Replaces Intelligence)

Variable/Other[Spoiler](#) (click to show/hide)

Source	Book	Bonus
Races/Templates		
-	-	-
Classes/Prestige Classes		
-	-	-
Feats		
Kobold Confidence	Kobolds of Golarion	Fortitude saving throws and Maximum Negative Hit points use a chosen mental ability score(Replaces Constitution)
Spells/Maneuvers/Powers		
-	-	-
Equipment		
-	-	-
Other		
-	-	-

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 Logged[Nanshork's "Notes to Self"](#) (Extended Signature Thread)Pages: [1] [Go Up](#)

PRINT

« previous next »

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