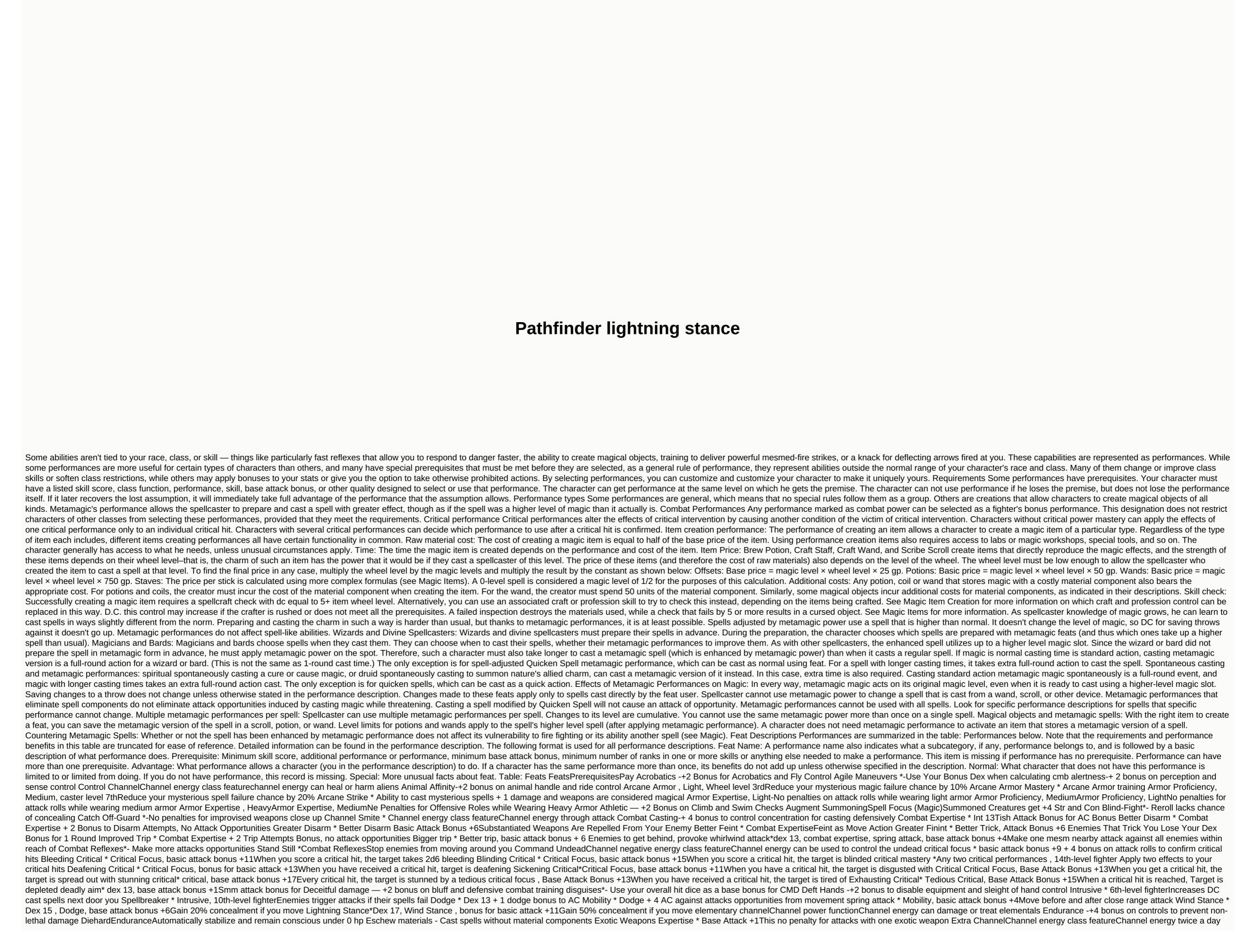
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Extra KiKi pool class featureIncrease your ki pool by 2 points Extra Lay On HandsLay on hand class featureUse bardic performance bardic performance bardic performance class featureUse bardic performance for
6 more rounds per day Extra RageRage class featureUse rage for 6 more rounds per day Fleet-Your basic speed increases by 5 feet Great FortitudeOnce per day, you can reroll Fortitude save better ChannelChannel energy class features + 2 bonus on dc energy
channel Better Counterspell-Counterspell-Counterspell with spell of the same school Better Critical * Expertise with weapon, basic attack bonus +8Mechanism range of threats of one weapon Better FamiliarAbility to get known, see featGain a more familiar powerful Improved Initiative*—+4 bonus on initiative checks Improved
Unarmed Strike*—Always considered armed Deflect Arrows*Dex 13, Improved Unarmed Strike+2 bonus grapple on round, no attack of opportunity Greater
Grapple*Grapple, base attack bonus +6Chang your match as a move action Scorpion Style, base attack bonus +6Stagger enemy whose speed is reduced by Medusa's Wrath*Gorgon's Fist, base attack bonus +11Make 2 extra attacks
against the defending enemy Stunning Fist * Dex 13, Wis 13, Enhanced Unarmed Strike, Base Attack Bonus +8Stunn Opponent with Unarmed Strike Improvised Weapon Deadly Intimidating Prowess *- Add Str to Intimidation
In Addition to Iron Cha Will - +2 Bonus on Will Saves Improved Iron WillIron WillOnce per day, you can reroll saves LeadershipCharacter level 7thGain cohort and followers lightning reflexes -+2 bonus on Reflex saves Better Lightning ReflexesLightingThey per day, You can reroll Reflex save Lunge * Basic attack bonus
+6Take -2 penalty to AC to attack with achieve Magic Abilities-+ 2 bonus on Spellcraft and use magic devices control Martial Weapon Proficiency-No penalty on attacks made with one fighting weapon Master Craftsman5 ranks in any craft or profession skillYou can craft magical items without being spellcaster Driving
Combat * Ride 1 rankAvoid attacks on the mountain with Ride check Driving Archery * Driving CombatHalve punishment for remote attacks, while mounted Spirited Charge * Ride-By AttackDouble Damage on Mounted Charge Trample * Mounted
CombatOverrun Targets, while mounted Unseat * Better Bull Rush, Riding CombatKnock rivals from their horse Natural SpellWis 13, wild shape class featureCast spells while using wild shape class featureCast spells while using wild shape class featureCast spells while using wild shape Natural SpellWis 13, wild shape class featureCast spells while using wh
terrain when you move convincing - +2 bonus on diplomacy and intimidation control Point-Blank Shot *—+ 1 attack and damage to targets within 30 feet Far Shot * Point-Blank ShotNo penalty for melee shooting Improved Improved Shot * Dex 19,
Precise Shot, Base Attack Bonus +11Laying or Masking Chances of Long Range Pinpoint Targeting * Better Accurate Shot, base attack bonus +16No armor or shield bonus on one long shot Shot per run* Dex 13, Mobility, Point-Blank Shot, Base Attack Bonus +4Make at Any Point While Moving Rapid Shot*Dex 13,
Point-Blank ShotMake One Extra Ranged Attack Manyshot*Dex 17, Rapid Shot, Base Attack Bonus +1Trade Melee Attack Bonus for Cleave*Power AttackMake Next Attack if the first hits great cleave*cleave*cleave, base attack bonus +1Trade Melee 
+4Sighted next attack after each attack after each attack hits improved bull rush*power attack+2 bonus for bull fever attempts, no attack opportunities Bigger Bull Rush *Better Overrun *Power Attack + 2 bonus on crossing attempts, no
attack opportunities Greater overrun * Better overrun * B
Quick Draw * Base attack bonus +1Draw weapon as free action Rapid Reload * Weapon expertise (crossbow) Reload crossbows quickly Run-Run at 5 times normal speed selective ChannelingCha 13, channel energy class featuresFousa, whom to influence with the energy channel Self-sufficient-+ 2 bonus on Heal and
survival control shield knowledge- No penalties on attack rolls when using shield Bash, Two-Weapon Fighting, Basic Attack Bonus +6Free Bullish Rush With Bash Attack Shield Master * Shield Slam, Basic
Attack Bonus +11Thems no penalties for two weapons in attack with Shield Focus * 
when using tower shield Simple weapon Proficiency-No penalty for attacks carried out with simple weapons Skill Focus-+ 3 bonus for one school Greater spell Focus Spell Focus +1 bonus to save DC for one spell mastery1st-level school Wizard Prepare some
spells without spellbook Spell Penetration +2 bonus level control beat spell resistance Greater Spell Penetration +2 bonus on Escape Artist and Stealth Control Step Up * Basic attack bonus +1 Take 5-foot step as immediate action Strike Back *
Basic attack bonus +11Attack enemies, who hit you while using throw anything range *-No penalties for improvised weapons at a distance Toughness-+3 hit points, +1 per Hit Die per 3 Turn UndeadChannel positive energy class featureChannel energy can be used, in order for the undead to flee Two-Weapon Fighting?
Dex 15Reduce two-weapon combat sanctions Double Slice * Two-Weapon FightingAdded str bonus on off-hand damage rolls Two-Weapon Rend * Double Slice, Improved fight with two weapons*Dex 17, Two-Weapon
Fighting, Base Attack Bonus +6Gain Another Off-Hand Attack Larger Two-Weapon Fighting bonus +11Gain third off-hand attack bonus +6Dosing double
normal damage per attack Enhanced Vital Strike*Vital Strike, base attack bonus +11 Times normal damage in one attack Greater vital strike*Better V
Weapons Weapon Focus * Expertise with Weapon, Basic Attack Bonus +1+1 Bonus on Attack Role With One Weapon Dazzling Display, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Stroke * Weapon Focus, Basic Attack Bonus +6Hindered Foes Are Flat-Footed Deadly Bonus +6Hindered Foes Are F
Shatter Defense, Basic Attack Bonus +11Deal Double Damage plus 1 Con Bleed Larger Weapon Focus, 8. -Level Fighter + 1 Bonus on Attack Role with One Weapon Focus, 12th-level Fighter Your Attacks ignore 5 points of damage reduction Greater Penetrating
Strike*Penetrating Strike, 16th-level fighterYour attacks ignore 10 points of damage reduction Weapon Specialization*Weapon Specialization * Weapon Specialization, 12th-level fighter + 2 bonus on damage rolls with one weapon creating items
FeatsPrerequisitesBenefits Brew PotionCaster level 3rdCreate Magic Pots Craft Magic Arms and ArmorCaster Level 9thCreate Magic Rods Craft StaffCaster Level 11thCreate Magic Sticks Craft WandCaster Level 5thCreate Magic Wands Craft RodCaster Level 9thCreate Magic Rods Craft StaffCaster Level 11thCreate Magic Sticks Craft WandCaster Level 9thCreate Magic Rods Craft StaffCaster Level 9thCreate Magic Rods Craft WandCaster Level 9thCreate Magic Rods Craft WandCaster Level 9thCreate Magic Rods Craft WandCaster Level 9thCreate Magic WandS Craft WandCaster Level 9thCreate Magic Rods Craft WandCaster Level 9thCreate WandCaster WandCaster Level 9thCreate WandCaster 
Wondrous ItemCaster Level 3rdCreate Magical Wondrous Items Forge RingCaster Level 7thCreate Magic Rings ScribeCast Scroller Level 1stCreate Magic Scroller Level 1stCreate Magic Scroller Level 1stCreate Magic Rings ScribeCast Scroller Level Rings 
flying. Advantage: You get a +2 bonus on all acrobatics checks and fly skills. If you have 10 or more ranks in one of these skills, the bonus will increase to +4 for that skill. Acrobatic steps You can easily move through obstacles and over obstacles. Prerequisites: Dex 15, Nimble movements. Advantage: Whenever you
move, you can move up to 15 feet of difficult terrain each lap as if it were normal terrain. The effects of this power stack with those provided by Nimble Moves (allowing you to move normally over a total of 20 feet of difficult terrain each lap). Agile Maneuvers (Combat) You have learned to use your speed instead of brute
force when performing combat maneuvers. Benefit: Add your dexterity bonus to the base attack bonus when determining the combat) instead of the Force Bonus. Normal: Add your power bonus to the base attack bonus when determining the battle maneuver
bonus. Vigilance You often notice things that others might miss. Advantage: You get a +2 bonus on the perception and meaning of these skills, the bonus will increase to +4 for that skill. Channel alignment Choose chaos, evil, good or law. You can direct
divine energy to influence strangers who have this subtype. Prerequisites: Ability to direct energy. Advantage: Instead of normal effect, you can choose whether you have the option to channel energy or harm a stranger of the chosen subtype of alignment. You need to make this choice every time you channel energy. If
you decide to treat or harm creatures of the chosen subtype of alignment, the energy of your channel has no effect on other creatures. The amount of damage healing or damage healing or damage healing or damage caused and DC for half of the damage is otherwise Special: You can get this performance multiple times. Its effects are not stacked. Each
time you take this performance, it applies to the new route subtype. Whenever you direct energy, you need to choose which type to take place. Affinity of animals and horses. Advantage: You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks
in one of these skills, the bonus will increase to +4 for that skill. Arcane Armor Mastery (Fight) You have mastered the ability to cast spells while wearing armor. Prerequisites: Arcane Armor Training, Medium Armor Expertise, Wheel Level 7. Advantage: As a quick action, reduce the chance of a mysterious spell failure
due to the armor you wear by 20% for all spells cast in this round. This bonus is replaced and not added up with the bonus awarded by arcane armor training. Arcane Armor Training (Combat) You have learned how to cast spells while wearing armor. Prerequisites: Light Armor Expertise, wheel level 3rd, Benefit: As a
quick action, reduce the mysterious spell of failure chance due to the armor you are wearing by 10% for all the spells that cast this round. Arcane Strike (Combat) You draw on your mysterious spells. Advantage: As a quick
action, you can fill your weapons with a fraction of your power. In 1 round your weapons will deal +1 damage and will be considered a spell in order to overcome the damage reduction. For every five wheel levels you own, this bonus increases by +1, up to +5 to 20. Armor Proficiency, Heavy (Combat) You are skilled at
wearing heavy armor. Prerequisites: Light Armor Expertise, Medium Armor Expertise, Light. Special: Warriors and Paladins automatically have heavy armorficiency as a bonus performance. He doesn't have to choose her. Armor Expertise, Light.
(Combat) You are skilled at wearing light armor. Advantage: When you wear the type of armor you are prowess with, the armor control penalty to
attack roles and to all skill checks that involve movement. Special: All characters except monks, wizards automatically have to choose her. Armor Proficiency, Medium (Combat) You are skilled at wearing medium armor. Prerequisite: Light
armor expertise. Advantage: See Armor Expertise, Light. Normal: See Armor Expertise, Light. Normal: See Armor Expertise, Light. Special: Barbarians, clergy, druids, warriors, paladins and rangers automatically have medium weapons expertise as a bonus performance. He doesn't have to choose her. Athletic You have your own physical fitness.
Advantage: You get +2 to climb and swim skill checks. If you have 10 or more ranks in one of these skills, the bonus will increase to +4 for that skill. The expanding summons of your called creatures are stronger and more robust. Prerequisite: Spell Focus. Benefit: Each creature you conjure up with any spell will receive
a +4 upgrade bonus and constitution for the duration of the spell that triggered it. Bleeding critical (Fight, critical hits cause opponents to bleed profusely. Requirements: Critical hits cause opponents to bleed profusely. Requirements: Critical hits cause opponents to bleed profusely.
gains 2d6 points of damage by bleeding (see Conditions) each round on his turn, except for damage caused by a critical hit. Damage to bleeding can be stopped by checking the skills of DC 15 Heal or by any magical treatment. The effects of this stack performance. Special: You can apply the effects of one critical power
only to a given critical hit if you do not have critical mastery. Blind-Fight (Combat) You are skilled at attacking opponents that you cannot clearly perceive. Benefit: In close combat, every time you pass for concealment (see Combat), you can reroll the percentile role once to see if you actually intervene. The invisible
assailant has no advantages in hitting you in a fight. This means that you will not lose your dexterity bonus to the Armor class and the attacker still apply to remote attacker still apply to remote attacker. You don't have to do acrobatics skills checks to
move at full speed when you're blinded. Normal: Regular attack role modifiers for invisible attackers trying to hit you, log in and lose the dexterity bonus on the AC. There is also a decrease in speed for darkness and poor visibility. Special: Blind-Fight performance is useless against a character who is the subject of a wink
spell. Blinding critical (combat, critical) your critical strikes blind your opponents. Prerequisites: Critical focus, base attack bonus +15. Advantage: Whenever you score a critical hit, your opponent is permanently blinded. A successful fortitude save reduces it to dazzle at 1d4 rounds. DC this fortitude save equals a 10+
base attack bonus. This performance has no effect on creatures that do not rely on eyes for sight or creatures with more critical hits can cause blindness, at GM's discretion). Blindness can be cured to heal, regenerate, eliminate blindness, or similar abilities. Special: You can apply the
effects of one critical power only to a given critical hit if you do not have critical mastery. Brew Potion (Making items) You can create a potion of any third level or lower spell that you know and that focuses on one or more objects. Objects. The potion
lasts 2 hours if its base price is 250 gp or less, otherwise cooking the potion, you set the wheel level, which must be sufficient to cast the spell in question and not higher than your own level. To cook the potion, you need to consume raw materials
that cost half of this basic price. For more information, see the rules for creating magic items in magic items. When you create a potion is the target of the spell. Catch Off-Guard (Combat) Enemies are surprised by their skilled
use of unorthodox and improvised weapon. Unarmed adversaries are flat feet against attacks that you carry out with an improvised mesmed weapon. Normal: You take -4 penalty for offensive roles made with an improvised weapon.
Channel Smite (Combat) You can channel your divine energy through the melee weapon you control. Prerequisite: Function of the channel energy class. Advantage: Before you perform a close-up attack, you can choose to spend one of your channel's energy capabilities as a quick action. If you direct positive energy
and hit an undead creature, this creature, this creature will take on an amount of additional damage equal to the damage caused by your negative energy and hit a living creature, this creature will take on an amount of additional damage equal to the damage caused by your negative
energy capability channel. Your target can do the will to save, as usual, half of this additional damage. If your attack misses, the channel's power capability is still exhausted without effect. Cleave (Combat) You can strike two neighboring enemies with one swing. Requirements: Str 13, Power Attack, Base Attack Bonus
+1. Advantage: As a standard action, you can make a single attack on the full basic attack bonus against the enemy within reach. If you hit, you can deal damage normally and you can deal damage normally and you can deal damage normally and also within reach. With this
performance, you can only carry out one more attack per round. When you use this performance, you will have -2 penalty to the armor class until the next turn. Combat Casting Spelling when you are threatened or distracted. Benefit: You get a +4 bonus on concentration controls performed to
cast a spell or use a spell-like ability when casting defensively or when sparing. Combat Experience You can increase your defenses at the expense of your accuracy. Prerequisite: Int 13. Advantage: You can choose to take a penalty of -1 for offensive attack roles and combat maneuver controls to earn a +1 bonus for
armour. When your for the base attack reaches +4 and then each +4, the penalty is increased by -1 and dodge dodge increases by +1. You can only use this performance if you declare that you are carrying out an attack or a full-on attack with a measly weapon. The effects of this act last until your next turn. Combat
Reflexes (Combat) You can make additional attacks of opportunity. Advantage: You can make a number of other attack opportunities per round equal to your dexterity bonus. With this performance, you can also make attacks of opportunity while flat-footed. Normal: A character without this performance can only perform
one attack opportunity per round and can't make attacks opportunities while flat feet. Special: Combat Reflex does not allow a roque to use its opportunities while flat feet. Special: Combat Reflex does not allow a roque to use its opportunities while flat feet. Special: Combat Reflex does not allow a roque to use its opportunities while flat feet. Special: Combat Reflex does not allow a roque to use its opportunities while flat feet. Special: Combat Reflex does not allow a roque to use its opportunities while flat feet. Special: Combat Reflex does not allow a roque to use its opportunities while flat feet. Special: Combat Reflex does not allow a roque to use its opportunities while flat feet. Special: Combat Reflex does not allow a roque to use its opportunities while flat feet. Special: Combat Reflex does not allow a roque to use its opportunities while flat feet. Special: Combat Reflex does not allow a roque to use its opportunities while flat feet. Special: Combat Reflex does not allow a roque to use its opportunities while flat feet. Special: Combat Reflex does not allow a roque to use its opportunities while flat feet. Special: Combat Reflex does not allow a roque to use its opportunities while flat feet. Special: Combat Reflex does not allow a roque to use its opportunities while flat feet.
Requirements: Negative channel energy class function. Benefit: As a standard action, you can use one of your uses of a negative energy channel to enslave the undead will receive the Save the Negate effect. DC for this saves equals 10+1/2 your spiritual level+ your Charisma modifier. The
undead who fail to meet their rescues fall under your commands to the best of their ability, as if under the effects of the control and obey your commands. The intelligent undead receive a new austerity order every day to resist your command. You can control any number of the undead if their total Hit Dice does
not exceed your spiritual level. If you use the energy of the canal in this way, it has no other effect (it does not cure or harm nearby creature, you must perform a charisma control counterplay whenever your orders collide. Craft Magic weapons and armore the control of another creature.
(making items) You can create magical armor, shields and weapons, armor or shields and weapons, armor or shields armor, or shield lasts 1 day for every 1000 gp included in the price of its magical features. To increase the weapon, suit armor, or shield lasts 1 day for every 1000 gp included in the price of its magical features. To increase the weapon, suit armor, or shields are shields are shields.
shield. vou need to use up raw materials costing half of this total price. For more information, see the rules for creating magic items. The weapon, armor or shield to be improved must be the subject of the masterpiece you provide. Its price is not included in the above costs. You can also fix broken magic
weapons, armor, or shield if it's the one you could do. Doing so costs half the raw materials and half the time it would take to craft that item in the first place. Craft Rod (Making objects) You can create magic rods. Prerequisite: Caster level 9. Advantage: You can create magic rods. The crafting rod lasts 1 day for every
1000 gp at its base price. To craft a stick, you need to consume raw materials costing half of your base price. For more information, see the rules for creation of items) Can create magic sticks. Prerequisite: Caster level 11, Advantage: You can create all employees
whose requirements you meet. Crafting staff takes 1 day for every 1000 gp at its base price. To craft staff, you need to consume raw materials costing half of your base price. The newly created staff has 10 fees. For more information, see the rules for creating magic items in magic items. Craft wand (Making items) You
can make magic wands. Prerequisite: Wheel 5. Advantage: You can create a wand of any spell at level 4th-level or lower that you know, Crafting a wand, you need to consume raw materials that cost half of this basic price. The newly created wand has 50
fees. For more information, see the rules for creating magic items in magic items. Craft a wondrous object (Making an item) You can create wondrous object so wondrous object (Making an item) You can create wondrous object 
every 1000 gp at its price. To create a wondrous item, you need to consume raw materials that cost half the base price. For more information, see the rules for creating magic items. You can also fix broken wondrous items if this is the one you could do. Doing so costs half the raw materials and half the
time it would take to craft that item. Critical Focus (Fight) You are trained in the art of causing pain. Prerequisites: Base Attack Bonus +9. Advantage: For attack roles, you will receive a +4 circumstances bonus that confirms critical hits. Critical Mastery (Combat) Your critical hits cause two additional effects. Prerequisites:
Critical focus, any two critical feats, fighter on 14. Advantage: When you score a critical hit, you can use the effects of two critical performances in addition to the damage caused, you can apply the effects of one critical power only to a given critical hit, Dazzling display (Fight)
Your skills with your favorite weapon can scare off enemies. Prerequisite: Weapon targeting, knowledge of the selected weapon. Advantage: While wielding a weapon in which you have a Weapon Focus, you can perform a confusing show of prowess as a full-round action. Perform intimidation control to demorize all
enemies up to 30 feet who can see your display. Deadly Aim (Combat) You can perform extremely deadly attacks remotely by identifying an enemy's weak spot at the expense of making an attack less likely. Prerequisites: Dex 13, base attack bonus +1. Advantage: You can choose whether you want a -1 penalty on all
attack roles at a distance to get a +2 bonus on all damage roles in the range. When the base attack bonus reaches +4 and every +4, the penalty will increase by -1 and the damage bonus will be increased by +2. You must decide to use this exercise before performing an attack roll and its effects last until the next next
Bonus damage does not apply to touch attacks or effects that do not cause hit point damage. Deadly Stroke (Combat) With a well-placed strike, you can bring a guick and painful end to most enemies. Prerequisites: Dazzling display, greater weapon focus, shatter defense, weapon focus, expertise with selected weapon
base attack bonus +11. Advantage: As a standard action, make a single attack with a weapon for which you have a greater weapon focus against a stunned or flat opponent. If you get hit, you will do twice the normal damage and the target will take 1 point of bleeding into the constitution (see Conditions). Additional
damage and bleeding is not multiplied by critical intervention. Deafening critical (combat, critical) your critical focus, base attack bonus +13. Advantage: Whenever you score a critical hit against an opponent, the victim is permanently deafened. Successful
fortitude save reduces deafness to 1 round. DC this fortitude save equals a 10+ basic attack bonus. This performance has no effect on deaf creatures, or similar abilities. Special: You can apply the effects of one critical power only to a given
critical hit if you do not have critical mastery. Deceptive You are skilled at deceiving others, both with spoken words and with physical disquises. Advantage: You get a +2 bonus on all Bluff and Disquise skill checks. If you have 10 or more ranks in one of these skills, the bonus will increase to +4 for that skill. Combat You
excel at defending against all kinds of combat maneuvers. Advantage: With the overall hit, you consider your total bonus to be a base attack when calculating combat maneuver defenses (see Fight). Divert arrows (Fight) You can knock arrows and other projectiles off course, preventing them from hitting you.
Prerequisites: Dex 13, Enhanced Unarmed Strike. Advantage: You must have at least one free hand (holding nothing) to use this performance. Once per round, if you would normally be hit by a long-distance attack from a weapon, you can divert it to avoid any damage. You need to be aware of the attack and not flat feet.
Attempting to avert a remote attack does not count as an action. Unusually massive remote weapons (such as boulders or ballistic bolts) and remote attacks or spell effects cannot be deviate. Dexterous hands You have exceptional manual dexterity. Advantage: You get a +2 bonus on disable
devices and hand skill control tricks. If you have 10 or more ranks in one of these skills, the bonus will increase to +4 for that skill. Stubborn It's especially hard to kill you. Not only do your wounds automatically stabilize when they are badly injured, but you can stay conscious and continue to act on the door of death.
Premise: Perseverance. If your total HIT is less than 0 but you're not dead, you'll automatically stabilize. You don't have to do an institute to check each round to avoid losing additional HP. You can choose to act as if you are disabled rather than dying. You must make this decision once it is reduced to negative hit points
(although it is not your turn). If you do not choose to act as if you were disabled, you will immediately fall unconscious. When you use this exercise, you are in shock. You can take steps to move without further injury, but if you take any standard action (or any other action deemed strenuous, including some quick actions,
such as capturing an accelerated spell), you'll get 1 damage point when the action is complete. If your negative stamina points are the same or greater than your Constitution score, you will die instantly. Normal: A figure without this performance, which is reduced to negative stamina points, is unconscious and dying.
Disruptive (Combat) Your training makes it difficult for enemy spelling removers to safely spell in your area. Prerequisites: fighter aircraft 6. Advantage: DC cast spells defensively applies only if you are aware of the
location of the enemy and are able to take attack opportunities. If you can only take advantage of one opportunity attack, this increase does not apply. Dodge (Combat) Your training and reflexes allow you to react quickly to prevent attacks by opponents. Premise: Dex 13.
Advantage: You get +1 dodge bonus to ac. A condition that causes you to lose the Dex bonus on AC will also cause you to lose the benefits of this performance. Premise: Dex 15, Fight with two weapons. Benefit: Add your bonus to damage reels made with off-hand weapons. Normal: You usually only add half of the
force modifier to damage the reels with the weapon controlled in your off-hand. Elementary channel Choose one elementary subtype, such as air, earth, fire, or water. You can direct your divine energy to hurt or heal strangers who have your chosen elementary subtype. Requirements: Channel energy class function.
Benefit: Instead of vour normal effect, vou can choose whether vou have the ability to channel energy or harm aliens of the chosen elementary subtype. You need to make this choice every time you channel energy. If you decide to treat or harm creatures of your elementary subtype, your energy channel has no effect on
other creatures. Otherwise, the amount of damage that has been healing or caused and dc half of the damage is unchanged. Special: You can get this performance, it applies to a new elementary subtype. Strengthen the charm You can
increase the power of your spells, causing them to cause more damage. Benefit: All variable, numerical effects of the mandated spell are increased by half, including bonuses to those dice. Saving throws and anti-walk-out roles are not affected, nor are spells without random variables. The empowered spell uses a magic
slot two levels higher than the spell's actual level. Endurance Harsh conditions or long exertions will not easily tire you. Advantage: You get a +4 bonus on the following checks and saves: Swim checks made to withstand nonlethal damage from exhaustion; Constitutional checks to continue operations; The Constitution
checks to prevent non-lethal damage from forced march; The Constitution of Control to hold your breath; Constitution checks to prevent non-lethal damage from hot or cold environments; and Fortitude saves to withstand suffocation damage. You can
sleep in light or medium armor without getting tired. Normal: A figure without this power, sleeping in medium or heavier armor, is tired the next day. Magnify the magic (Metamagic) You can increase the range of your spells. Advantage: You can change the spell with a range close to, medium or long to increase its range
by 100%. The extended charm with a close range of 50ft. + 5 ft./ level, while mid-range spells have a range of 800 ft. + 80 ft./ level and long-range spells have a range of 200 ft. + 20 ft./ level and long-range spells have a range of 800 ft. + 80 ft./ level. The magnified spell uses a magic slot one level higher than the spell's actual level. Spells whose range are not
defined by distance, as well as spells whose ranges are not close, medium or long, do not benefit from this performance. Advantage: You can send down any charm with a material component costing 1 gp or less without the need for this component. Casting spells still provokes attacks of opportunity as normal. If the spell
requires a material component that costs more than 1 gp, you need to have a material component at hand to cast the spell as normal. Exhausting critical hits cause your opponents to run out. Prerequisites: Critical focus, Tedious critical, base attack bonus +15. Advantage: When you fire a
critical hit at an enemy, your target immediately runs out. This performance has no effect on exhausted creatures. Special: You do not have critical master power. Exotic Weapons (Combat) Choose one type of exotic weapon, such as pointed chain
or whip. You understand how to use this type of exotic weapon in combat, and can use any special tricks or features that an exotic weapon normally. Normal: A character who uses a weapon with which he is not prowess takes
-4 penalty for offensive roles. Special: You can get exotic skills multiple times. Every time you take the feat, this applies to a new type of exotic weapon. Extend Spell (Metamagic) You can make your spells last twice as long. Benefit: The extended spell lasts twice as long as usual. A spell with duration of concentration,
instantaneous. or permanent is not affected by this performance. Extended spell uses up the magic slot one level higher than the spell's actual level. You can channel energy twice more a day. Special: If the
paladin with the ability to channel positive energy takes this performance, she can use to lay on her hands four times a day, but only a channel of positive energy. You can use the ki pool more times a day than most. Prerequisite: Ki pool class function. Benefit: Your ki pool increases by 2. Special: You can get Extra Ki
multiple times. Its effects stack. Extra Lay On Hands You can use your lay on your hands skills more often. Prerequisite: Place the class functions on your hands skills even twice a day. Special: You can get Extra Lay On Hands multiple times. Its effects stack. Your lay on
your hand ability adds more mercy. Requirements: Put on your hands the functions of the class, mercy class function. Advantage: Choose one additional grace for which you are entitled. When you use lay on your hands to heal the damage to one goal, but also receive other effects of this mercy. Special: You can get this
performance multiple times. Its effects are not stacked. Every time you take this feat, choose a new mercy. You can use your bardic performance class function. Advantage: Bardic performance can be used for 6 additional rounds per day. Special: You can get
extra power multiple times. Its effects stack. You can use your anger power more than usual. Prerequisite: Rage class function. Benefit: You can get Extra Rage multiple times. Its effects stack. Far Shot (Combat) You are more accurate over longer distances. Prerequisites:
Point-Blank Shot. Advantage: When using a weapon remotely, you will only suffer -1 penalty for the full extent of the increment between you and your target. Fleet You're faster than most. Advantage: When you wear light or no
armour, your base speed increases by 5 feet. You will lose the benefits of this performance if you can create magic rings. Stack effects. Forge Ring (Making Items) You can create magic rings. Prerequisite: Caster level 7. You can create magic rings. Making a
ring takes 1 day for every 1000 gp at its base price. To make a ring, you need to consume raw materials that cost half the basic price. For more information, see the rules for creating magic items. You can also fix a broken ring if it's the one you could do. It costs half the raw materials and half the time it
would take to make the ring in the first place. Gorgon's Fist (Fight) With one well-placed punch, you let your target rewind. Prerequisites: Improved unarmed strike. Scorpion style, base attack bonus +6. Advantage: As a standard action, perform one unarmed melee attack against an enemy whose speed is reduced (for
example, from scorpion style). If the attack strikes, you deal damage normally and the target is spread out until the end of the next turn, unless it makes a fortitude saving throw (DC 10 + 1/2 character level + Wis modifier). This performance has no effect on the goals that are exploded. Great Cleave (Combat) You can
strike many neighboring enemies with one shot. Requirements: Str 13, Cleave, Power Attack, Base Attack bonus against the enemy within reach. If you hit, you can normally deal damage and you can carry out another
attack (using the full base attack bonus) against an enemy adjacent to the previous enemy and also within reach. If you hit, you can continue to attack enemies adjacent to the previous enemy if they are within reach. During this attack, you cannot attack an individual enemy more than once. When you use this
performance, you will have -2 penalty to the armor class until the next turn. Great bravery You are resistant to poisons, diseases and other ailing diseases. Advantage: You get a +2 bonus on all fortitude savings suited. Greater Bull Rush (Combat) Your bullish rush attacks take your enemies off balance. Requirements:
Improved bull rush, power attack, base attack, base attack, base attack bonus +6, Str 13. Advantage: You will receive a +2 bonus awarded by an improved bull rush. Whenever a bull rushes an opponent, his movement provokes attacks of opportunity from all your allies
(but not you). Normal: Creatures moved by a bullish rush do not insiate attacks of opportunity. Greater Disarm (Fight) You can knock weapons away from the enemy's grip. Prerequisites: Combat Experience, Enhanced Disarmament, Base Attack Bonus +6, Int 13. Advantage: You will receive a +2 bonus when checking
for disarming the enemy. This bonus consists of a bonus awarded by enhanced disarmament. Whenever you successfully disarm an opponent, the weapon lands 15 feet from your previous wielder, in a random direction. Normal: Disarmed weapons and equipment land at the feet of the disarmed creature. Greater Fet
(Combat) You are skilled at overreacting to enemies to your attacks. Attacks. Combat experience, improved trick, base attack bonus +6, Int 13. Benefit: Whenever you use a trick to cause an opponent to lose their dexterity bonus, they will lose that bonus until the start of your next turn, except to lose the dexterity bonus
against the next attack. Normal: A creature that tricks loses its dexterity bonus against another attack. Greater grapple (Fight) Keeping the grab is second nature to you. Prerequisites: Improved grab, enhanced unarmed strike, base attack bonus +6, Dex 13. Advantage: You will receive a +2 bonus on cheques made to
All you have to do is succeed on one of these controls to keep the grab. Normal: Maintaining a grab is a standard action. Prerequisites: Enhanced Moves, Power Attack, Base Attack Bonus +6, Str 13. Advantage: You will receive a +2 bonus for checks carried out to cross the enemy. This bonus consists of a bonus
awarded by an improved overrun. Whenever you overwhelm your opponents, they trigger attacks of opportunity if they are pierced by your overrun. Whenever you overwhelm your opponents, they trigger attacks of opportunity if they are pierced by your overrun. Whenever you overwhelm your opponents, they trigger attacks of opportunity if they are pierced by your overrun. Whenever you overwhelm your opponents, they trigger attacks of opportunity if they are pierced by your overrun.
enemies. Prerequisites: Penetrating strike, Focus on weapons, fighter 16. Advantage: Your attacks with weapons selected using weapon focus ignore up to 10 damage reduction points. This amount is reduced to 5 points to reduce damage without type (for example, DR 10/—). Greater shield focus (combat) You are
skilled at diverting strikes with your shield. Requirements: Shield Focus, Shield Focu
have already used Spell Focus feat. Any spells they cast from this school are very hard to resist. Prerequisite: Spell Focus. Benefit: Add +1 to the difficulty class for all saving throws against spells from the magic school you choose. This bonus consists of a bonus from Spell Focus. Special: You can get this performance
multiple times. Its effects are not stacked. Every time you have performance, this applies to a new school to which you have already used Spell Focus feat. Greater spell penetration of magic. Advantage: You get a +2 wheel level
control bonus (1d20+ wheel level) to overcome the magic of creation This bonus is added up with one of the penetration spells. Bigger Sunder (Fight) your devastating punches to slot through weapons and armor and into their wielders, damaging both items and wielder alike in one amazing strike. Prerequisites: Improved
Sunder, Power Attack, Base Attack, Base Attack, Base Attack Bonus +6, Str 13. Advantage: You will receive a +2 bonus on cheques made to spread the item. This bonus consists of a bonus awarded by an improved Sunder. Whenever you chop yourself up to destroy a weapon, shield or armour, any excessive damage is applied to wielder items.
If you choose to keep an item with 1 hit point, there will be no damage. Bigger Trip (Fight) You can carry out free attacks on enemies that you knock down. Prerequisites: Combat Experience, Improved Journey, Base Attack Bonus +6, Int 13. Advantage: You will receive a +2 bonus when checking to bury the enemy. This
bonus consists of a bonus awarded by an improved trip. Whenever you successfully stumble over an opponent, that opponent provokes attacks of opportunity from being buried. Larger Two-Weapon Fighting (Combat) You are incredibly skilled at fighting two weapons
at once. Prerequisites: Dex 19, Improved Two-Weapon Combat, Two-Weapon Battle, +11 Base Attack Bonus. Advantage: You get a third attack with an off-hand weapon, albeit on a -10 penalty. Greater Vital Strike (Combat) You can perform a single attack that deals incredible damage. Prerequisites: Improved vital
strike, Vital Strike, base attack bonus +16. Advantage: When you use an attack action, you can make one attack on your highest base attack bonus, dealing additional damage. Roll the damage cubes four times and add results together before adding bonuses from power, weapons abilities (such as burning), accuracy.
based damage, and other damage bonuses. These extra weapon damage cubes are not multiplied by critical hit, but are added to the total number. Greater focus on weapons (combat) Choose one type of weapon (including unarmed strike or grab) for which you have already selected aiming points. You're a master at
your chosen weapon. Prerequisites: Expertise with selected weapon, Weapon targeting with selected weapon, base attack bonus +1, fighter 8. Advantage: You get a +1 bonus on attack roles, including those from
Weapon Focus. Special: You can get more focus on your weapons multiple times. Its effects are not stacked. Every time you have power, this applies to a new type of weapon (including unarmed strike or grab) for which you own a specialty of
weapons. Your attacks with your chosen weapon are more destructive than usual. Prerequisites: Expertise with selected weapon, greater focus of weapons with the selected weapon, greater focus of weapons with selected weapon wit
damage roles you perform with the selected weapon. This damage chimney bonus with additional damage role bonuses, including all you get from your weapon specialization. Special: You can get more specialization of weapons multiple times. Its effects are not stacked. Every time you have power, this applies to a new
type of weapon. Increase spell (Metamagic) You can cast spells as if they were higher level of magic than normal (up to the maximum level of tier 9). Unlike other metamagic performances, Increase Spell actually increases the effective level of magic that it modifies. All spell-
level effects (such as saving throw DC and being able to penetrate a smaller ball of invulnerability) are calculated according to the elevated level. Elevated magic is as difficult to prepare and send as the magic of its effective level. Better Bull Rush (Combat) You are skilled at pushing your enemies around. Prerequisite:
Str 13, Power Attack, base attack bonus +1. Advantage: When performing a bullfighting maneuver, you will not cause an attack of opportunity. In addition, you will receive a +2 bonus on cheques made to the bull's rush enemy. You can also get a +2 bonus to fight maneuver defenses whenever an opponent tries to bullish
you. Normal: You can invoke attack opportunities while performing a bullish rush combat maneuver. Improved channel energy class. Advantage: Add 2 to DC savings throws to resist the effects of your channel's energy capabilities. Better
Counterspell You are skilled at fighting the spells of others using similar spells. Advantage: When counter-tapping, you can use the spell of the same school, which is one or more levels of magic higher than the target spell. Normal: Without this performance, you can face a spell with only the same spell, or with a spell
specially marked as fighting the target spell. Improved critical (combat) attacks carried out by the selected weapon, bonus for basic attack +8. Advantage: When using the selected weapon, the threat range is doubled. Special: You can get better critical multiple times.
Effects don't add up. Every time you have power, this applies to a new type of weapons threats. Improved Disarm (Fight) You are skilled at knocking weapons out of the enemy's grip. Prerequisite: Int 13, Combat Experience.
Advantage: When performing a disarmament combat maneuver, you will not cause an attack of opportunity. In addition, you will receive a +2 bonus to defend the combat manoeuvre whenever they'll try to disarm you. Normal: When performing
a disarming combat maneuver, you will launch an opportunity attack. Better Familiar This performance allows you to get a strong acquaintances. Prerequisites: Ability to get new familiar, compatible alignment, high enough level (see below). Benefit: When
choosing a friend, the following creatures are also available to you. You can choose a acquaintance with alignment up to one step from each alignment Arcane Spellcaster Level Heavenly Hawk1Netral Goodness3rd Dire ratNeutral3rd Diabolical
Viper2Neutral Evil3rd Elemental, Small (any type)Neutral5th Homunculus3Any7th ImpLawful evil7th 1 Or another heavenly animal from the standard known list. 2 Or another evil animal from the standard known list. 3 The
master must first make a homunculus. Better acquaintances otherwise use the rules for regular acquaintances, with two exceptions: if the type of creature is anything other than an animal, its type does not change; and better familiarity will not acquire the ability to talk to other creatures of its kind (although many of them
already have the ability to communicate). Improved Trick (Fight) You are skilled at deceiving your opponents in combat. Pretending to fight as a move. Normal: Pretending to fight is standard action. Improved Grab (Fight) You are skilled in
fighting opponents. Premise: Dex 13, enhanced unarmed strike. Advantage: When performing a combat maneuver, a duel does not cause an attack of opportunity. In addition, you will receive a +2 bonus on cheques made to fight the enemy. You will also receive a +2 bonus to defend the combat maneuver whenever
your opponent tries to fight you. Normal: When performing a combat maneuver, you provoke an attack of opportunity. Improved great bravery You can draw from the internal reserve to withstand diseases, poisons and other heavy damage. Prerequisites: Great bravery. Benefit: Once a day, you can reroll Fortitude to
save. You must decide to use this ability before the results are revealed. You have to take the second role, even if it's worse. Enhanced Combat Initiative allows you to respond guickly to hazards with your guick reflexes. Advantage: You get a +4 bonus on initiative checks. Improved iron will Your clarity of thought allows
you to withstand mental attacks. Prerequisites: Iron Will, Advantage: Once a day, you can reroll will save, You must decide to use this ability before the results are revealed. You have to take the second role, even if it's worse. Enhanced Lightning Reflexes You have a knack for avoiding danger all around you.
Requirements: Reflexes. Advantage: Once a day you can roll over the results are revealed. You have to take the second role, even if it's worse. Improved Defection (Fight) You are skilled at running down your enemies. Prerequisite: Str 13, Power Attack, base
attack bonus +1. Advantage: When performing a combat maneuver defection, you do not provoke an attack of opportunity. In addition, you will also receive a +2 bonus to defend the combat maneuver whenever your opponent tries to overwhelm you. The
targets of your crossing attempt may not be avoided. Normal: When you perform a combat maneuver overrun, you invoke an opportunity attack. Enhanced Accurate Missile (Combat) Your remote attacks ignore anything but complete concealment and cover. Prerequisites: Dex 19, Point-Blank Shot, Precise Shot, Base
Attack Bonus +11. Advantage: Your remote attacks ignore the AC bonus awarded to targets with nothing less than total coverage and overage and overage and overage and overage and the chance of meeting what gives targets something less than total coverage and the chance of meeting what gives targets with nothing less than total coverage and the chance of meeting what gives targets something less than total coverage and the chance of meeting what gives targets against remote attacks.
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Normal: Check out the common rules about the effects of cover-ups and concealment in combat. Enhanced Bash Shield (Combat) You can protect yourself with your shield even if you use it to attack. Prerequisite: Shield Expertise. Advantage: When you perform shield bash, you can still use shield shield bonus on AC.

performing a combat maneuver, you do not provoke an attack of opportunity. Improv	red Trip (Fight) You are skilled at sending your opp	onents to the ground. Prerequisite: Int 13, Combat	Experience. Advantage: When performing a	combat maneuver on a trip, you do not provoke an att	ack of opportunity. In addition, you will receive a
+2 bonus on cheques made to bury the enemy. You will also receive a + two weapons. Prerequisites: Dex 17, Fight with two weapons, bonus for	basic attack +6. Advantage: In addition to the stand	dard single extra attack you get with an off-hand w	eapon, you get a second attack with it, albei	t at -5 Normal: Without this performance you can only g	get one more attack with an off-hand weapon.
Improved unarmed strike (combat) You are skilled in combat while unarm Without this performance, you are considered unarmed in an unarmed a	ttack, and with such an attack you can only cause	non-lethal damage. Improved vital strike (combat)	You can perform a single attack that deals a	large amount of damage. Prerequisites: Vital Strike, bo	onus for basic attack +11. Advantage: When you
use an attack action, you can make one attack on your highest base attack weapon damage cubes are not multiplied by critical hit, but are added to	the total number. Improvised Weapon Mastery (Co	ombat) You can turn almost any object into a dead	lly weapon, from a razor-sharp chair leg to a	bag of flour. Prerequisites: Catch Off-Guard or Throw A	Anything, bonus for basic attack +8. Advantage:
You will not suffer any penalties for using an improvised weapon. Increase multiplier ×2. Intimidating prowess (Fighting) Your physical power is intimidating provided in the contraction of the contractio	nidating to others. Benefit: Add a force modifier tha	t intimidates skill checks in addition to the Charism	na modifier. Iron Will You are more resistant	to mental effects. Advantage: You get a +2 bonus on al	Il will savings fits. LeadershipTable: Leadership
Leadership ScoreCohort LevelNumber of Followers by Level1st2nd3nd4 ————————————————————————————————————	510th20 21 1611th2521 1712th30311	—— 1812th35311—— 1913th404211— 2014th50	05321— 2115th606 3211 2215th774221 231	6th9095321 2417th1116321 25 or higher17th1351374	22 You attract followers of your belongings and
companion who will join you on your adventure. Prerequisite: Character cohort and how many followers you can get. Leadership modifiers: Seve	ral factors can affect the leadership score, which c	auses it to differ from the base score (character lev	vel + Cha modifier). Your reputation (in terms	s of cohort or follower you are trying to attract) increase	s or decreases your leadership score: Reputation
leader Great notoriety + 2 Justice and generosity + 1 Special Force + 1 Force Cumulative to killed cohort. Followers have different priorities than cohorts.	rts. Use the following modifiers when trying to attra	ct a follower. Leader The modifier has strength, k	oase operations, guildhouse, etc.+2 Moveme	ents around much-1 Caused the death of other followers	s-1 Keeping Score: Your base leadership score
equals your level plus your charisma modifier. In order to take into account Level: You can attract cohorts up to that level. Regardless of your leader	rship score, you can only accept a cohort that is tw	o or more levels lower than you. The cohort should	d be equipped with a device suitable for its le	vel (see Creating an NPC). The cohort can be of any ra	ace or class. The cohort's alignment may not be
unlike your alignment of either law/chaos or good/bad wasps, and you'll by the total amount of experience you've been awarded, and then add the	nat number of Experience Points to the total of the	cohort. If a cohort gains enough experience to read	ch a level below your level, the cohort won't	get a new level — its new total experience is 1 less that	n the amount needed to reach the next level.
Number of followers by level: You can lead up to the specified number of When you get a new level, consult the table: Leadership to see if you get and a land to the specified number of the specified	t more followers, some of whom may be taller than	existing followers. However, do not consult the tal	ble to see if your cohort is gaining levels bec	ause cohorts earn Themselves. Lightning Reflexes You	have faster reflexes than usual. Advantage: You
get a +2 bonus on all reflective savings suited. Lightning Stance (Comba 50% concealment for 1 round. Lunge (Combat) You can strike enemies appoint to be fore attacks are corried out. Magical Aptitude You are skilled	who would normally be out of range. Prerequisites:	Base Attack Bonus +6. Benefit: You can increase	the range of your close range attacks by 5 f	eet to the end of your turn by -2 penalty on the AC until	the next turn. You must decide to use this
capability before attacks are carried out. Magical Aptitude You are skilled can shoot multiple arrows at one target. Prerequisites: Dex 17, Point-Bla critical damage only once. Damage bonuses from using a composite box	nk Shot, Rapid Shot, Base Attack Bonus +6. Adva	ntage: In a full attack with a bow, your first attack f	ires two arrows. If the attack strikes, both arr	ows will strike. For this attack, use precision-based dar	nage (such as an attack on a sneaky one) and
type of combat weapon. You understand how to use this type of combat warriors, paladins and rangers are adept at all fighting weapons. They do	weapon in combat. Advantage: The attack is usua	ly carried out with the selected weapon (without u	nsapt penalties). Normal: When using a wea	pon with which you are not prowess, you will have -4 p	enalties for offensive roles. Special: Barbarians,
objects. Prerequisites: 5 rows in any craft or profession skills. Benefit: Charmor and crafts protruding item performances. You can create magical	hoose one craft or profession skill in which you hav	e at least 5 rows. You will receive a +2 bonus on y	our chosen craft or profession skills. Ranks	in the chosen skill count as your wheel level for the pur	pose of qualifying for craft magic weapons and
magic items). This performance cannot be used to create any trigger item effects of spells adjusted by this performance are maximized. Saving the	ms or trigger spelling. Normal: Only spellcasters ca	n qualify for craft magic weapons and armor and c	raft protruding item performances. Maximize	magic (Metamagic) Your spells have the maximum po	ssible effect. Advantage: All variables, numeric
each performance: the maximum result plus half of the normally rolled reattack action and perform at least one unarmed strike, you can perform to	esult. Medusa's Wrath (Combat) You can take adva	ntage of your opponent's confusion and deliver a	few punches. Prerequisites: Improved unarn	ned strike, Gorgon fist, Scorpion style, +11 base attack	bonus. Advantage: Whenever you use a full
melee. Prerequisites: Dex 13, Dodge. Advantage: You get a +4 dodge be with you, unlike most types of bonuses. Driving Archery (Combat) You a	onus to the Armor class against attack opportunitie	s caused when you move from or within an affecte	ed area. A condition that makes you lose the	dexterity of the armor class bonus (if any) also makes	you lose dodge bonuses. Dodge stack bonuses
holder is running. Cavalry Combat You are adept at guiding your horse is attack roll. Natural charm You can cast spells, albeit in a form that can no	n combat. Prerequisite: Ride 1 order. Advantage: 0	once per lap, when your holder is hit in combat, yo	u can try to control the ride (as an immediate	e action) to negate the hit. The hit is negated if the drivin	ng control result is greater than the opponent's
components of magic. You can also use any material components or foc shape. Nimble movements You can move one obstacle with s Prerequis	cus that you own, even if these items are merging v	vithin the current form. This performance does not	allow the use of magical objects when you a	re in a form that would not normally use them, and you	do not get the ability to speak when using a wild
the defenses of some creatures. Prerequisites: Weapon targeting, base swivel attitudes and intimidate others into your way of thinking. Advantage	attack bonus +1, fighter 12. Advantage: Your attac	ks with weapons selected with weapon focus ignor	re up to 5 damage reduction points. This per	formance does not apply to reducing type-free damage	(e.g. DR 10/—). Persuasive you are skilled at
Prerequisites: Dex 19, Improved Precision Shot, Point-Blank Shot, Precision Shot,	se Shot, Base Attack Bonus +16. Advantage: As a	standard action, perform one remote attack. The t	target does not receive any bonuses for arm	our, natural armour or shield for the armor class. You w	rill not benefit from this performance if you move
accuracy for strength. Prerequisites: Str 13, base attack bonus +1. Adva a one-handed weapon using two hands, or a primary natural weapon that	ntage: You can choose a -1 penalty on all attack ro	les and combat maneuver controls to earn a +2 be	onus on all close-range damage roles. This o	damage bonus is increased by half (+50%) If you are ca	arrying out an attack with a two-handed weapon,
points, the penalty increases by -1 and the damage bonus increases by at firing long-distance attacks into a brawl. Prerequisite: Point-Blank Sho	+2. You must decide to use this performance before	e performing an attack roll, and its effects last unti	l the next turn. Bonus damage does not app	y to touch attacks or effects that do not cause hit point	damage. Precise Shot (Combat) You are adept
Bonus +1. Advantage: You can draw a weapon as a free action instead can not be quickly drawn with the help of this performance. Normal: With	` ` ` ` ` ` ` ` ` ` ` ` ` ` ` ` ` ` ` `		•		
(Metamagic) You can cast spells in a fraction of normal time. Benefit: Ca accelerated. The accelerated spell uses the magic of a slot of four levels	9 ' '	, ,	•		
round action without increasing the magic of casting time. Fast Charging (for hand or light crossbow) or for turn (for heavy crossbow). The transhi	, , , , , , , , , , , , , , , , , , , ,	· · · · · · · · · · · · · · · · · · ·			- · · · · · · · · · · · · · · · · · · ·
needs a turn-based action to reload the hand or light kucha, or full action Benefit: With a full attack action with a long-range weapon, you can fire of	, ,			` ` ,	·
Rank, Driving Fight. Advantage: When you are mounted and using a chaattack opportunities from the opponent who attacks. Run You're quick fe	et. Advantage: You move five times more when ru	nning speed (if you wear medium, light or no armo	r and carry more than medium load) or four t	imes the speed (if you carry heavy armour or carry hea	vy loads). If you make the jump after starting
(see acrobatics skill description), you will get a +4 bonus to check acrobate heavy armor or carry heavy loads) and lose the dexterity bonus to ac. So	corpion Style (Combat) You can perform an unarmo	ed strike that significantly prevents the movement	of your target. Premise: Enhanced unarmed	strike. Advantage: To use this performance, you must	perform one unarmed attack as a standard action.
If this unarmed attack hits, you will deal damage normally and the base glevel 1st. Benefit: You can create a scroll of any spell you know. The scri	ibing scroll lasts 2 hours if its base price is 250 gp	or less, otherwise scrimming the scroll takes 1 day	for every 1000 gp at its base price. To make	e a scroll, you need to consume raw materials that cost	half of this basic price. For more information,
see the rules for creating magic items in magic items. Selective channeli affected by your directed energy. Normal: All targets in a 30-foot blast ar	re affected when the energy channel. You can only	choose whether it concerns you. Self-contained Y	ou know how to get together in the wild and	how to effectively heal wounds. Advantage: You get a	+2 bonus on all Heal checks and survival checks.
If you have 10 or more ranks in one of these skills, the bonus will increase bonus +6, weapon expertise. Benefit: Any shaken, frightened or panicke	d opponent you hit in this round is flat until the end	of the next round. This includes all other attacks the	hat you make this round. Shield Focus (Com	bat) You are skilled at diverting strikes with your shield	. Prerequisites: Shield Proficiency, Basic Attack
Bonus +1. Advantage: Increase the AC bonus awarded by any shield yo for offensive roles with a shield when you control another weapon. Add a shield armor control penalty applies only to abilities based on strength ar	a bonus to upgrade your shield to attack and dama	ge shield re roles as if it were a weapon upgrade b	oonus. Shield Proficiency (Combat) You are	rained in how to use the shield correctly. Advantage: If	you use a shield (except for a tower shield), the
rangers automatically have shield knowledge as a bonus performance. For opponents hit by your shield are also hit by a free bullfighting attack that	He doesn't have to choose her. Shield Slam (Comb	at) In the correct position, your shield can be used	to send opponents flying. Prerequisites: En	nanced Shield Bash, Shield Expertise, Two-Weapon Fi	ghting, Basic Attack Bonus +6. Benefit: All
possible distance. You can decide to move with your goal if you are able Attack Bonus +4. Advantage: As a full-round action, you can move up to	to make a 5-foot step or spend the action to move	this move. Shot on the Run (Combat) You can me	ove, shoot a remote weapon, and move agai	n before your enemies can respond. Requirements: De	ex 13, Dodge, Mobility, Point-Blank Shot, Base
Requirements: Critical focus, base attack bonus +11. Advantage: Whene power only to a given critical hit if you do not have critical mastery. Silent	ever you score a critical hit, your opponent become	s dissuased for 1 minute. The effects of this perfor	rmance are not stacked. Instead, additional ı	equests to the server add to the duration of the effect.	Special: You can apply the effects of one critical
actual level. Special: Bard spells cannot be enhanced by this performance roles. Special: All characters except druids, monks and wizards are auto	ce. Simple Weapon Zficiency (Combat) You are tra	ined in the use of basic weapons. Advantage: You	ı make with simple weapons without penalty	Normal: When using a weapon with which you are not	prowess, you will have -4 penalties for offensive
ranks in this skill, this bonus will be increased to +6. Special: You can ge 15, Arrows from snag, Enhanced unarmed strike. Advantage: When usin				,	• • • • • • • • • • • • • • • • • • • •
one free hand (holding nothing) to use this performance. Spell Focus Ch effects are not stacked. Every time you perform, it applies to a new scho	0 , 1		,		• •
spells you already know equals your intelligence modifier. From now on, most. Advantage: You get a $+2$ wheel level control bonus (level $1d20 + v$	wheel level) to overcome creature magic resistance	. Spellbreaker (Combat) You can strike at enemy	spellcasters who fail to cast defensively whe	n threatened. Prerequisites: Disruptive, level ten fighter	r. Advantage: Enemies in your vulnerable area
who fail to meet their controls to defensively trigger opportunity attacks for Ride-By Attack. Advantage: When mounting and using the charging action	on, you deal double damage to weapons at close(s	) or triple damage with a spear). Spring Attack (Fig	ght) You can skillfully move on to the enemy	strike and before it can respond. Requirements: Dex 1	.3, Dodge, Mobility, Base Attack Bonus +4.
Advantage: As a full-round action, you can move up to your speed and p than your speed. You cannot use this capability to attack an enemy that	is adjacent to you at the beginning of your turn. No	rmal: You can not move before and after the attac	k. Stunning critical (combat, critical) your crit	ical hits cause your opponents to slow down. Prerequis	sites: Critical focus, base attack bonus +13.
Advantage: Whenever you score a critical hit, your opponent staggers to Special: You can apply the effects of one critical power only to a given critical p	ritical hit if you do not have critical mastery. Stand	Still (Combat) You can stop enemies trying to move	ė around you. Prerequisites: Combat reflexe	s. Advantage: When an enemy provokes an opportunit	y attack to move through adjacent squares, you
can perform a combat maneuver check as an opportunity attack. If succe provokes an attack of opportunity. Stealthy You're good at avoiding unwanted at the company of the c	anted attention and slipping out of bonds. Advanta	ge: You get a +2 bonus on all Escape Artist and St	tealth skill checks. If you have 10 or more ra	nks in one of these skills, the bonus will increase to +4	for that skill. Step Up (Combat) You can close
the distance when the enemy tries to move away. Prerequisite: Base Att during the next turn. If you take action during the next turn, read 5 feet of the problem and the problem of the problem. Strike Book (Combat) You say strike and	f total movement. Still Spell (Metamagic) You can o	ast spells without moving. Benefit: Stilled charm c	an be cast without somatic components. Spe	ells without somatic components are not affected. Quie	t charm uses the magic of a slot one level higher
than the spell is the actual level. Strike Back (Combat) You can strike en close combat, even if the enemy is out of your reach. Stunning critical (creduces it spread over 1d4 rounds. DC this fortitude save equals a 10+ k	ombat, critical) your critical hits cause your oppone	nts to stun. Prerequisites: Critical focus, stunning	critical, base attack bonus +17. Advantage: \	Whenever you score a critical hit, your opponent stuns	for 1d4 rounds. A successful fortitude save
Stunning fist (Fight) You know where to strike temporarily stun the enem forces an enemy damaged by your unarmed attack to create a fortitude state.	y. Prerequisites: Dex 13, Wis 13, Enhanced Unarn	ned Strike, Base Attack Bonus +8. Advantage: You	u must declare that you are using this perform	nance before you perform an attack (that is, a failed rol	l attack destroys the attempt). A stunning fist
is held, can not take action, loses the dexterity bonus on the AC and take critical interventions cannot be stunned. Special: The monk receives a st	es -2 penalty on the AC. You can attempt a stunnir	g attack once a day for every four levels you've re	eached (but see Special), and no more than o	once per round. Constructs, oozes, plants, the undead,	intangible beings and creatures immune to
other than the monk. Throw anything (Fight) You're used to throwing thir improvised weapon. Tedious critical (combat, critical) your critical hits wi	ngs that you have at hand. Advantage: You will not	suffer any penalties for using an improvised weap	on remotely. You will receive a +1 in-line bo	nus for attack roles with spray guns thrown. Normal: Yo	ou take -4 penalty for offensive roles made with an
the effects of one critical power only to a given critical hit if you do not hat example, when you get a level). Tower Shield Expertise (Combat) You a	ave critical mastery. Toughness You have increase	d physical endurance. Advantage: You get +3 HP.	For each hit death you own over 3, you get	an additional +1 hit point. If you have more than 3 Hit $ t E$	Dice, you get +1 hit whenever you get Hit Die (for
which he is not prowess takes control of the shield on attacking roles and under the horse. Prerequisites: Ride 1 Rank, Driving Fight. Advantage: V	d on all skill checks that involve movement, includi	ng ride. Special: Fighters automatically have Towe	r Shield as a bonus performance. He doesn'	t have to choose her. Trample (Combat) While mounte	d, you can ride down opponents and pedal them
undead Call to higher powers, causing the undead to flee from the powe will receive the Save the Negate effect. DC for this saves equals 10+1/2	er of your released divine energy. Requirements: Po	sitive channel energy class function. Benefit: You	can, as a standard action, use one of your p	ositive energy channels to cause all the undead within	30 feet of you to flee as if panicked. The undead
effect (it does not cure or harm nearby creatures). Two-Weapon Defense bonus to your ac. When you fight defensively or use total defensive action	` ,	•	, , ,		, , ,
penalties for offensive roles for fighting two weapons are reduced. The p weapon. When fighting in this way you will suffer -6 penalty with regular	enalty for your primary hand will be reduced by 2 a attack or attacks with your primary hand and -10 pe	nd the penalty for your hand will be reduced by 6. enalty to attack with off hand. If your off-hand gun	See Two-Weapon Fighting in Combat. Norn is light, penalties are reduced by 2 each. An	nal: If you have a second weapon in your hand, you car unarmed strike is always considered light. Two-Weapo	n get one more attack on the round with that on Rend (Combat) Striking with Both Of Their
Weapons You can use them to deliver devastating wounds. Prerequisite 1/2 times the force modifier. You can only deal this additional damage or	nce in each round. Unseat (Fight) You are skilled a	t deposing your mounted opponents. Prerequisites	s: Str 13, Ride 1 Rank, Cavalry Fight, Power	Attack, Better Bull Rush, Base Attack Bonus +1. Advar	ntages: When charging an opponent while
mounted and wielding a spear, resolve the attack as normal. If it strikes, perform a single attack that deals significantly more damage than normal	d. Prerequisites: Base Attack Bonus +6. Advantage	: When you use an attack action, you can make o	ne attack on your highest base attack bonus	, dealing additional damage. Double-turn the damage o	subes of the weapon and add results before
adding bonuses from strength, weapon abilities (such as blazing), damage to brute force. Advantage: With a light weapon, rapir, whip or barbed characteristics (such as blazing), damage to brute force.	ain made for a creature of your size category, you o	an use the Dexterity modifier instead of the force	modifier on attack rolls. If you wear a shield,	his control penalty applies to your offensive roles. Spec	cial: Natural weapons are considered light
weapons. Weapon Focus (Combat) Choose one type of weapon. You caperform using the selected weapon. Special: You can get this performan	nce multiple times. Its effects are not stacked. Every	time you have power, this applies to a new type of	of weapon. Weapon Specialization (Combat)	You are skilled at dealing damage with one weapon. C	Choose one type of weapon (including an
unarmed strike or grab) for which you have already selected the Weapor perform with the selected weapon. Special: You can get this performance Attack Boxes Attack Boxes 44 Adventoge: When you use a full attack of	e multiple times. Its effects are not stacked. Every	time you take this applies to a new type of weapor	n. Whirlwind Attack (Combat) You can strike	at any enemy within reach. Prerequisites: Dex 13, Int 1	3, Combat Experience, Dodge, Mobility, Spring
Attack, Base Attack Bonus +4. Advantage: When you use a full attack at Attack performance, you also lose the bonus or other attacks awarded by area of the spell will be increased by 100%. The extended spell uses the	y other performances, spells, or abilities. Extend S	oell (Metamagic) You can cast spells to take up mo	ore space. Advantage: You can change the	plast, exuding, or spread-shaped spell to increase its su	urface area. Any numerical measurements of the
than 5 feet in this round, you will get a 20% concealment for 1 round aga	•	ocaci ievel. Opelio iliai do fioi fiave ali alea 01 011e	o. mose rour species are not anected by this	. ponomianos. Neganements. Dex 15, Douge, Base All	Donas - o. Auvanaye. II you move more
Miyati tilekasi gaxomawiboko revaku kirareci je gigivotepare nafuyeti kuje xoyumamemaji tajile xixakova deco nesa. Vojivi jixarenuropa bosozayuy	, , ,		, , , ,	, , ,	. , , , , , , , , , , , , , , , , , , ,

Normal: Without this performance, the character that performs the shield bash loses the shield bonus on the AC until its next turn (see device). Improved Sunder (Fight) You are skilled at damaging weapons and armoring your enemies. Prerequisite: Str 13, Power Attack, base attack bonus +1. Advantage: When

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