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Pathfinder lightning stance

Some abilities aren't tied to your race, class, or skill — things like particularly fast reflexes that allow you to respond to danger faster, the ability to create magical objects, training to deliver powerful mesmed-fire strikes, or a knack for deflecting arrows fired at you. These capabilities are represented as performances. While some performances are more useful for certain types of characters than others, and many have special prerequisites that must be met before they are selected, as a general rule of performance, they represent abilities outside the normal range of your character's race and class. Many of them change or improve class skills or soften class restrictions, while others may apply bonuses to your stats or give you the option to take otherwise prohibited actions. By selecting performances, you can customize and customize your character to make it uniquely yours. Requirements Some performances have prerequisites. Your character must have a listed skill score, class function, performance, skill, base attack bonus, or other quality designed to select or use that performance. The character can get performance at the same level on which he gets the premise. The character can not use performance if he loses the premise, but does not lose the performance itself. If it later recovers the lost assumption, it will immediately take full advantage of the performance that the assumption allows. Performance types Some performances are general, which means that no special rules follow them as a group. Others are creations that allow characters to create magical objects of all kinds. Metamagic's performance allows the spellcaster to prepare and cast a spell with greater effect, though as if the spell was a higher level of magic than it actually is. Combat Performances Any performance marked as combat power can be selected as a fighter's bonus performance. This designation does not restrict characters of other classes from selecting these performances, provided that they meet the requirements. Critical performance Critical performances alter the effects of critical intervention by causing another condition of the victim of critical intervention. Characters without critical power mastery can apply the effects of one critical performance only to an individual critical hit. Characters with several critical performances can decide which performance to use after a critical hit is confirmed. Item creation performance: The performance of creating an item allows a character to create a magic item of a particular type. Regardless of the type of item each includes, different items creating performances all have certain functionality in common. Raw material cost: The cost of creating a magic item is equal to half of the base price of the item. Using performance creation items also requires access to labs or magic workshops, special tools, and so on. The character generally has access to what he needs, unless unusual circumstances apply. Time: The time the magic item is created depends on the performance and cost of the item. Item Price: Brew Potion, Craft Staff, Craft Wand, and Scribe Scroll create items that directly reproduce the magic effects, and the strength of these items depends on their wheel level—that is, the charm of such an item has the power that it would be if they cast a spellcaster of this level. The price of these items (and therefore the cost of raw materials) also depends on the level of the wheel. The wheel level must be low enough to allow the spellcaster who created the item to cast a spell at that level. To find the final price in any case, multiply the wheel level by the magic levels and multiply the result by the constant as shown below: Offsets: Base price = magic level × wheel level × 25 gp. Potions: Basic price = magic level × wheel level × 50 gp. Wands: Basic price = magic level × wheel level × 750 gp. Staves: The price per stick is calculated using more complex formulas (see Magic Items). A 0-level spell is considered a magic level of 1/2 for the purposes of this calculation. Additional costs: Any potion, coil or wand that stores magic with a costly material component also bears the appropriate cost. For potions and coils, the creator must incur the cost of the material component when creating the item. For the wand, the creator must spend 50 units of the material component. Similarly, some magical objects incur additional costs for material components, as indicated in their descriptions. Skill check: Successfully creating a magic item requires a spellcraft check with dc equal to 5+ item wheel level. Alternatively, you can use an associated craft or profession skill to try to check this instead, depending on the items being crafted. See Magic Item Creation for more information on which craft and profession control can be replaced in this way. D.C. this control may increase if the crafter is rushed or does not meet all the prerequisites. A failed inspection destroys the materials used, while a check that fails by 5 or more results in a cursed object. See Magic Items for more information. As spellcaster knowledge of magic grows, he can learn to cast spells in ways slightly different from the norm. Preparing and casting the charm in such a way is harder than usual, but thanks to metamagic performances, it is at least possible. Spells adjusted by metamagic power use a spell that is higher than normal. It doesn't change the level of magic, so DC for saving throws against it doesn't go up. Metamagic performances do not affect spell-like abilities. Wizards and Divine Spellcasters: Wizards and divine spellcasters must prepare their spells in advance. During the preparation, the character chooses which spells are prepared with metamagic feats (and thus which ones take up a higher spell than usual). Magicians and Bards: Magicians and bards choose spells when they cast them. They can choose when to cast their spells, whether their metamagic performances to improve them. As with other spellcasters, the enhanced spell utilizes up to a higher level magic slot. Since the wizard or bard did not prepare the spell in metamagic form in advance, he must apply metamagic power on the spot. Therefore, such a character must also take longer to cast a metamagic spell (which is enhanced by metamagic power) than when it casts a regular spell. If magic is normal casting time is standard action, casting metamagic version is a full-round action for a wizard or bard. (This is not the same as 1-round cast time.) The only exception is for spell-adjusted Quicken Spell metamagic performance, which can be cast as normal using feat. For a spell with longer casting times, it takes extra full-round action to cast the spell. Spontaneous casting and metamagic performances: spiritual spontaneously casting a cure or cause magic, or druid spontaneously casting to summon nature's allied charm, can cast a metamagic version of it instead. In this case, extra time is also required. Casting standard action metamagic magic spontaneously is a full-round event, and magic with longer casting times takes an extra full-round action cast. The only exception is for quicken spells, which can be cast as a quick action. Effects of Metamagic Performances on Magic: In every way, metamagic magic acts on its original magic level, even when it is ready to cast using a higher-level magic slot. Saving changes to a throw does not change unless otherwise stated in the performance description. Changes made to these feats apply only to spells cast directly by the feat user. Spellcaster cannot use metamagic power to change a spell that is cast from a wand, scroll, or other device. Metamagic performances that eliminate spell components do not eliminate attack opportunities induced by casting magic while threatening. Casting a spell modified by Quicken Spell will not cause an attack of opportunity. Metamagic performances cannot be used with all spells. Look for specific performance descriptions for spells that specific performance cannot change. Multiple metamagic performances per spell: Spellcaster can use multiple metamagic performances per spell. Changes to its level are cumulative. You cannot use the same metamagic power more than once on a single spell. Magical objects and metamagic spells: With the right item to create a feat, you can save the metamagic version of the spell in a scroll, potion, or wand. Level limits for potions and wands apply to the spell's higher level spell (after applying metamagic performance). A character does not need metamagic performance to activate an item that stores a metamagic version of a spell. Countering Metamagic Spells: Whether or not the spell has been enhanced by metamagic performance does not affect its vulnerability to fire fighting or its ability another spell (see Magic). Feat Descriptions Performances are summarized in the table: Performances below. Note that the requirements and performance benefits in this table are truncated for ease of reference. Detailed information can be found in the performance description. The following format is used for all performance descriptions. Feat Name: A performance name also indicates what a subcategory, if any, performance belongs to, and is followed by a basic description of what performance does. Prerequisite: Minimum skill score, additional performance or performance, minimum base attack bonus, minimum number of ranks in one or more skills or anything else needed to make a performance. This item is missing if performance has no prerequisite. Performance can have more than one prerequisite. Advantage: What performance allows a character (you in the performance description) to do. If a character has the same performance more than once, its benefits do not add up unless otherwise specified in the description. Normal: What character that does not have this performance is limited to or limited from doing. If you do not have performance, this record is missing. Special: More unusual facts about feat. Table: Feats FeatsPrerequisitesPay Acrobatics +2 Bonus for Acrobatics and Fly Control Agile Maneuvers *-Use Your Bonus Dex when calculating cmb alertness+ 2 bonus on perception and sense control Control ChannelChannel energy class featurechannel energy can heal or harm aliens Animal Affinity+2 bonus on animal handle and ride control Arcane Armor , Light, Wheel level 3rdReduce your mysterious magic failure chance by 10% Arcane Armor Mastery * Arcane Armor training Armor Proficiency, Medium, caster level 7thReduce your mysterious spell failure chance by 20% Arcane Strike * Ability to cast mysterious spells + 1 damage and weapons are considered magical Armor Expertise, Light-No penalties on attack rolls while wearing light armor Armor Proficiency, MediumArmor Proficiency, LightNo penalties for attack rolls while wearing medium armor Armor Expertise , HeavyArmor Expertise, MediumNe Penalties for Offensive Roles while Wearing Heavy Armor Athletic — +2 Bonus on Climb and Swim Checks Augment SummoningSpell Focus (Magic)Summoned Creatures get +4 Str and Con Blind-Fight*- Reroll lacks chance of concealing Catch Off-Guard *-No penalties for improvised weapons close up Channel Smite * Channel energy class featureChannel energy through attack Combat Casting+ 4 bonus to control concentration for casting defensively Combat Expertise * Int 13Tish Attack Bonus for AC Bonus Better Disarm * Combat Expertise + 2 Bonus to Disarm Attempts, No Attack Opportunities Greater Disarm * Better Disarm Basic Attack Bonus +6Substantiated Weapons Are Repelled From Your Enemy Better Feint * Combat ExpertiseFeint as Move Action Greater Finint * Better Trick, Attack Bonus +6 Enemies That Trick You Lose Your Dex Bonus for 1 Round Improved Trip * Combat Expertise + 2 Trip Attempts Bonus, no attack opportunities Bigger trip * Better trip, basic attack bonus + 6 Enemies to get behind, provoke whirlwind attack*dex 13, combat expertise, spring attack, base attack bonus +4Make one mesm nearby attack against all enemies within reach of Combat Reflexes*- Make more attacks opportunities Stand Still *Combat ReflexesStop enemies from moving around you Command UndeadChannel negative energy class featureChannel energy can be used to control the undead critical focus * basic attack bonus +9 + 4 bonus on attack rolls to confirm critical hits Bleeding Critical * Critical Focus, basic attack bonus +11When you score a critical hit, the target takes 2d6 bleeding Blinding Critical * Critical Focus, basic attack bonus +15When you score a critical hit, the target is blinded critical mastery *Any two critical performances , 14th-level fighter Apply two effects to your critical hits Deafening Critical * Critical Focus, bonus for basic attack +13When you have received a critical hit, target is deafening Sickening Critical*Critical Focus, base attack bonus +11When you have a critical hit, the target is disgusted with Critical Critical Focus, Base Attack Bonus +13When you get a critical hit, the target is spread out with stunning critical* critical, base attack bonus +17Every critical hit, the target is stunned by a tedious critical focus , Base Attack Bonus +13When you have received a critical hit, the target is tired of Exhausting Critical* Tedious Critical, Base Attack Bonus +15When a critical hit is reached, Target is depleted deadly aim* dex 13, base attack bonus +1Smm attack bonus for Deceitful damage — +2 bonus on bluff and defensive combat training disguises*- Use your overall hit dice as a base bonus for CMD Deft Hands +2 bonus to disable equipment and sleight of hand control Intrusive * 6th-level fighterIncreases DC cast spells next door your Spellbreaker * Intrusive, 10th-level fighterEnemies trigger attacks if their spells fail Dodge * Dex 13 + 1 dodge bonus to AC Mobility * Dodge + 4 AC against attacks opportunities from movement spring attack * Mobility, basic attack bonus +4Move before and after close range attack Wind Stance * Dex 15 , Dodge, base attack bonus +6Gain 20% concealment if you move Lightning Stance*Dex 17, Wind Stance , bonus for basic attack +11Gain 50% concealment if you move elementary channelChannel power functionChannel energy can damage or treat elementals Endurance +4 bonus on controls to prevent non-lethal damage DiehardEnduranceAutomatically stabilize and remain conscious under 0 hp Eschew materials - Cast spells without material components Exotic Weapons Expertise * Base Attack +1This no penalty for attacks with one exotic weapon Extra ChannelChannel energy class featureChannel energy twice a day

