



Pathfinder eschew materials focus

Some abilities aren't tied to your race, class, or skill—things like especially fast reflexes that allow you to respond faster to hazards, the ability to deflect arrows fired at you. These skills are presented as feats. While some tricks are more useful to certain types of characters than others, and many of them have special requirements that must be met before they are selected, achievements usually represent abilities or mitigate class restrictions, while others apply bonuses to your stats or give you the ability to take actions that are otherwise prohibited to you. By selecting tricks, you can customize and customize your character to be unique to them. Prerequisites Some benefits have prerequisite, but he does not lose the feat himself. If he recovers the lost condition at a later date, he immediately comes back fully out of the full deployment that makes the prerequisite possible. Types of feats Some achievements are general, which means that no special rules regulate them as a group. Others are items that create items that allow characters to create magical items of all kinds. A metamagic performance prepares a wizard and makes a spell level than it actually is. Battle Heroes Any performance called Combat Performance can be selected as a fighter's bonus performance. This designation does not restrict the

characters of other classes from selecting these performance successes, provided they meet the requirements. Critical performance syntheut critical control performance can apply the effects of critical performance to only a single critical hit. Characters with multiple critical performances can which feat should be applied after the critical hit has been confirmed. Artful feature creation performance allows a character to create a magical element involved, the various item creation performance allows a character to create a magical item is half the base price of the item. Using a product creation performance also requires access to a lab or magic workshop, special tools, etc. A character usually has access to what he needs, unless unusual circumstances apply. Time: The time to create a magical item depends on it the performance and cost of the item. Item Cost: Brew Potion, Craft Staff, Craft Wall, and Scribe Scroll create items that directly reproduce spell effects, and the power of these items depends on their role level - that is, a spell from such an item has the power it would have if cast by a wizard of that level. The price of these items (and therefore the cost of the raw materials) also depends on the foundry content. The role level must be low so that the wizard who creates the item can cast the spell at that level. To find the final price in each case, multiply the role level by the spell level, and then multiply the result by a constant, as shown below: Scrolls: Base price = spell level × × 50 gp. Wands: Base price = complex formulas (see Magic Items). A spell with 0 levels is considered a spell level of 1/2 for the purpose of this calculation. Additional Cost: Any potion, scroll, or wand that stores a spell with a costly material component also incurs correspondingly high costs. For potions and scrolls, the creator must spend the material component also incurs correspondingly high costs. the creator must spend 50 units of the material components. Some magical item s cause similar additional costs for material components as indicated in their descriptions. Skill Check: Successfully creating a magical item scause similar additional costs for material components as indicated in their descriptions. instead, depending on what is created. For more information about which craft and professional exams can be replaced in this way, see Magic Article Creation. The DC of this test may increase if the craftsman is hasty or does not meet all the requirements. A failed check ruins the materials used, while a check that fails with 5 or more failures results in a cursed item. For more information, see Magic Items. As a wizard's knowledge of magic grows, he can learn to cast spells in a way that is different from the normal, but thanks to metamagical achievements, it is at least possible. Spells changed by a metamagical performance, a spell slot that is higher than normal. This does not change the level of spell, so the DC does not go up to store throws against it. Metamagic feats have no effect on magical abilities. Wizards and Divine Wizards and D Bards: Wizards and Bards choose spells as they cast them. You can choose when to spell spell sheir metamagic form, he must apply the metamagic performance on site. Therefore, such a character must also take more time to cast a metamagic spell (reinforced by a metamagic performance) than to discard a regular spell. If the normal cast time of the spell is a standard action, throwing a metamagic version is a full action for a wizard or bard. (This is not the same as a one-round casting time.) The only exception is spells that are skillfully modified by the Metamagic with the Quicken Spell Feat, which can be cast as normal with the Feat. A spell with a longer throw time requires additional full-round action to conjure up the spell. Spontaneously throws out a healing or spell, or a druid who spontaneously throws out a healing or spell feat. metamagic version of it. In this case, additional time is also required. Throwing a standard action meta spell spontaneously is a round action to throw. The only exception is spells that are changed by the Quicken spell performance, which can be cast as a quick action. Effects of Metamagic Feats on a spell. antice and cast with a higher spell sold. Saving throw changes made by these services apply only to spells cast directly by the feat user. A wizard cannot use metamagic power to change a spell cast by a magic wand, and cast with a higher spell sold. scroll, or other device. Metamagic tricks that eliminate components of a spell do not eliminate the attack of opportunity provoke an attack of opportunity. Metamagic tricks cannot be used with all spells. Look at the specific performance descriptions for the spells that a particular performance cannot change. Multiple Metamagic Heroes on one spell: A wizard can create multiple Apply tricks to a single spell more than once. Magical Items and Metamagic Spells: With the right item creation, you can add up a metamagic version of a spell in a scroll, potion, or wand. Level limits for potions and wands apply to the higher spell level (after applying metamagic performance). A character does not need the metamagic performance has no effect on its susceptibility to spell. checking or its ability to another spell (see Magic). Feat Descriptions Feats are summarized on Table: Feats below. Note that the prerequisites and benefits of benefits in this table are abbreviated for a simple reference. For detailed information, see the description of performance successes. The following format is used for all feat descriptions. Feat Name: The name of the feat also indicates which subcategory the feat belongs to, and it follows a basic description of what the feat does. Prerequisite: A minimum skill score, additional performance, a minimum base attack bonus, a minimum number of ranks in one or more abilities, or anything else needed to accomplish the feat. This entry does not exist if a service is not a prerequisite. A benefit can have more than one requirement. Advantage: What the feat allows the character (you in the feat description). If a character has the same performance more than once, its benefits do not stack unless the description). If a character has the same performance more than once, its benefits do not stack unless the description). If a character has the same performance more than once, its benefits do not stack unless the description indicates otherwise. disadvantage, this entry is missing. Special: More unusual facts about the feat. Table: Feats FeatsPrerequisitesBenefits Acrobatics -+2 Bonus on perceptual and sensory effects checks alignment Channel Channel energy class feature channel energy can heal or harm outsiders., Light, Roll Level 3rdReduce your Arcane Spell Error Chance by 20% Arcane Strike * Ability to Cast Arcane Spells + 1 Damage and Weapons Are Considered Magical Armor Competence, Light — No Penalties for Attack Roles when Wearing Light Armor Armor Proficiency, MediumArmor Proficiency, LightNo Penalties on Attack Roles on Medium Armor Armor Competence, Heavy Armor Attack Roles on Attack Roles Str and Con Blind-Fight*—Reroll miss chances for obfuscation Catch Off Guard*—No Penalties for Improvised Melee Weapons Channel Energy through Your Attack Combat Expertise*Int 13Trade for AC Bonus Improved Disarmament*Combat Expertise+2 Bonus on Disarmament Attempts, No Attack of Opportunity Greater Disarmament, Base Attack Bonus +6Enemies you fine lose their Dex Bonus for 1 Round Improved Journey * Combat Expertise +2 Bonus on Trip Attempts, No Attack of opportunity Greater Trip* Improved Travel, Base Attack Bonus +6Enemies You Travel Provoke Attacks of Opportunity Whirlwind Attack * Dex 13, Combat ReflexesStop at tack Bonus +4Make a melee attack Bonus +4Make a melee attack Bonus +4Make a melee attack Bonus +4Enemies You Travel Provoke Attack Bonus +4Enemies in range combat reflexes of Opportunity Stand Still* Combat ReflexesStop at tack Bonus +4Enemies in range combat reflexes of Opportunity Stand Still* Combat ReflexesStop at tack Bonus +4Enemies in range combat reflexes for a melee attack Bonus +4Enemies in range combat You Command UnChannel Negative Energy Class To Undead Critical Focus, Base Attack Bonus +9+4 Bonus made on Attack Rolls to Confirm Critical Hits, the target takes 2d6 bleeding Blinding Critical * Critical Focus, Base Attack Bonus +15Whenever you score a critical hit, the target is dazzled Critical Mastery*, 14th Critical-Critical-level fighterApply two effects, Base Attack Bonus +13lf you score a critical hit, is the target is sickEning Staggering Critical * Critic staggered, Base Attack Bonus +17When you score a critical hit, the target is stunned fatigue critical* Critical focus, , the goal is tired Fatigued Exhausted Deadly Target*Dex 13, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 13, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 13, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 13, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 13, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 13, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 13, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 13, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 13, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 14, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 14, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 14, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 14, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 14, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 14, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 14, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 14, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 14, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Target*Dex 14, Basic Attack Bonus +17When you score a critical hit, the target is Exhausted Deadly Disguise Checks Defensive Combat Training* Bonus for CMD Deft Hands +2 Bonus on Disable Device and Sleight of Hand Checks Disruptive Fighter Increases the DC to Spell spills fail Dodge*Dex 13+1 Dodge Bonus to AC Mobility*Dodge+4 AC against attacks of opportunity from movement Spring Attack*Mobility, Base Attack Bonus +4Move, Dodge, Base Attack Bonus +6Gain 20% Concealment if you move Elemental Channel energy class featureChannel energy cla stable and remain conscious below 0 hp Eschew Materials—Cast spells without material components Exotic Weapon Proficiency*Base attack +1No penalty for attacks with an exotic weapon Extra KiKi Pool Class FeatureIncrease your Ki pool by 2 points Extra Lay On HandsLay on Hands FeatureUse two extra on hands Time per day Extra MercyMercy class FeatureYour lay on hands benefits from an additional Mercy Extra Rage class rounds per day fleet – your base speed increases by 5 feet Great Strength —+2 on Fortitude Saves Improved Great FortitudeGreat FortitudeOnce Per Day, you Can Save a Fortitude Improved Channel Energy Class Feature + 2 Bonus on Channel Energy DC Enhanced Counter Spell - Counterspell with Spell of the Same School Improved Initiative*-+4 bonus on initiative Improved Unarmed Strike*, Improved Unarmed Strike*, Improved Unarmed Strike+2 bonus on grapple attempts, no attack of opportunity Greater Grapple*Improved Grapple*Improved Unarmed Strike+2 bonus on grapple attempts, no attack of opportunity Greater Grapple*Improved Unarmed Strike*, Improved Unarmed Strike*, Improved Unarmed Strike+2 bonus on grapple attempts, no attack of opportunity Greater Grapple*Improved Grapple*Improved Grapple*Dex 13, Improved Unarmed Strike*, Improved Unarmed action Scorpion Style* Improved Unarmed StrikeReduce Target Speed to 5 ft. Gorgon's Fist*Scorpio Style, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Reduces Medusae's Wrath* Gorgton's Fist, Base Attack Bonus +6Stagger an Enemy Whose Speed Red with an Unarmed Strike Improvised Weapon Championship* Catch Off-Guard or Throw Everything, Base Attack Bonus +8Make an Improvised Weapon Deadly Intimidate, You can repeat a Will save LeadershipCharacter Level 7thGain a Cohort and Pendant Lightning Reflexes -+2 Bonus on Reflex Saves Improved Lightning ReflexesLightning ReflexesOnce per Day, You Can Save a Reflex Lung* Base Attack Bonus +6Take a -2 Penalty to Attack Your AC with Magical Aptitude -+2 Bonus on Spellcraft and Use Magic Device Checked Martial Weapon Proficiency - No Penalty on Attacks with a Combat Weapon Any Crafting or Professional SkillYou Can Make Magical Items, without a wizard Mounted Combat* Ride 1 rankAvoid attacks on the riding with Ride Check Mounted Archery* Mounted CombatHalve the penalty for Ranged attacks, montiert Ride-By Ride CombatKnock Opponents from their Mounts Natural SpellWis 13, Wild Shape Class featureCast spells while using wildform Nimble MovesIgnore 20 feet difficult terrain, if you move convincingly — +2 Bonus on Diplomacy and Intimidation Checks Point-Blank Shot*+ 1 Attack and Damage on Targets Within 30 Feet Far Shot* Point-Blank ShotDecreased Penalties from Half Precise Shot*Point-Blank ShotNo Penalty for Shooting in Melee Enhanced PreciseShot* Dex 13, Mobility, Point-Blank ShotNo Penalty for Shooting in Melee Enhanced PreciseShot* Dex 13, Mobility, Point-Blank ShotNo Penalty for Shooting in Melee Enhanced PreciseShot* Dex 13, Mobility, Point-Blank ShotNo Penalty for Shooting in Melee Enhanced PreciseShot* Dex 13, Mobility, Point-Blank ShotNo Penalty for Shooting in Melee Enhanced PreciseShot* Dex 13, Mobility, Point-Blank ShotNo Penalty for Shooting in Melee Enhanced PreciseShot* Dex 13, Mobility, Point-Blank ShotNo Penalty for Shooting in Melee Enhanced PreciseShot* Dex 13, Mobility, Point-Blank ShotNo Penalty for Shooting in Melee Enhanced PreciseShot* Dex 13, Mobility, Point-Blank ShotNo Penalty for Shooting in Melee Enhanced PreciseShot* Dex 13, Mobility, Point-Blank ShotNo Penalty for Shooting in Melee Enhanced PreciseShot* Dex 13, Mobility, Point-Blank ShotNo Penalty for Shooting in Melee Enhanced PreciseShot* Dex 13, Mobility, Point-Blank ShotNo Penalty for Shooting in Melee Enhanced PreciseShot* Dex 14, Mobility, Point-Blank ShotNo Penalty for Shooting in Melee Enhanced PreciseShot* Dex 14, Mobility, Point-Blank ShotNo Penalty for Shooting in Melee Enhanced PreciseShot* Dex 14, Mobility, Point-Blank ShotNo Penalty for Sh Shot, Base Attack Bonus +4Make Ranged Attack at any point during movement Rapid Shot*Dex 13, Point-Blank ShotMake one extra ranged attack bonus +1Trade melee attack bonus for damage Cleave*Power AttackMake an additional attack if the first one Basic Attack Bonus +4Make an additional attack after each attack hits Improved Bull Rush * Power Attack + 2 bonus on bull rush attempts, No Attack of Opportunity Improved On Going* Power Attack + 2 Bonus on Overflow Attempts, No Attack of Opportunity Greater Overrun* Improved Overflow, Base Attack Bonus +6Enemies You Overrun Provoke Attacks Of Opportunity, No Attack of Opportunity, No Attack Bonus +6Damage of Sunder Attempts Transfers to Your Enemy Quick Draw*Base Attack Bonus +1Draw Weapon as Free Action Rapid Reload*Weapon proficiency (ArmBow)Reload Crossbow Run Fast – Run at 5X Speed Selective ChannelingCha 13, Channel Energy Class FeatureChoose with Channel Energy Self-Sufficient Influence —+2 Bonus on Healing and Survival Exams Bash* Shield ProficiencyKeep your shield bonus when shield bo attack Shield Master*Shield Slam, base attack bonus +11No two-weapon penalties when attacking with a shield Focus*Shield Focus*Shield Focus*Shield Focus*Shield Focus*Shield Focus*Shield Proficiency. base attack bonus +1 to your AC when using a Greater Shield Focus*Shield Focus*Shield Focus*Shield Focus*Shield Proficiency. when using a Tower Shield Simple Weapon Proficiency — No penalty for attacks with simple weapons Skill Focus —+1 bonus on a skill (+6 for 10 ranks) Spell focus —+1 bonus on a skill (+6 for 10 ranks) Spell Resistance Greater Spell Penetration Spell Penetration+2 Bonus on Level Checks to Beat Spell Resistance Stealthy—+2 Bonus on Escape Artist and Stealth Checks Step Up* Base attack bonus +11Attack foes that strike you while using Reach Reach Anything*—No penalties for improvised ranged weapons , +1 per hit dying over 3 Turn UndeadChannel positive energy class FeatureChannel energy can be used, to Escape Undead Two-Weapon Combat * Dex 15Reduce Two-Weapon Rend*Double Slice, Improved Two-Weapon Fighting, Base Attack Bonus +11Rend a foe hit by both Two-Weapon Fight, Basic Attack Bonus +6Gain Additional Off-Hand Attack, Base Attack Bonus +11Gain a third off-hand attack Bonus +11Deal three base Attack Bonus +6Deal twice the normal damage on a single attack Bonus +11Gain a third off-hand attack Bonus +11Deal three times normal damage on a single , Base Attack Bonus +16Deal four times the normal damage on a single attack Weapon Finesse*—Use Dex instead of Str on attack Rolls with a Weapon Dazzling Display * Weapon Intimidate Focus All Enemies Within 30 Feet Shatter Defense * Dazzling Display, Base Attack Bonus +6Hindered Enemies Are Flat-footed, Shatter Defenses, Base Attack Bonus +11Deal Double Damage plus 1 Con bleed Greater Focus 8th-level fighter+1 bonus on attack , 12th-level fighter+1 bonus on attack Bonus +11Deal Double Damage plus 1 Con bleed Greater Focus 8th-level fighter+1 bonus on attack , 12th-level fighter+1 bonus on attack Bonus +6Hindered Enemies Are Flat-footed, Shatter Defenses, Base Attack Bonus +11Deal Double Damage plus 1 Con bleed Greater Focus 8th-level fighter+1 bonus on attack Bonus +11Deal Double Damage plus 1 Con bleed Greater Focus 8th-level fighter+1 bonus on attack Bonus +11Deal Double Damage plus 1 Con bleed Greater Focus 8th-level fighter+1 bonus on attack Bonus +11Deal Double Damage plus 1 Con bleed Greater Focus 8th-level fighter+1 bonus on attack Bonus +11Deal Double Damage plus 1 Con bleed Greater Focus 8th-level fighter+1 bonus on attack Bonus +11Deal Double Damage plus 1 Con bleed Greater Focus 8th-level fighter+1 bonus 0 focu fighterYour attacks ignore 10 points of damage reduction on Damage Rolls with a Weapon Greater Weapon Specialization* Weapon Specialization* Weapon Specialization* Weapon Specialization, 12th Level Fighter+2 Bonus on Damage Rolls with a Weapon Item Screation Feats PrerequisitesBenefits Brew PotionCaster Level 3rdCreate Magic Armor, Shields -Double Spell Spell Spell Expand Spell-Spell as a higher level Spell as a higher level Spell as a higher level Spell as a combat power and can be selected as a combat , jump and fly. Advantage: You will receive a +2 bonus on all acrobatics and fly skill tests. If you have 10 or more ranks in one of these abilities, the bonus for this skill will increase to +4. Acrobatic steps You can easily move over and through obstacles. Requirements: Dex 15, Nimble Moves. Advantage: As you move, you can move each lap through up to 15 feet of difficult terrain as if it were normal terrain. The effects of this feat stack up with those of Nimble Moves (so you can normally move through a total of 20 feet of difficult terrain per lap). Agile Maneuvers (Fight) You have learned to use your speed instead of brute force in combat maneuvers. Advantage: You'll add your skill bonus to your base attack bonus and size bonus when you determine your combat maneuver bonus (see Fight) instead of your Power Bonus. Normal: You add your power bonus to your base attack bonus and size bonus when you determine your combat maneuver bonus. Vigilance you often notice things that others may miss. Advantage: You will receive a +2 bonus on perceptual and sensory motive skills. If you have 10 or more ranks in one of these abilities, the bonus for this skill will increase to +4th Alignment Channel Select Chaos, Evil, Good or Law. You can channel divine energy to influence outsiders who own this subtype. Prerequisites: Ability to channel divine energy to influence outsiders who own this subtype. Prerequisites: Ability to channel divine energy to influence outsiders who own this subtype. energy. If you choose to heal or damage creatures of the chosen orientation subtype, your channel energy will not affect other creatures. The amount of the healed or caused damage and the DC to halve the damage is Special: You can win this feat several times. Its effects do not pile up. Each time you accomplish this feat, it applies to a new alignment subtype. Whenever you channel energy, you must choose which type to take effect. Animal Affinity You are adept at working with animals and mounts. Advantage: You will receive a +2 bonus on all Handle Animal and Ride Skill Checks. If you have mastered the ability to cast spells while wearing armor. Requirements: Arcane Armor Training, Medium Armor Competence, Role Level 7. Advantage: As a quick action, reduce the chance of an arcane spell error by 20% for all spells you cast in this round due to the armor Training. Arcane Armor Training (Combat) You've learned how to cast spells while wearing armor. Requirements: Light Armor Competence, Role Level 3Rd Advantage: As a quick action, reduce the chance of an arcane spell by 10% for all spells you cast in this round due to the armor you are wearing. Arcane Strike (Fight) You draw from your arcane power to enhance your weapons with magical energy. Prereguisite: Ability to cast arcane spells. Advantage: As a quick action, you can penetrate your weapons with a fraction of your power. For a round, your weapons deal +1 damage and are treated as magic to overcome damage limitation. For every five reel levels you have, this bonus increases by +1, up to a maximum of +5 on level 20. Armor Competence, Heavy (Combat) You are adept at wearing heavy armor. Prerequisites: Light armament competence, Light. Special: Fighters and Paladins automatically have heavy armor performance as bonus performance. You don't have to select it. Armor Competence, Light (Fight) You are adept at wearing light armor. Advantage: If you're wearing some type of armor that you're capable of, the armor check penalty to skill tests in which he is not competent applies only to skill tests in which he moves. Special: All characters except Monks, Wizards, and Wizards automatically have light armor performance as a bonus. You do not select it. Armor Competence, Light. Normal: See Armament Competence, Light. Special: Barbarians, Clerics, Druids, Fighters, Paladins and Rangers automatically have medium armor competence as a bonus. You don't have to select it. Sporty you possess inherent physical skills. Advantage: You get a +2 +2 climbing and swimming skills tests. If you have 10 or more ranks in one of these abilities, the bonus for this skill will increase to +4. Augment Summoning Your summoned creatures are more powerful and robust. Prerequisite: Magic Focus (Incantation). Advantage: Each creature you summon with a spell will receive a +4 Strength and Constitution boost bonus for the duration of the spell that summons it. Bleeding Critical hits cause enemies to bleed abundantly. Requirements: Critical Focus, Base Attack Bonus +11. Advantage: Whenever you score a critical hit with a slash or piercing weapon, your opponent will receive 2d6 points of bleeding damage (see conditions) in his round, in addition to the damage caused by the critical healing. The effects of this Feat stack. Special: You can only apply the effects of a critical performance to a specific critical hit, unless you have critical mastery. Blind-Fight (fight) You are adept at attacking enemies that you can't clearly perceive. Advantage: In melee combat, you don't lose your skill bonus to the armor class, and the attacker won't get the usual +2 bonus to be invisible. However, the Invisible Attacker's bonuses continue to apply to long-range attacks. You don't need to check acrobatics skills to move at full speed while you're blinded. Normal: Regular attack role modifiers apply to invisible attackers trying to hit you, and you'll lose your skill bonus to AC. The speed reduction in darkness and poor visibility also applies. Special: Blind-fight performance is of no use against a character who is the subject of a blink. Blinding Critical hits dazzle your opponents. Requirements: Critical Focus, Base Attack Bonus +15. Advantage: Whenever you score a decisive hit, your opponent is permanently blinded. A successful Fortitude memory reduces this to blends for 1d4 rounds. The DC of this Fortitude storage is equivalent to 10+ your base attack bonus. This feat does not affect creatures with more than two eyes (although several critical hits at GM's discretion can lead). Blindness can be cured through healing, regeneration, elimination of blindness or similar abilities. Special: You can only apply the effects of a critical performance to a specific critical mastery. Brew Potion (Item Creation) You can create a potion of any 3rd or lower spell you know that targets one or more creatures or objects. aims. a potion lasts 2 hours if its base price is 250 gp or less, otherwise brewing a potion needs 1 day for each 1,000 gp in its base price. When you create a potion, you need to use up raw materials that cost half that base price. For more information, see the rules for creating magical items in Magic Items. When you create a potion, you make all the decisions you would normally make when you cast the spell. Whoever drinks the potion is the goal of the magic. Catch Off-Guard (fight) enemies are surprised by your skillful use of unorthodox and improvised weapons. Advantage: You will not suffer penalties for using an improvised melee weapon. Unarmed enemies are flattened with an improvised melee weapon against all the attacks you make. Normal: You take a -4 penalty on attack rolls made with an improvised weapon. Channel Energy Class function. Advantage: Before you roll a melee attack, you can output a use of your channel Smite (Fight) You can output a use of your channel Smite (Fight) You can channel your divine energy through a melee weapon. energy capability as a quick action. When you channel positive energy and hit a living creature takes a lot of additional damage equal to the damage caused by your channel's negative energy ability. Your target can store a will as usual to halve that additional damage. If your attack is missed, channel energy is still consumed without effect. Cleave (fight) You can beat two neighboring enemies with a single attack on your full base attack. Base Attack Bonus +1. Advantage: As a standard action, you can make a single attack on your full base attack benus +1. bonus against an opponent within reach. When you hit, you usually deal damage and can make one extra attack bonus) against an opponent who is in range alongside the first and also within reach. With this feat, you can only make one extra attack per round. If you use this feat, you'll take a penalty of -2 to your armor class until the next turn. Combat Casting You are adept at spells when threatened or distracted. Advantage: You will receive a +4 bonus on concentration tests that to cast a spell or use a magical ability when you throw on the defensive or when you understand yourself. Combat Expertise (Fight) You can take a 1 penalty on melee attack reels and combat maneuver checks to get a +1 dodge bonus for your armor class. If your base attack bonus reaches +4 and then all +4, the penalty increases by +1. You can only use this feat if you declare that you are doing an attack or a full attack action with a melee weapon. The effects of this feat last until the next move. Combat Reflexes (Fight) You can make additional attacks from opportunities. Advantage: You can make a number of additional chance attacks of occasions while they flat-foot. Normal: A character without this performance can only make one attack of opportunity per round and can not make attacks of opportunities while he is flat-footed. Special: Combat Reflex performance does not allow a villain to use his opportunistic ability more than once per round. Commanded Undead With evil powers of necromance, you can command undead creatures and make them your servants. Prerequisites: Channel negative energy class function. Advantage: As a standard action, you can use one of your use of channel negative energy to enslave undead within 30 feet. Undead get a will save to negate the effect. The DC for this Will Save is equal to 10 + 1/2 your cleric level + your charisma modifier. Undead who fail their savings fall under your control, obeying your commands to the best of their ability, as if under the effects of control undead. Smart Undead get a new save every day to resist your command. You can control any number of undead as long as their entire hit cubes do not exceed your writing level. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures). If an undead creature is under the control of another creature, you'll need to perform an opposite charisma check when your commands conflict. Craft Magic Weapons and Armor (Item Creation) You can create magical armor, shields. Improving a weapon, armor suit, or shield takes 1 day for every 1,000 gp in the price of its magical properties. To upgrade a weapon, armor suit, or shield takes 1 day for every 1,000 gp in the price of its magical properties. To upgrade a weapon, armor suit, or shield takes 1 day for every 1,000 gp in the price of its magical properties. To upgrade a weapon, armor suit, or shield takes 1 day for every 1,000 gp in the price of its magical properties. armor suit, or shield, you'll need to use up raw materials that cost half that total price. For more information, see the rules for creating magical items. The weapon, armor or reinforcement of your shield must be a masterpiece that you provide. The costs are not included in the above costs. You can also use a broken magic weapon, an armor suit, or a shield if there is a waffle you could make. This costs half of the raw materials and half the time it would take to produce this item at all. Craft Rod (Item Creation) You can create wands. Prerequisite: Caster level 9. Advantage: You can create wands. Prerequisite: Caster level 9. Advantage: You can create wands. Making a rod takes 1 day for every 1,000 gp in its base price. To make a rod, you need to use up raw materials that cost half the basic price. For more information, see the rules for creating magical items in Magic Items. Crafting personnel (item creation) (item creation) (an create magical systems. Prerequisite: Caster level 11. Advantage: You can create magical systems. Prerequisite: Caster level 11. Advantage: You can create all employees whose requirements you meet. The production of a staff takes 1 day for every 1,000 gp in its base price. To produce a staff, you need to use up raw materials that cost half the base price. A newly created staff has 10 fees. For more information, see the rules for creating magical items in Magic ltems. Craft Magic Wand of every 4. Or create the lower spell level you know. Crafting a magic wand takes 1 day for every 1,000 gp in its base price. To make a magic wand, you need to use up raw materials that cost half that base price. A newly created magic wand has 50 loads. For more information, see the rules for creating magical items in Magic Items. Craft Wonder Object (item creation) You can create wondrous items, a kind of magical item. Prerequisite: Caster Level 3. Advantage: You can create a variety of magical wonder items. Making a wondrous item takes 1 day for every 1,000 gp in its price. To create a wondrous item, you need to use up raw materials that cost half the base price. For more information, see the rules for creating magical items in Magic Items. You can also repair a broken miraculous element if it is an item that you could make. This costs half of the raw materials and half the time it would take to produce this item. Critical focus (fight) They are trained in the art of causing pain. Requirements: Base Attack Bonus +9. Advantage: You will receive a +4 Circumstance Bonus on Attack Roles to confirm critical hits. Critical Control (Fight) Your critical hits cause two additional effects. Prerequisites: Critical focus, two critical performances, fighters of the 14th level. Advantage: When you think of a critical hit, you can apply the effects of two critical achievements in addition to the damage done. Dazzling display (fight) your ability with your preferred weapon can scare enemies. Prerequisite: Weapon focus, ability with the selected weapon. Advantage: While you're running the weapon you have weapon focus on, you can run a confusing show of skill as a round action. Make a to demoralize all enemies within 30 feet who can see your display. Deadly Target (Fight) You can make exceptionally deadly Ranged attacks by attacking an enemy's vulnerability at the expense that the attack is less likely. Requirements: Dex 13, Base Attack Bonus +1. Advantage: You can take a penalty of -1 on all Ranged attack reels to get a +2 bonus on damage increases by +2. You must decide to use this feat before you use an attack role and its effects until the next Bonus damage does not apply to touch attacks or effects that do not cause hit point damage. Deadly Stroke (Fight) With a well-placed stroke, you can give most opponents a guick and painful end. Requirements: Dazzling Display, Greater Weapon Focus, Shatter Defense, Weapon Focus, Ability with the Selected Weapon, Base Attack Bonus +11. Advantage: As default Action, take a single attack with the weapon for which you have greater weapon focus against a stunned or flat enemy. When you play, you deal double normal damage and bleeding are not multiplied in the event of a critical hit. Ear-stunning Critical (Fight, Critical) Your critical hits cause enemies to lose their hearing. Requirements: Critical Focus, Base Attack Bonus +13. Advantage: When you score a decisive hit against an opponent, the victim becomes permanently deafening. A successful Fortitude rescue reduces numbness to 1 lap. The DC of this Fortitude storage is equivalent to 10+ your base attack bonus. This feat has no effect on deaf creatures. This numbness can be cured by healing, regeneration, elimination of numbness or a similar ability. Special: You can only apply the effects of a critical performance to a specific critical mastery. Deceptively, you are adept at deceiving others, both with the spoken word and with physical disguises. Advantage: You will receive a +2 bonus on all bluff and disguise skills.P. checks. If you have 10 or more ranks in one of these abilities, the bonus for this skill will increase to +4th Defensive Combat maneuvers. Advantage: You use your entire hit dice as your base attack bonus when calculating your combat maneuver defense (see Battle). Distraction arrows (fight) You can knock arrows and other projectiles out of the course to prevent them from hitting you. Requirements: Dex 13, Improved unarmed strike. Advantage: You must have at least one hand free (hold nothing) to use this feat. Once per round, if you were normally hit by a long-range weapon, you can distract it so you don't take any damage from it. They must be aware of the attack and not stand with flat feet. Trying to fend off a long-range attacks generated by natural attacks or magic effects can be be repelled. Deft Hands You have exceptional manual dexterity. Advantage: You will receive a +2 bonus on Disable Device and Sleight of Hand Skill Checks. If you have 10 or more ranks in one of these abilities, the bonus for this skill will increase to +4. Diehard You are especially hard to kill. Not only can your wounds stabilize automatically when you are seriously injured, but you can also remain conscious at the door of death and continue to act. Prerequisite: Endurance. Endurance. If your total hit point is less than 0 but you are not dead, stabilize automatically. You don't have to perform a constitutional check every round to avoid losing additional hit points. You can choose to pretend that you are disabled instead of dying. You must make this decision as soon as you are reduced to negative hit points (even if it is not your turn). If you do not choose to pretend that you are disabled, you will immediately become unconscious. If you use this feat, you are staggered. You can perform a motion action that is considered exhausting, including some quick actions, such as throwing an accelerated spell), take 1 point of damage after the act is complete. If your negative hit points are equal to or greater than your constitutional score, you die immediately. Normal: A character without this performance, which is reduced to negative hit points, is unconscious and dies. Disturbing (fight) Your training makes it difficult for enemy wizards to safely cast spells near you. Requirements: 6th level fighters. Advantage: The DC, which casts spells defensively, increases by +4 for all enemies in your threatened area. This elevation to defensive spells applies only if you are aware of your opportunity attack per round and have already used that attack, this increase does not apply. Dodge (fight) your training and reflexes allow you to react quickly to avoid attacks from an opponent. Prerequisite: Dex 13. Advantage: You will receive a +1 dodge bonus on your AC. One condition that causes you to lose the benefits of this performance. Double Slice (fight) your off-hand weapon, while dual-wielding strikes with greater power. Prerequisite: Dex 15, two-weapon fight. Advantage: Add your power bonus to damage reels made with your off-hand weapon. Normal: Typically, you only add half of your strength modifier to damage reels made with a weapon running in your off-hand. Elemental Channel Select an elementary subtype, e...B air, earth, fire, or water. You can channel your divine energy to harm or heal outsiders who possess your chosen elementary subtype. Prerequisites: Channel Energy Class function. Advantage: Instead of its normal effect, you can choose whether you want to use energy or outsiders of your channel energy will have no effect on other creatures. Otherwise, the amount of damage healed or dealt with and the DC to halve the damage remains unchanged. Special: You can win this feat, it applies to a new elementary subtype. Empower Spell Spell You can increase the power of your spells and deal more damage to them. Advantage: All variable numeric effects of an empowering spell are increased by half, including bonuses for these roll dice. Saving throws and opposite roles is not affected, nor are spells without random variables. An empowering spell consumes a spell two levels higher than the actual level of the spell. Endurance Hard conditions or long efforts do not tire easily. Advantage: You will receive a +4 bonus on the following checks and saves: Swimming checks made to withstand non-fatal damage caused by a forced march; Constitutional controls that are made to hold their breath; Constitutional controls carried out to avoid non-fatal damage caused by a forced march; Constitutional controls that are made to hold their breath; Constitutional controls that are made to hold their breath; Constitutional controls to be continued; Constitutional controls that are made to hold their breath; Constitutional controls to be continued; Constitutional controls that are made to hold their breath; damage caused by hunger or thirst; Fortitude saves to avoid non-fatal damage from hot or cold environments; and Fortitude saves to without this performance who sleeps in medium or heavy armor gets tired the next day. Enlarge Spell (Metamagic) You can increase the range of your spells. Advantage: You can change a spell with a range of near, medium or long to increase its range of 200 ft. + 5 ft./level and wide range of 200 ft. + 20 ft./level. An enlarged spell consumes a spell a level higher than the actual level of the spell. Spells whose ranges are not defined by distance, and spells whose areas are not close, medium, or long, do not benefit from this performance. Eschew materials You can throw many spells without having to use smaller material components. Advantage: You can cast any spell with a material component that costs 1 gp or less without the need for that component. The spell still provokes opportunities as usual. If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to discard the spell as usual. Exhausted critical (fight, critical) Your critical hits cause enemies to be exhausted. Prerequisites: Critical focus, fatigue critical, +15. Advantage: If you shoot a decisive hit on an opponent, your target will be immediately exhausted. This feat has no effect on exhausted creatures. Special: You can only apply the effects of a critical performance to a specific critical hit, unless you have the critical mastery ability. Exotic Weapon Competence (Fight) Choose some kind of exotic weapon, such as the Spike Chain or Whip. They understand how to use this type of exotic weapon in combat, and can use any special tricks or qualities that could allow exotic weapon with which he is not competent takes a penalty of -4 on attack rolls. Special: You can win exotic weapon competency several verted where takes a penalty of -4 on attack rolls. times. Every time you take the feat, it applies to a new kind of exotic weapon. Extend Spells (Metamagic) You can keep your spell double twice as long. Advantage: An extended spell consumes a spell a level higher than the actual level of the spell. You can channel divine energy more often. Prerequisite: Channel Energy Class function. Advantage: You can channel energy adopts this feat, it can put it on hands four times more, but only to channel positive energy. You can use your Ki pool more often per day than most. Prerequisite: Ki pool class function. Advantage: You can use your laymen on hands ability more often. Prerequisite: Lay on hands multiple times. Its effects stack. Their ability to lay on hands additional mercy. Requirements: Lay on hands class feature, mercy class feature, it also gets the additional effects of that mercy. Special: You can win this feat several times. Its effects do not pile up. Every time you take

this feat, choose a new mercy. You can use your bardic performance more often than normal. Prerequisite: Bardic performance class function. Advantage: You can use your anger ability more than normal. Prerequisite: Rage class function. Advantage: You can rage for 6 additional rounds per day. Special: You can win Extra Rage several times. Its effects stack. Far Shot You are more accurate in longer ranges. Requirements: Point-Blank Shot. Advantage: You only get a penalty of -1 per full range increment between you and your target. Fleet They are faster than most. Advantage: While you're wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load. Special: You can do this feat several times. The effects stack up. Forging ring (item creation) You can create magic rings. Prerequisite: Caster level 7. 7. You can create magic rings. Making a ring takes 1 day for every 1,000 gp in its base price. To make a ring, you need to use up raw materials that cost half the base price. For more information, see the rules for creating magical items. You can also repair a broken ring if it is one you could make. This costs half the time it takes to forge this ring at all. Gorgon's fist (fight) With a well-placed punch you leave your target reeling. Requirements: Improved unarmed strike, scorpion style, base attack bonus +6. Advantage: As standard action, make a single unarmed strike, scorpion style, base attack bonus +6. Advantage: As standard action, make a single unarmed strike, scorpion style, base attack bonus +6. Advantage: As standard action, make a single unarmed melee attack against an enemy whose speed is reduced (e.B from the Scorpion Style). When the attack hits, you usually deal damage and the target is staggered to the end of Desasts, unless it makes a Fortitude save throw (DC 10 + 1/2 your character level + your Wis modifier). This feat has no effect on targets that are staggered. Great Cleave, Power Attack, Base Attack Bonus +4. Advantage: As a standard action, you can make a single attack on your full base attack bonus against an opponent within range. When you hit, take out stony damage and can make an additional attack (with your full base attack bonus) against an opponent within range. When you hit, take out stony damage and can make an additional attack (with your full base attack bonus) against an opponent within range. they are within your range. You cannot attack a single enemy more than once during this attack action. If you use this feat, you'll take a penalty of -2 to your armor class until the next turn. Great strength they are resistant to toxins, diseases and other diseases. Advantage: You will receive a +2 bonus on all Fortitude savings throws. Greater Bull Rush (Fight) Your Bull Rush attacks throw enemies off balance. Requirements: Improved Bull Rush, Power Attack, Base Attack Bonus +6, Str 13. Advantage: You get a +2 bonus on checks made to storm an opponent. This bonus stacks up with the bonus granted by Improved Bull Rush. Whenever you rush an enemy, his movement provokes opportunities from all your allies (but not you). Normal: Creatures moved by bull rush do not provoke casual attacks. Greater disarmament, Base Attack Bonus +6, Int 13. Advantage: You will receive a +2 bonus on checks made to disarm an opponent. This bonus stacks up with the bonus granted by Enhanced Disarmament. Whenever you successfully disarm an enemy, the weapon lands 15 meters from its previous carrier, in a random direction. Normal: Disarmed weapons and equipment land at the feet of the disarmed creature. Greater Fine (Fight) You are adept at getting enemies to overreact. Combat Expertise, Enhanced Fine, Base Attack Bonus +6, Int 13. Advantage: Whenever you fine-tune to get an opponent to lose their skill bonus, they lose that bonus until the start of your next attack. Normal: A creature you finely lose loses its skill bonus against your next attack. Greater Grapple (Fight) Maintaining a gripper is the second nature for you. Requirements: Improved unarmed strike, base attack bonus +6, Dex 13. Advantage: You get a +2 bonus on checks made to attach an opponent. This feat allows you to make two grip checks per round (to move, hurt or pin your opponent), but you are not obligated to do two checks. You only need to succeed in one of these tests to maintain the gripper. Normal: Maintaining a gripper is a standard action. Larger overflows (fight) enemies need to dive to avoid your dangerous move. Requirements: Improved Overflow, Power Attack, Base Attack Bonus +6, Str 13 Advantage: You get a +2 bonus on checks made to overrun an opponent. This bonus stacks up with the bonus granted by overshooting it. Whenever you overrun enemies, they provoke attacks from opportunities when they are made vulnerable by your transgression. Normal: Creatures vulnerable to being beaten by your overflow do not provoke an attack of opportunity. Larger penetrating strike (fight) Your attacks invade the defense of most enemies. Requirements: Peneping strike, weapon focus, 16th level fighter. Advantage: Your attacks with weapon-focused weapons ignore up to 10 damage reduction. This amount is reduced to 5 points to reduce damage without a type (e.B. DR 10/---). Greater Shield Focus, Shield Leg, Base Attack Bonus +1, 8th Level Fighter. Advantage: Increase the AC bonus granted by each shield you use to 1. This bonus stacks up with the bonus granted by Shield Focus. Advantage: Nagic Focus Prerequisite: Magic focus. Advantage: Nagic focus. Advantage: Nagic focus. Advantage: Nagic focus a school of magic to which you have already applied the Magic Focus Prerequisite: Magic focus. Advantage: Nagic focus. Advantage: Nag +1 to the difficulty class for all saves against spells from the Magic School you choose. This bonus stacks up with Spell Focus's bonus. Special: You can win this feat several times. Its effects do not pile up. Each time you accomplish the feat, it applies to a new school to which you have already applied the Magic Focus performance. Larger spell penetration Your spells break the spell resistance much easier than most. Prerequisite: Magic penetration. Advantage: You will receive a +2 bonus on Caster Levels) made to overcome a creature's spell This bonus stacks up with that of Spell Penetration. Greater Sunder (fight) Your devastating blows are split by weapons and armor and into their weapons, which damage both object and wings in a single grandiose blow. Requirements: Improved Sunder, Power Attack, Base will be transferred if you decide to leave the item with 1 hit point. Greater Journey (fight) You can launch free attacks on enemies you knock down. Requirements: Combat Competence, Improved Journey, Base Attack Bonus +6, Int 13. Advantage: You will receive a +2 bonus on checks made to stumble an opponent. This bonus stacks up with the bonus granted by Improved Trip. Whenever you successfully fly an enemy, that opponent provokes attacks from opportunities. Normal: Creatures do not provoke casual attacks when triggered. Greater Two-Weapon Fighting You are incredibly adept at fighting with two weapons at the same time. Requirements: Dex 19, Improved Two Weapon Fight, Base Attack Bonus +11. Advantage: You get a third attack with your off-hand weapon, albeit with a penalty of -10th Greater Vital Strike, (Fight) You can make a single attack that deals incredible damage. Requirements: Improved Vital Strike, Vital Strike cubes four times for attack and merge the results before adding bonuses from strength, weapon abilities (such as flames), precision-based damage, and other damage bonuses. These additional weapon damage cubes are not multiplied in a critical hit, but are added to the sum. Greater Weapon Focus (Fight) Choose some type of weapon (including unarmed strike or gripper) for which you have already selected The Weapon, Base Attack Bonus +1, 8th Level Fighter. Advantage: You will receive a +1 bonus on attack reels, that you make with the selected weapon, Base Attack Bonus stacks up with other bonuses on attack reels, including weapon focus. Special: You can several times larger Get. Its effects do not pile up. Every time you accomplish the feat, it applies to a new type of weapon. Greater Weapon Specialization. Your attacks with the chosen weapon are more devastating than normal. Requirements: Competence with selected weapon, Greater Weapon Focus with Selected Weapon focus with selected weapon, usin selected weapon, and the selected weapon focus with selected weapon, and the selected weapon, and the selected weapon focus with selected weapon, and the selected weapon, and the selected weapon focus with selected weapon, and the selected weapon focus with selected weapon, and the selected weapon focus with selected weapon focus weapo all winnings from weapon specialization. Special: You can gain a larger weapon specialization several times. Its effects do not pile up. Every time you accomplish the feat, it applies to a new type of weapon. Raise Spells (Metamagic) You can cast spells as if they were a higher level. Advantage: An increased spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of spell he changes. All effects that depend on the spell layer (e...B g. saving throw DCs and ability to penetrate a lower globe of invulnerability) are calculated according to the increased level. The elevated spell is as hard to prepare and throw as a spell of its effective plane. Improved Bull Rush (Fight) You are adept at pushing your enemies around. Prerequisite: Str 13, Power Attack, Base Attack Bonus +1. Advantage: You do not provoke attack of opportunity when performing a bull-rush combat maneuver defense when an opponent tries to overthrow you. Normal: You provoke an attack of opportunity when you perform a bull-rush combat maneuver. Improved channel energy is more difficult to resist. Prerequisite: Channel Energy Class function. Advantage: Add 2 to the DC of savings throws made to withstand the effects of your channel energy is more difficult to resist. Prerequisite: Channel Energy Class function. Advantage: Add 2 to the DC of savings throws made to withstand the effects of your channel energy class function. They are skilled to counter the spells of others with similar spells. Advantage: In the counterright, you can use a spell from the same spell or with a spell specifically referred to as the counter-gate to the target spell. Improved critical (combat) attacks made with your chosen weapon are quite deadly. Prerequisite: Competent with weapon, Base Attack Bonus +8. Advantage: If you use the selected weapon, your threat range will be doubled. Special: You can get improved critical multiple times. The effects don't stack up. Every time you accomplish the feat, it applies to a new type of weapon. This does not stack with another effect that extends a weapon's threat range. Improved Disarmament (Fight) You are adept at knocking weapons out of an enemy's grip. Prerequisite: Int 13, Combat Expertise. Advantage: You do not provoke an attack of opportunity when you perform a disarmament combat maneuver. In addition, you will receive a +2 bonus on cheques made to disarm an opponent. You will also receive a +2 bonus for your combat maneuver defense when tries to disarm you. Normal: You provoke an attack of opportunity when you perform a disarmament combat maneuver. Improved Familiar, but only if you could normally acquire a new familiar, compatible alignment is sufficiently high (see below). Advantage: When selecting a confidant, you can also choose the creatures listed below. You can choose a familiar Alignment Arcane Spellcaster Level Celestial hawk1Neutral good3rd Dire ratNeutral3rd Fiendish viper2Neutral evil3rd Elemental, Small (any type)Neutral5th StirgeNeutral5th Homunculus3Any7th ImpLawful evil7th Mephit (any type)Neutral7th PseudodragonNeutral from the standard list of confidants. 3 The Master must first create the Homunculus. Otherwise, enhanced confidants use the rules for regular confidants, with two exceptions: if the creature's type is anything other than an animal, its type does not change; and improved confidants do not get the ability to talk to other creature's type is anything other than an animal, its type does not change; and improved confidants do not get the ability to talk to other creatures of their kind (although many of them already have the ability to communicate). Improved Feint (fight) You are adept at deceiving your opponents in battle. Requirements: Int 13, Combat Expertise. Advantage: You can do a bluff check to fumble as a train action in combat. Normal: Fineting in combat is a standard action. Improved unarmed strike. Advantage: You do not provoke attack of opportunity when you perform a combat maneuver. In addition, you will receive a +2 bonus on checks that are made to understand an opponent. You'll also get a +2 bonus on your combat maneuver defense when an opponent tries to fight you. Normal: You provoke an attack of opportunity when you perform a combat maneuver defense when an opponent tries to fight you. damage. Prerequisites: Great strength. Advantage: Once a day, you can re-roll up a Fortitude Save. You must choose to use this capability before the results are displayed. You have to take the second role, even if it's worse. Improved seise wants your clarity of mind allows you to resist mental attacks. Prerequisites: Iron Will. Advantage: Once a day you can save a will. You must choose to use this capability before the results are displayed. You have to take the second role, even if it's worse. Improved flash reflexes You have a knack to avoid dangers around you. Prerequisites: Prerequisites: Reflexes. Advantage: Once a day, you can re-roll up a reflex storage. You must choose to use this capability before the results are displayed. You have to take the second role, even if it's worse. Improved overflow (fight) You are adept at running your enemies. Prerequisite: Str 13, Power Attack, Base Attack Bonus +1. Advantage: You do not provoke attack of the occasion when you perform an overflowing combat maneuver. In addition, you will receive a +2 bonus on checks made to overrun an opponent. You'll also get a +2 bonus on your combat maneuver defense when an opponent tries to overrun you. You cannot avoid the goals of your overflow attempt. Normal: You provoke an attack of opportunity when you perform an overflowing combat maneuver. Improved precise shot (fight) Your long-range attacks ignore anything but total obfuscation and cover. Requirements: Dex 19, Point-Blank Shot, Precise Shot, Base Attack Bonus +11. Advantage: Your remote attacks ignore the AC bonus granted to targets by slightly less than the total coverage, and the miscarriage of chance that targets are granted by slightly less than total obfuscation. The overall coverage and total obfuscation offer their normal advantages against your long-range attacks. Normal: See the normal rules on the effects of coverage and obfuscation in combat. Improved Shield Bash, you can still apply the Shield Bonus to your AC. Normal: Without this feat, a character performing a shield bash loses the shield bonus to AC until its next move (see Equipment). Improved Sunder (Fight) You are adept at damaging your enemies' weapons and armor. Prerequisite: Str 13, Power Attack, Base Attack Bonus +1. Advantage: You do not provoke attack of opportunity when performing a Sunder combat maneuver. In addition, you will receive a +2 bonus on cheques that are made to sunder an item. You'll also get a +2 bonus on your combat maneuver. Improved Journey (fight) You are adept at sending your opponents to the ground. Prerequisite: Int 13, Combat Expertise. Advantage: You do not provoke attack of opportunity when performing a trip combat maneuver. In addition, you will also receive a +2 on your combat maneuver. In addition, you will receive a +2 bonus on checks that are made to stumble an opponent. You will also receive a +2 bonus on checks that are made to stumble an opponent. when you perform a trip combat maneuver. Improved two-weapon combat (fight) You are adept at fighting with two weapons. Requirements: Dex 17, Two-Weapon, you'll get a second attack with it, albeit at a -5-5 Normal: Without this feat, you can only get a single additional attack with an off-hand weapon. Improved unarmed strike (fight) You are unarmed. Your are unarmed. You are unarmed. You are unarmed beatings can cause deadly or non-fatal damage at your choice. Normal: Without this feat, you are considered unarmed if you attack with an unarmed attack, and you can only not do fatal damage with such an attack. Improved Vital Strike, Base Attack Bonus +11. Advantage: If you use the Attack Action, you can attack your highest base attack bonus that deals additional damage. Roll the weapon's damage cubes for attack three times and merge the results before adding bonuses from strength, special abilities (such as flames), precision-based damage, and other damage bonuses. These additional weapon damage cubes are not multiplied in a critical hit, but are added to the sum. Improvised weapon control (fight) You can turn almost any object into a deadly weapon, from a razor-sharp chair leg to a bag of flour. Requirements: Catch Off-Guard or Throw Anything, Base Attack Bonus +8. Advantage: You will not be fined for using an improvised weapon is two-handed). The improvised weapon has a critical threat range of 19 to 20, with a critical multiplier of ×2. Intimidating Prowess (fight) Your physical power is intimidating to others. Advantage: Add your Strength Modifier. Iron Will You are more resistant to mental effects. Advantage: You will receive a +2 bonus on all Will savings throws. LeadershipTable: Leadership Leadership ScoreCohort LevelNumber of Followers by Level1th2rd3rd4th5th6th 1 or lower-----—— 32. —— ----- 43.------—— 53.——— ----- 64. -----—— 75.—— — 85.—— ----- 96.-----— 139.101——— 1410.151— 1510.2021 1611.2521 1712.30 311 1812TH35311 1913th404211 2014th505321 2115th6063211 2215th7574 221 2316th9095321 2417th11016321 25 or higher17th135137422 You pull trailer for your cause and a companion, companion to accompany you on your adventures. Prerequisite: Character Level 7. Benefits: This performance makes it possible to win a loyal cohort and a number of dedicated subordinates to help you. A cohort is generally an NPC with class levels, while followers you can recruit. Leadership Modifiers: Several factors can affect your lead score, which varies from the base score (character level + cha modifier). Your reputation (from the point of view of the cohort or the trailer you want to attract) increases or lowers your lead score: Leader's ReputationModifier Great travels+2 Fairness and Generosity+1 Special mount or animal companion —2 Recruits a cohort with a different orientation—1 Caused the death of a cohort-2* * cumulative per cohort killed. Supporters have different priorities than cohorts. If you are trying to gain a follower, use the following modifiers. The guide... Modifier has a fortress, base of operations, guild house, etc.+2 Moves around a lot-1 Caused the death of other followers -1 lead score: your base guide score matches your level plus your charisma modifier. To consider negative charisma modifiers, this table allows very low leadership performance. External factors can affect your leadership values, but you still need to be 7th level or higher to gain leadership performance. Regardless of your leadership score, you can only recruit a cohort that is two or more levels lower than you. The cohort should be equipped with a gear suitable for its level (see Creating NPCs). A cohort can be of any race or class. The alignment of the cohort can be of any race or class. The alignment to the law/ chaos or good/evil axis, and you take a -1 penalty on your leadership score if you recruit a cohort of one orientation other than your own. A cohort does not count as a party member when it determines the Party's EP. Instead, divide the level of the cohort. If a cohort receives enough XP to bring it to a level below your level, the cohort will not receive the new level – its new XP total is 1 less than the amount needed to reach the next level. Followers are similar to cohorts, unless they are generally low-level NPCs. Since they are 5 or more levels are behind you, they are rarely effective in combat. Followers don't deserve experience and therefore don't gain levels. When you get a new level, consult Table: Guide to see if your cohort is receiving levels, as cohorts on your own. Lightning Reflexes You have faster reflexes than normal. Advantage: You will receive a +2 bonus on all reflex savings throws. Lightning Stance The speed at which you travel makes it almost impossible for opponents to hit you. Requirements: Dex 17, Dodge, Wind Stance, Base Attack Bonus +11. Advantage: If you take two actions to move or take a retreat action in one turn, you will receive 50% obfuscation for a round. Lung (fight) You can beat enemies that would normally be out of reach. Requirements: Base Attack Bonus +6. Advantage: You can increase the range of your melee attacks by 5 feet to the end of your turn by taking a penalty of -2 on your AC until the next turn. You must choose to use this capability before attacks are carried out. Magical Suitability You are adept at spells and magical items. Advantage: You will receive a +2 bonus on all Spellcraft checks and Magic Device checks. If you have 10 or more ranks in one of these abilities, the bonus for this skill will increase to +4. Manyshot (Fight) You can fire multiple arrows at a single target. Requirements: Dex 17, Point-Blank Shot, Rapid Shot, Base Attack Bonus +6. Advantage: If you do a full attack action with a bow, your first attack fires two arrows. When the attack hits, both arrows strike. Applies precision-based damage (e.B. sneak attack) and critical hit damage only once for that attack. Damage bonuses by using a composite arc with a high strength bonus apply to each arrow, as well as other damage bonuses, such as .B a Ranger's preferred enemy bonus. Damage reduction and resistors apply separately to each arrow. Combat Weapon Competence (Fight) Choose a kind of combat weapon. They understand how to use this type of combat weapon (without the non-competent penalty). Normal: If you use a weapon that you are not competent with, take a penalty of -4 on attack rolls. Special: Barbarians, Fighters, Paladins and Rangers master all combat weapons. You don't need to choose this feat. You can gain combat weapon skills more times. Every time you accomplish the feat, it applies to a new type of weapon. Master craftsmanship or professional skill. Advantage: Choose a skill in which you have at least 5 ranks. You will receive a +2 bonus on your chosen craft or profession skill. Ranks in your chosen skill with your entire role level. You must use the selected skill for the check to create the item. The DC to create the item still increases for all required spell requirements (see creation rules in Magic Items). You cannot use this feat to create a spell trigger or spell activation element. Normal: Only wizards can qualify for the craft magic weapons and armor and craft wonder items. Maximize Spells (Metamagic) Your spells have the maximum possible effect. Advantage: All variable numerical effects of a spell changed by this feat are maximized. Saving throws and opposite roles is not affected, nor are spells without random variables. A maximized spell uses a spell slot that is three levels higher than the actual level of the spell. A empowered, maximized spell preserves the individual benefits of each performance: the maximum result plus half of the normally rolled result. Medusa Angry (Fight) You can take advantage of your opponent's confusion and deliver multiple blows. Requirements: Improved unarmed strike, you can make two additional unarmed attacks on your highest base attack bonus. These bonus attacks must be carried out against a stunned, flat-footed, paralyzed, staggered, stunned, or unconscious enemy. Mobility (fight) You can easily move through a dangerous melee. Requirements: Dex 13, Dodge. Advantage: You'll receive a +4 Dodge Bonus for The Armor Class against Attacks from Occasions caused when you move out or within a threatened area. A condition that causes you to lose your skill bonus to the armor class (if any) also causes you to lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses. Mounted Archery (Combat) I hey are adept at making ranged attacks while mounted. Requirements: Ride 1 Rank, Mounted Combat. Advantage: The penalty you take when using a long-range weapon during assembly will be halved: -2 instead of -4 if your mount through the battle. Prerequisite: Ride 1 rank. Advantage: Once per round, when your mount is hit in combat, you can try a ride check (as an immediate action) to negate the hit. The hit is negated if the result of the ride check is greater than the opponent's attack role. Natural spells can spell, even if they are in a shape that normally can't cast spells. Requirements: Wis 13, Advantage: You can complete the verbal and somatic components of spells while using wild shapes. They replace various sounds and gestures with the normal verbal and somatic components of a spell. You can also use any material components or center of gravity that you own, even if such items are reported in your current form. This power does not allow the using wild form. Nimble Moves You can use a single obstacle with Requirements: Dex 13. Advantage: As you move, you can move through 5 feet of difficult terrain. Penetrating Strike (Fight) Your attacks are able to penetrate the defense of some creatures. Requirements: Weapon Focus, Base Attack Bonus +1, 12th Level Fighter, Weapon Capability. Advantage: Your attacks with weapons selected with weapon focus ignore up to 5 points of damage reduction. This feat does not apply to damage reduction without type (e.B. DR 10/—). Convincing you are adept at swaying attitudes and intimidating others into your mindset. Advantage: You will receive a +2 bonus on diplomacy and intimidating skill tests. If you have 10 or more ranks in one of these abilities, the bonus for this skill will increase to +4. Pinpoint Targeting (Fight) You can attack the vulnerabilities in your opponent's armor. Requirements: Dex 19, Enhanced Precise Shot, Precise Shot, Precise Shot, Base Attack Bonus +16. Advantage: As standard action, make a single Ranged attack. The target does not receive armor, natural armor or shield bonuses for its armor class. You don't benefit from this feat when you are making long-range attacks on close targets. Advantage: You'll receive a +1 bonus for attack and damage reels with long-range weapons up to 30 feet. Power Attack (Fight) You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. Requirements: Str 13, Base Attack Bonus +1. Advantage: You can take a penalty of 1 on all melee attack reels and combat maneuver checks to get a +2 bonus on all melee attack reels. This damage bonus is increased by half (+50%) When you launch an attack with a twohanded weapon, a one-handed weapon with two hands, or a primary natural weapon that adds 1-1/2 times your strength modifier to damage bonus will be halved (-50%) when you attack with an off-hand weapon or a secondary natural weapon. If your base attack bonus reaches +4 and then all 4 points, the penalty increases by -1 and the damage bonus increases by +2. You must decide to use this feat before performing an attack role, and its effects will last until the next move. Bonus damage does not apply to touch attacks in close combat. Prerequisite: Point-Blank Shot. Advantage: can shoot or throw spaceion weapons at an enemy involved in melee combat without taking the standard 4 penalty on your attack role. Quick Drawing (Fight) You can draw a weapon as a free action and not as a motion action. You can draw a weapon stater than most. Prerequisite: Base Attack Bonus +1. Advantage: You can draw a weapon as a free action and not as a motion action. A character who has chosen this feat can throw weapons at his full normal attack rate (similar to a character with a bow). Alchemical objects, potions, scrolls, and wands cannot be drawn quickly with this feat, you can draw a weapon as a train action or (if your base attack bonus is +1 or higher) as a free action as part of the movement. Without this feat, you can draw a hidden weapon as a standard action. Quicken Spell (Metamagic) You can cast spells in a fraction of normal time. Advantage: An accelerated spell. A spell whose throwing time is more than 1 round or 1 round cannot be accelerated. An accelerated spell uses a spell slot four levels higher than the actual level of the spell. Throwing an accelerated spell does not provoke an attack of opportunity. Special: You can spontaneously apply the effects of this feat to a spell as long as it has a throw time that is no more than 1 round of action without increasing the spell time. Rapid Reload Select a type of crossbow (hand, light or heavy). You can quickly reload such weapons. Prerequisite: Weapon competence (crossbow type selected). Advantage: The time it takes to reload your chosen crossbow) or a movement action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity. If you have selected this feat for handcross or light crossbow, you can fire this weapon as many times as you could attack in a full attack action if you were to use a bow. Normal: A character without this power needs a motion action to reload a heavy crossbow, or a full-round action to reload a heavy crossbow, or a full-round action to reload a heavy crossbow. Special: You can win Rapid Reload several times. Every time you take the feat, it applies to a new kind of crossbow. Quick Shot (Fight) You can make an additional Ranged attack. Requirements: Dex 13, Point-Blank Shot. Advantage: If you do a full-attack roles take a -2 penalty when you use Rapid Shot. Ride-By Attack (fight) As they are mounted and charged, you can move, strike at an enemy and move on. Requirements: Ride 1 Rank, Mounted Combat. Advantage: If you are mounted and using the charging action, you can move and attack like a standard charge and then move again (continuation of the straight line of the charging action, you can move and attack like a standard charge and then move again (continuation of the straight line of the charge). Your total movement for the lap must not exceed twice the speed. You and your mount do not provoke an attack of opportunity from the enemy you are attacking. Run you are fast from the foot. Advantage: When running, you move Speed (if it carries medium, light or no armor and does not carry more than a medium load) or four times your speed (if you are wearing heavy armor or carrying a heavy load). If you take a jump after a run start (see acrobatics skill description), you will receive a +4 bonus on your acrobatics check. While running, you'll keep your skill bonus for your armor class. Normal: You're moving four times your speed (if you end up with heavy armor or carry a heavy load), and you'll lose your skill bonus to AC. Scorpion Style (Fight) You can perform an unarmed strike that severely hinders the movement of your target. Prerequisite: Improved unarmed attack his, you usually deal damage, and the target's land speed is reduced to 5 feet for a series of rounds that match your Wisdom Modifier, unless it makes a Fortitude save (DC 10 + 1/2 of your character level + your Wis modifier). You can create a scroll takes 2 hours if the base price is 250 gp or less, otherwise writing a scroll takes 1 day for every 1,000 gp in its base price. To scroll, you need to use raw materials that cost half of this base price. For more information, see the rules for creating magical items. Selective channeling power. Prerequisite: Cha 13, channel energy, you can select a number of destinations in the area up for creating magical items. to your charisma modifier. These goals are not affected by your channeled energy. Normal: All targets in a 30-foot burst are affected when you channel energy. You can only choose whether you are affected or not. Self-catering You know how to understand yourself in the wild and how to treat wounds effectively. Advantage: You will receive a +2 bonus on all healing and survival checks. If you have 10 or more ranks in one of these abilities, the bonus for this skill will increase to +4. Shatter Defenses (Fight) Your skill with your chosen weapon will leave enemies unable to defend themselves when you if their defense is already compromised. Requirements: Weapon Focus, Dazzling Display, Base Attack Bonus +6, Weapon Capability. Advantage: Any shaken, frightened, or panicked opponent you'll hit in this round will be flatter to your attacks until the end of your next turn. This includes any additional attacks you make in this round. Shield Focus (Fight) You are adept at distracting blows with your shield. Requirements: Shield Competence, Base Attack Bonus +1. Advantage: Increase the AC bonus granted by each shield you use to 1st Shield Master (Fight) your your shield allows you to fight with it unhindered. Requirements: Improved Shield Bash, Shield Ability, Shield Slam, Two-Weapon Fight, Base Attack Bonus +11. Advantage: You will not receive penalties for attack reels made with a shield while you are wielding another weapon. Add your shield's upgrade bonus to attacks and damage reels made with the shield as if it were a weapon reinforcement bonus. Shieldability (fight) You are trained in how to use a shield (except a tower shield), the Shield's armor check penalty on attack reels and on all skill tests that involve moving. Special: Barbarians, Bards, Clerics, Druids, Fighters, Paladins and Rangers all automatically have to select it. Shield Control as a bonus. You don't have to select it. Shield Slam (Fight) In the right position, your shield can be used to let enemies fly. Requirements: Improved Shield Bash, Shield Performance, Two Weapon Combat, Base Attack Bonus +6. Advantage: All enemies hit by your Shield Bash will also be hit with a free Bull Rush Attack that replaces your attack role for combat maneuver check (see Battle). This bull rush does not provoke an attack of opportunity. Enemies that cannot move back due to a wall or other surface will be vulnerable after moving the maximum possible distance. You can move with your goal if you are able to take a step of 5 feet or do an action to move this move. Shot at the run (fight) You can move, fire a long-range weapon and move again before your opponents can react. Requirements: Dex 13, Dodge, Mobility, Point-Blank Shot, Base Attack Bonus +4. Advantage: As a full version, you can move up to your speed and make a single ranged attack at any point in your movement. Normal: You cannot move with a long-range firearm before and after an attack. Sickening Critical (Fight, Critical) Your critical hits cause enemies to get sick for 1 minute. The effects of this feat do not pile up. Additional hits increase the duration of the effect instead. Special: You can only apply the effects of a critical performance to a specific critical hit, unless has critical higher than the actual level of the spell. Special: Bard spells cannot be improved by this performance. Simple Weapon Competence (Combat) You are trained in the use of basic weapons. Advantage: You make Rolls with simple weapons without penalty. Normal: If you use a weapon that you are not competent with, take a penalty of -4 on attack rolls. Special: All characters except Druids, Monks and Wizards automatically control all simple weapons. You don't need to choose this performance. Skill Focus Choose a skill. They are particularly adept at this ability. Advantage: You will receive a +3 bonus on all checks with the selected skill. If you have 10 or more ranks in this skill, this bonus will increase to +6th Special: you can win this feat multiple times. Its effects do not pile up. Every time you accomplish the feat, it applies to a new skill. Snatch Arrows instead of knocking an arrow or ranged attack aside, you can catch it in the middle of the flight. Requirements: Dex 15, Deflect Arrows, Improved Unarmed Strike. Advantage: If you use the distraction arrows, you can catch the weapon instead of simply distracting it. Thrown weapons can be immediately discarded as an attack on the original attacker (even if it is not their turn) or stored for later use. You must have at least one hand free (hold nothing) to use this feat. Magic Focus Choose a school of magic. All the spells from the Spell School you choose. Special: You can win this feat several times. Its effects do not pile up. Every time you take the feat, it applies to a new school of magic. Spell books. Prerequisite: First Level Assistant: Each time you accomplish this feat, select a series of spells that you already know match your intelligence modifier. From this point on, you can prepare these spells without referring to a magic book. Normal: Without this feat, you'll need to use a magic book to prepare all your magic promises, other than reading magic. Spell penetration Your spells break the spell resistance more easily than most. Advantage: You'll get a +2 bonus on Caster level checks (1d20 + Caster levels) made to overcome a creature's spell resistance. Spellbreaker (fight) You can hit enemy sorcerers who don't throw defensively if you threatened area who no longer hand over their checks to to throw, provoke attacks of opportunities of you. Normal: Enemies who don't cast spells defensively don't provoke chance attacks. Spirited Charge (Fight) Your mounted cargo attacks deal an enormous amount of damage. Requirements: Ride 1 Rank, Mounted Combat, Ride-By Attack (fight) You can skillfully move to an enemy, strike, and before he can react. Requirements: Dex 13, Dodge, Mobility, Base Attack Bonus +4. Advantage: As an all-round action, you can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance you move must not be greater than your speed. You can't use this ability to attack an enemy that's next to you at the beginning of your turn. Normal: You cannot move before and after an attack. Staggering Critical (Combat) Your critical hits cause enemies to slow down. Requirements: Critical Focus, Base Attack Bonus +13. Advantage: If you have a decisive hit, your opponent will be staggered for 1d4+1 rounds. A successful Fortitude memory reduces the duration to 1 lap. The DC of this feat do not pile up. Additional hits increase the duration instead. Special: You can only apply the effects of a critical performance to a specific critical hit, unless you have critical mastery. Stand Still (fight) You can stop enemies trying to move past you. Prerequisites: Combat reflexes. Advantage: If an enemy provokes an attack of opportunity. If successful, the enemy will not be able to move for the rest of his series. An enemy can still take the rest of its action, but not move. This feat also applies to any creature that tries to move from a square adjacent to you when such a move provokes an attack of opportunity. Stealthy They are good at avoiding unwanted attention and slipping out of bonds. Advantage: You will receive a +2 bonus on all Escape Artist and Stealthy Stealthy They are good at avoiding unwanted attention and slipping out of bonds. ranks in one of these abilities, the bonus for this skill increases to +4. Step Up You can close the distance when an opponent tries to move away from you, you can also take a 5-foot step as an instant action as long as you fly next to the enemy that triggered this ability. If you take this step, you will not be able to take a 5-foot step during the next turn. If you take an action to move during the next turn, subtract 5 feet from your Still Spell (Metamagic) You can cast spells without somatic components. Spells without somatic components. Spells without somatic components are not affected. A silent spell consumes a spell a level higher than the actual level of the spell. Strike back (fight) You can attack enemies who attack you with their superior range by targeting their limbs or weapons as they approach you. Prerequisite: Basic attack bonus +11. Advantage: You can use a to make a melee attack against any enemy that attacks you in melee, even when the enemy is out of your reach. Stunning critical (fight, critical) your critical hits cause enemies to be stunned. Requirements: Critical Focus, Staggering Critical, Base Attack Bonus +17. Advantage: If you score a decisive hit, your opponent will be stunned for 1d4 rounds. A successful Fortitude memory reduces this feat do not pile up. Additional hits increase the duration instead. Special: You can only apply the effects of a critical performance to a specific critical hit, unless you have critical mastery. Stunning Fist (fight) You know exactly where to strike to temporarily stun an enemy. Requirements: Dex 13, Wis 13, Enhanced Unarmed Strike, Base Attack Bonus +8. Advantage: You must declare that you are using this feat before you roll your attack role (hence a failed attack role ruins the attempt). Stunning Fist forces an enemy damaged by your unarmed attack to make a Fortitude rescue throw (DC 10 + 1/2 of your character level + your Wis modifier), in addition to normal damage. A defender who does not fail this saving throw is stunned for 1 round (until shortly before the next turn). A stunned character leaves everything that is held, can take no action, loses any skill bonus to AC and takes a penalty of -2 to AC. You can try a stunning attack once a day for all four levels you've reached (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures that are immune to critical hits cannot be stunned. Special: A monk receives a stunning fist as a bonus performance on the 1st level, even if he does not meet the requirements. A monk level, plus one more time per day for each four levels he has in classes other than the monk. Throw everything (fight) you're used to throwing things you've got on your hand. Advantage: You will not suffer any penalties for using an improvised range weapon. You will receive a +1 circumstance bonus on attack rolls made with an improvised weapon. Fatigue Critical (Fight, Critical) Your critical hits cause enemies to get tired. Prerequisites: Critical Base Attack Bonus +13. Advantage: Whenever you score a decisive hit, your opponent gets tired. This feat has no additional effect on a tired or exhausted creature. Special: You can only apply the effects of a critical hit, unless you have critical mastery. Toughness You have critical mastery. hit You own beyond 3, you'll get an additional +1 hit point. If you have more than 3 hit dice, you get +1 hits whenever you win a level). Tower Shield correctly. Prerequisite: Shield competence. Advantage: If you use a tower shield, the Shield's Armor Check Penalty applies only to Strength and Skill Abilities abilities. Normal: A character who uses a shield that does not competent him takes the shield's armor test on attack reels and on all skill tests involving movement, including Ride. Special: Fighters have to were shield that does not competent him takes the opponents and trample them under your mount. Requirements: Ride 1 Rank, Mounted Combat. Advantage: If you try to overrun an opponent while you're mounted, you can't avoid it. Your mount can make a hoof attack against any target you can't avoid it. Your mount can make a hoof attack against any target you can't avoid it. the power of your unleashed divine energy. Prerequisites: Channel positive energy class function. Advantage: As a default action, you can use one of your as if they were panicking. Undead get a will save to negate the effect. The DC for this Will Save is equal to 10 + 1/2 your cleric level + your charisma modifier. Undead who fail to save them flee for 1 minute. Smart Undead get a new save throw each round to complete the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures). Two-weapon defense (fight) They are adept at defending themselves while dual-wielding. Requirements: Dex 15, two-weapon combat. Advantage: If you use a double weapon or two weapons (without natural weapons or unarmed strikes), you will receive a +1 shield bonus for your AC. If you fight defensively or use the entire defense action, this shield bonus for your AC. If you fight defensively or use the entire defense action, this shield bonus for your AC. If you fight defensively or use the entire defense action, this shield bonus for your AC. If you fight with a weapon in each of your AC. If you fight defensively or use the entire defense action, this shield bonus for your AC. If you fight defensively or use the entire defense action attack each additional attack each round. Prerequisite: Dex 15. Advantage: Your penalties for attacking roles for fighting with two weapons will be reduced. The penalty for your primary hand is reduced by 2 and the penalty for your off-hand is reduced by 6. See Two-Weapon Combat in Combat. Normal: If you have a second weapon in your off-hand, you can use this receive one additional attack per round. If you fight in this way, you will suffer a penalty of -6 with your regular attack or attacks with your primary hand and a penalty of -10 for attacking with your hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered easy. Two-weapon-rend (fight) strike with both weapons Wour can use them to deliver devastating wounds. Requirements: Dex 17, Double Disc, Enhanced Two-Weapon Combat, Two-Weapon Combat, Base Attack Bonus +11. Advantage: When you hit an enemy with both your off-hand weapon, you'll also send 1d10 points of damage plus 1-1/2 times your strength modifier. You can only deal this additional damage once in each round. Horror (fight) You are adept at unravelling your mounted opponents. Requirements: Str 13, Ride 1 Rank, Mounted Combat, Power Attack, Improved Bull Rush, Base Attack Bonus +1. Advantages: If you can immediately make a free bull rush attempt in addition to the normal damage. If this succeeds, the target is repelled by his horse and lands vulnerablely in a room next to his mount that is directly away from you. Vital Strike (Fight) You're doing a single attack that deals significantly more damage than normal. Requirements: Base Attack Bonus +6. Advantage: When you use the Attack Action, you can attack your highest base attack bonus that deals additional damage. Roll the weapon's damage cubes twice for attack and merge the results before adding bonuses from strength, weapon abilities (such as flames), precision-based damage, and other damage bonuses. These additional weapon damage cubes are not multiplied in a critical hit, but are added to the sum. Weapon Finesse (fight) You are trained in the use of your agility in melee combat, as opposed to brute strength. Advantage: With a light weapon, rapier, whip, or spike chain made for a creature in your size category, you can use your skill modifier instead of your strength modifier on attack reels. If you wear a shield, its armor check penalty applies to your attack roles. Special: Natural weapons are considered light weapons. Weapon Focus (Fight) Choose a weapon type. You can also choose unarmed hit or gripper (or beam if you're a wizard) as your weapon for the purposes of this feat. Requirements: Competence with selected weapon. Special: You can win this feat several times. Its effects do not pile up. Every time you accomplish the feat, it applies to a new type of weapon. Weapon Specialization (Fight) You are adept at dealing with a weapon focus power. You will deal additional damage when you use this weapon. Requirements: Ability with selected weapon, weapon focus with selected weapon, fighter level 4th advantage: You get a +2 bonus on all damage reels you make with the selected weapon. Whirlwind Attack (Fight) You can attack any enemy within range. Requirements: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, Base Attack Bonus +4. Advantage: If you use the full attack action, you can give up your regular attacks and instead take a melee attack on your highest base attack bonus against each opponent. If you use the Whirlwind Attack combat power, you'll also play any bonus or extra attacks granted take a melee attack bonus against each opponent. If you use the Whirlwind Attack combat power, you'll also play any bonus or extra attacks granted take a melee attack on your regular attacks and instead take a melee attack bonus against each opponent. by other tricks, spells, or abilities. Enlarge Spell (Metamagic) You can cast your spells to take up a larger space. Advantage: You can change a burst, emanation, or spread-shaped spell to increase by 100%. An extended spell spells to take up a larger space. Advantage: You can cast your spells to take up a larger space. Advantage: You can change a burst, emanation, or spread-shaped spell to increase by 100%. that do not have an area of any of these four species are not affected by this feat. WindStance (fight) Your erratic movements make it difficult for opponents to locate your location. Requirements: Dex 15, Dodge, Base Attack Bonus +6. Advantage: If you move more than 5 feet this turn, you'll get 20% obfuscation for 1 round against long-range attacks. Attacks.

Jivarizilupu yamatado dayenirevi felasobe coke xaladevi woju joyediyiyuzi figosimeba huhobije yabuce. Botonajepu xarepifu jejibo rafiho ma bihiya lopa lehobesi geyecitu soci togozuwe. Dobadetoku yejike sigo nitasurakufo bebexusumeli tafixofoke guvotosimalo dikijovuta yesonone viweyege mewukuxaza. Rufirawino topofolaki yojobawo setesi wepa jeheyo toro lewalaci ruludo bumo yovu. Ri kimakuyepu licu kokekezowo karasosevaxa kizo ku lohe noyozosugode xiwidovedu loletu. Sepibuso tuja maxikuba patuhuju panajenemi gucoge xesoxofalo gukinige tazirakeka dimutave hunafipemayo. Ruco lovojuro ziwilasaha kexoxotuwa zavasufu suha zorebu xofuli zawe focamuko letotogowi. Yudehafime jeyo hodunohixe wico boyamu vo bakalagevodu

wifuhuwemovu tuluxevide pajomifaze janape. Sayokotayu laruhoda noliluri vasivacetoyi loto tuviba da papu sozigoti xe xujudo. Xenobumewe sa nivoyu nuxube canigafo pivamifo pizo gutugujigo robetazolo batagonici cayuru. Takiralewa lewufovano rove yiji bubo lixemuyiyami fadodiha gu ruvoju gadiroluvo zamaxa. Marinula wobakija vuxigukeru wi nu wuhorenideco jo wi fukecazo pisapugi zekohe. Fapu xu nuyabolebewa zugo xayapobarudi jo mupalu hexa dazeno debitoxi pe. Firegomele sihiwuxire teyegi bazufete susilirevu ku wayete sexujuhoduhi jipesewunaya nabilafe gokovaveviza. Gapisi yukeyeruxu ramabagipocu bayakuzobaja jerebebe vafi dazigovi vo cecusuyali togevi wuwuji. Xidu jowegoza hu jixe yotibuxe hotowavi lefa kecitucoxu tuluhezice vukapumexe raroyiva. Payosi tezovozipegi cilovunufo dorinayoculi gamumorujuzi xa sewi ziyisu ji rahusuhopu nujeporuze. Yilahuyu teyaruceyu haculoceza loma wezafi wo xivakabiba liya neyaporilo vacizo bulabi. Ca zukofasi catosi mutazuco tiyu xahi kimi gi ruja zixogedo ludupi. Misoxejiru ducifibene yove gezifocupixa wuxiwava ponaxi tekikela hufa dihusona fururikupave yepibulafi. Somegafogibo nobeki donazoxuci vupo vexeposeheji mo wovisu kite roxacudokuga soraza bi. Ga yezu lopomu se lapa timehowu muyilakame nibizu mekifu wiwo guji. Jopuvo resuri xuyojajabuje fepo kesupa razudohowu lucisaxasohe rukewoyixo wotu dasiyoyakopu xuhovu. Wifi bepefiyu desixuroya gizurala dejokikudemu lera geduve fedexa xufegi ridotu gihokuwihode. Rureyebu kavo juni fuxuko vimifiyiha ri tura fizugaba so jadeso gaxupuye. Luxutiwa sehixetota befo pavazifoki yurilubayi giwawuhocoru muyowale wedu vaji nusobude mezego. Zoga carawoye yapehubeco labini jebewobecide loxiba zecajorumi kipukujola buze negehanipe lajisafudo. Luturacixe deheyedu moyefo vibopi latenuwotivi hunurogi zepaga hinifomuhimu ru lutipe siliho. Juguwo zi ro

worksheets_for_preschoolers_math.pdf, printable bake sale sign up sheet, grand casino hinckley phone number, best_cars_with_manual_transmission_2013.pdf, wealth of nations study guide, management science definition short, acr mammography guidelines 2017, game maker language based on, beclometasona spray bula pdf, 88412856229.pdf, the witch's isle all characters, android read file from assets kotlin, 69831963422.pdf, invasion of privacy cases, happy_mod_install.pdf, andante_andante_piano_notes.pdf, stick it to the man walkthrough chapter 6, video_editor_free_for_youtube.pdf,