

I'm not robot!

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ejavlas azac ed orougra 6d1+ kaens euqata ,ocitsAm ocurt acitsAm dadilbah 5 jozihceh 2 ajilE ,.oreZ retsnoM nommuS fo dnaW ,hsinaV ,llabwonS ,peelS ,psarG gnikcohS nosreP ecudeR ,msitonyH ,esaerG ,petS rehtaef ,taertR suoitoidexP ,.moOD ,yarpS roloC .1 lvl ,spacdeR nommuS kciRt cihyM odarojeM ,kciRt cihyM ,taoF cihyM 4

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(Elija 1 Spell)Lvl 2: Blur, Cat's Grace, Chameleon Stride, Eagle's Splendor, Field Traps, Hideous Laughter, (Elija 1 Spell)Lvl 3: Blink, Deep Slumber, Displacement, Dominate Animal, Hold Person, Slow, Stinking Cloud (Elija 2 Spells) 6 Mythic Feat, Mythic Trick, Mejorado Mythic Trick Summon Wild Hunt Scout Lvl 1: Color Spray, Doom, Expeditious Retreat, Featherish Step (Elija 1 hechizo)Lvl 3: Blink, Deep Slumber, Displacement, Dominate Animal, Hold Person, Slow, Stinking Cloud (Elija 1 Spell)Lvl 4: Chameleon Stride, Greater, Greater Invisibility, Phantasmal Killer, Rainbow Pattern, Reduce Person, Mass, Shadow Conjunction (Choose 2 Spells) (Elija 1 mensaje)Lvl 3, Blink, Deep Slumber, Displacement, Dominate Animal, Hold Person, Slow, Stinking Cloud (Elija 1 Spell)Lvl 4: Chameleon Stride, Greater, Greater Invisibility, Phantasmal Killer, Rainbow Pattern, Reduce Person, Mass, Shadow Conjunction 1st spell) lvl 3: blinking, deep sleep, a dspliacation, animal dominating, person of waiting, a slow, a sniffing clouds (heige spell) lvl 4: a chameleon tracing, greater, greater invisibility, phantasmal killer, pattern of rainbow, reduces the person, mass, conjuration of the shadow (heige spell) lvl (choose "hechizo) lvl 4: a chameleon stride, greater, greater invisibility, ghost killer, pattern of rainbow, reduces the person, the mass, the conjuration of shadow (choose the spell 1) lvl 5: dominate the person, fecundation, feathlemind, "mente fog, web phantasmal", and call for shade (click on "hechizo" (choose 1a spell) lvl 7: madness, invisibility, mass, conjuration of shadow, greater, word of chaos (choose 2 spells) 10 mithic feat, mythical trick, greater mythical trick - lvl 4: a chameleon, greater invisibility, greater invisibility, a ghostly killer, pattern of rainbow, person shadow, conjugation (choose 1a spell) lvl 7: madness, invisibility, mass, shadow conjuration, greater, of the word of chaos (choose "hechizo) cheating skills if a character can catch an opponnent when he cannot effectively defend himselfAttack, she can reach a vital place for additional damage. The attack of the character causes additional damage every time he would be denied his objective Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. The Trickster gains sneak attack +2d6 at mythic rank 3. Their sneak attack increases by +1d6 at mythic ranks 5, 7, and 9. The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. If a character can catch an ally when they are is unable to defend themselves effectively from her healing, she can heal a vital spot for extra healing. The character's heal heals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. This extra healing is 1d6 per die of your sneak attack. This additional healing is precision healing. Mythic Tricksters can find creative uses for their skills. At each mythic rank, the Trickster gains a new Mythic Trick. In addition, at mythic ranks 4, 6, 8, and 9, the Trickster gains an Improved Mythic Trick. At mythic ranks 7 and 10, the Trickster gains a Greater Mythic Trick. The Trickster must have the Mythic Trick for a given skill in order to select the Improved version. The Trickster must have the Improved Mythic Trick for a given skill in order to select the Greater version. This ability summons a Bogeyman for 1 minute. Summoned monsters appear where you designate and act according to their initiative check results. They attack your opponents to the best of their ability. This ability summons a Wild Hunt Scout for 1 minute. Summoned monsters appear where you designate and act according to their initiative check results. They attack your opponents to the best of their ability. This ability summons a snobk kaatta esab ruoy ,.hcus sa ,.dna ldlrow eht ni etelhta citelhta tsom eht ,.gnorts yllaer flesruoy llac nac uoy tsal ta ,.woN ,.wortH gnivas eht ssap yllacitamoua uoy ,.deecuc uoy fl .02 + ,.CD evas lanigoro eht ot lauge CD a tsnaiqa kcehc scitelhta na ekam nac uoy ,.wortH gnivas a liaf uoy emit yrevE ,.suoenatsni dna suonitnoc newteb ecnerefid etliti si ereht j I don't know j Neton skcirT cihyM ,.ytiliba rieht fo tseb eht ot stenoppo ruoy kaatta yeHT ,.stluser kcehc avoititini rieht ot gnidrocca tca dna etangised uoy erchw raappa sretsnoM denommuS ,.etunim 1 rof retnarP . . . . . be low - not lower than your ranks in Athletics. And if your base attack bonus is equal to your character level, it becomes not less than your ranks in Athletics plus 5. Knowledge (Arcana) You can now understand how to use magical items even better. Every item with an enhancement bonus that you identify has this enhancement bonus increased by 1. You can reveal hidden effects that can be used by wearer of magical equipment. Every item you identify gets an additional random minor effect. You can reveal item properties that aren't even there and couldn't possibly be there. Every item you identify gets an additional random major effect. Knowledge (World) Whenever you, or anyone within 50 feet from you, make a skill check other than Knowledge: World, you add half your mythic rank to the roll. You now know so much about the world that you understand that everything in this world is decided by dice. And you are good at dice. You have some very special dice that you will use from now on. Every time a member of your party would roll a 1 on a d20 roll the result of the roll instead becomes 20. You and members of your party can now ignore requirements of feats when leveling up. Lore (Nature) Even in the Worldwound you can find yourself a healthy meal and some useful items. Every time you rest you search the surrounding area, finding a random potion or a random scroll and enough food to cook a common meal that will give some benefits to all your companions. You know nature so well that you know that it is natural to find gold and valuables in the wild. Every time you hunt you get some gold, potions, scrolls and other valuables. You know nature so well that you know that it is perfectly natural to find powerful magical items in the wild. Maybe they do grow on the trees after all? You return from your hunts with random magical items. (To view all possible items, see this page) Lore (Religion) You learned how to heal not only the But the soul also. Its African treaty eliminates not only poisons and diseases, but any negative condition that affects the objective. He now knows religion so well that he can use skills generally reserved for clerics. He can select two domains. You get skills of those domains and you can use spells of those domains once at the day, provided that the level of those spells is more low than that your mythic range. Now you know enough about religion to start yours. You can select two additional domains. The acrobatic mobility movement to avoid the attack of opportunities reduces the speed of movement despite the fact that the ability is called mobility. With this unlocking, the acrobatic movement now increases the speed of movement by half. Instead of avoiding opportunity attacks for your acrobatic movements, you can make them yourself every time you avoid one. The enemies tell as a flat against these attacks; this is unexpected, after everything. Instead of avoiding only opportunity attacks, now you can also avoid normal attacks. Every time they hit you an attack, you can try a mobility verification with a penalty of -10. If the result is more high than the attacker's result, the attack is lost. Perception that you see more than other people. You are under a constant effect of seeing invisibility and can now find hidden elements in unexpected places. Nothing can escape your notice. You automatically detect creatures trying to use stealth. Also more more about you and your partners, allowed both and from now on to take haza of a special list of traps. Finally, notes the most important ,. problems within yourself. And to deny those problems, learn to find ways to use other mythical tricks. Now you can up to two mythical tricks of Wandering Rank One, which you can change all the days. Persuasion you are so good to demoralize the enemies that only enter combat combat you you is enough to demoralize them. Any enemy that begins combat against you is immediately affected by your demoralize ability. You are so good at demoralizing your enemies that they lose the will to fight completely. Enemies affected by your demoralize ability must succeed at a Will saving throw with a DC of 10 + your ranks in Persuasion, or become paralyzed and completely helpless. They may make another saving throw against this condition every round. You are so good at demoralizing your enemies that they lose the will to live. Enemies that fail their saving throw against your demoralize ability must spend their first round making a Coup de Grace against themselves. Stealth You can easily slip into shadow at any time. You can enter stealth during combat as a move action. This stealth is not broken by a single enemy detecting you - instead it acts similar to the invisibility spell, giving you total concealment against all creatures that did not succeed on a Perception check against you. You exceed at stealth, fading from sight with your every move. Your stealth in combat now works more akin to greater invisibility spell effect. You exceed at stealth so much that you can avoid spells targeting you. You gain spell resistance equal to your Stealth bonus - 10. Use Magic Device You have learned of a way to improve the efficiency of used magical items. Caster level of all abilities from magical items you use is increased by your mythic rank. You have learned of a way to use items so delicately that the use is completely unnoticed. Wands you use no longer lose charges for use and you can equip any magical items possible, regardless of requirements. A Wizard, and can copy spells into it from scrolls as if you were a wizard of your character level. Tricky Magical effects do not differ much from magical traps, and can be disabled just like any device. You can, as a standard action, attempt a n'Aicidufiv ed sodatluser sus noc odreuca ed ,.gaAtca y anigsed detsu ednod ecerapa adatic arutairc al ,.n'Aicidufiv ed levIn rop adnor anu arap latnemelE a:ZeupE pzevrec anu a covnoc ozihceh etsE latnemelE azevrec a:ZeupE nommuS 2 ,.sador 1+4d1 arap ozimrefne ratse o edutiroF ed orroha nu reach ebod ovitejbo le ,.otixOa nu nE ,.oremrip led aminec rop eneit euq atsac ed selevin sod rop lanocida 6d1 y sjAm ,.etnarbmused o:zAad ed sotup 6d1 ed apuco es odacsep IE ,.otcat ed euqata nu omoc ogimene us a otaferupt odacsep ,.odagled ,.etnelio nu aznal detsU odacsep ed selisim 2 ,.dadiretxeD al a n'Aicazilanep 8- nu elodnjAd ,.oso nu ed aicarg al edenec es ,.otmeimaznal le ravlaS allaf ozihceh etse ed ovitejbo le iS ,.ecarG s'raeB 1 ,.otunim nu rop odal us a ranalpartxe otanisesa ed ollabac nu a covnoc ozihceh etsE oreC retsnoM nommuS sillepS cihyM retskirT ,.acitsAm kciRt al ed dadilbah adarojeM n'AicpcreP al ed s@Avart a sadiaruqda res nedeup ol'As y retskirT ed ocitAm onimac led savisulcxe nos sa:Azah setneiguS saL selaicepse socurT ,.erem ,.allaf ovitejbo le iS ,.yrekirT ne salif sus + 51 CD (azelatrof ed orroha ed otnemaznal nu reach a solodnjAzrof ,.solravitcased ed ratard eolp detsU ,.etnemlic;Af sadatilibahsed res nedeup n@Aibat y sojelpmoc sovitisopsid nos n@Aibat setneivv sarutaire saL ,.02- ed n'Aicazilanep anu noc yrekirT dadilbah ed euqehc nu rop odazalpmeeer retsac ed levIn ed euqehc nu noc ol'As ,.n'Aicapsid ed ocijAm ozihceh le omoc otse ed etarT ,.oleus le erbos o ovitejbo le erbos otfese reiuglauc rapisid arap rabrmpoc initiative. Attack your opponents to the best of their capacity. 2 Money breathing You breathe an explosion of currencies. The creatures in those affected are 2D6 points of Daa ± 0 unbridled by mythical range. A successful reflex saves the damage. 3 glorious glorious This spell causes a glorious erupte heard of the face of an arranged gold. The beard gives a natural armor bonus +2 to AC, and Dr 5/Slashing. Address makes you look so glorious! 3 Alfredos Cloud Hallucinogenic Cloud creates a fog bank as the one created by the fog cloud, except that the vapors are hallucinians. Cloud creatures are confused. This hard condition while the creature is in the cloud and for 1d4+1 rounds after it leaves (roller separately for each confused character) any creature that has it in its salvation but remain in the cloud must Keep saving every round. This is an effect that affects the mind. 3 Invisibility, almost better this spell works as a greater invisibility, but. Not so great. Instead of not ending up after an offensive action, it ends with a possibility equal to 5% more 5% due to attack during the invisibility. 3 INVOCATORS Elementary beer This spell summons an elementary creature for a round by merchant level. The aforementioned creature appears where you designate and act according to your initiative verification results. Attack your opponents to the best of their capacity. 3 Summon Greasly Beer This spell summons a Greasly beer for a round by caster level. The aforementioned creature appears where you designate and act according to your initiative verification results. Attack your opponents to the best of their capacity. 4 microscopic proportions You call the primordial power of ancient microfauna to reduce the size of your objective. Its objective is contracted to microscopic proportions, in size by two categories. The target wins a +6-size bonus at your Dexterity score. 5 Phantasmal Healer You call a le arenam arto ed azalpsed on y osep eneit on osof le ,.n'Asnemid arto a edneitxe es osof le euq odad ,.roirefnl etrap al ne nAlapmarT nu y) seip 03 omix;Am retsac ed selevin sod rop seip 01 ed



