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Stalker mask pathfinder

Aura weak illusion; CL 5; Slot head; Price 3,500 gp; Weight 1 lb. DESCRIPTION Preserved sections harvested from several different human faces cover this mask. When worn, the mask desaturates the wearer's color, making it look shadowy and giving a +5 competency bonus on Stealth controls. Once a day, as a complete action, the wearer can challenge the characteristics of the mask to take the appearance of any creature of the wearer's size and basic shape within 60 meters that he observes, allowing the wearer to adopt the appearance of that creature for 1 hour. This gives him a bonus of +10 on disguised checks made to appear as a creature. The mask also grants the wearer a +1 bonus on the attacking rollers and the damage of the weapon made against the creature he is disguised as, as the mask is based on the wearer's anger and the jealousy of the target's appearance. CONSTRUCTION REQUIREMENTS Feats Craft Wonderful Element, self-disguise, anger; It costs 1,750 gPs. Section 15: Copyright Notice Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Torik Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors in: Magic Objects, Masks, Wonderful Objects, CL 5 Magic Items Edit Share Share Mask of a Stalker is a magical-covering face built by feared Skinsaw Cult members, to numerous skin treated human faces, the mask is sewn together with rough, black thread leaving the eyes and mouth exposed. Its general appearance is that of a leather skull, scaled. When worn, the mask drains the color from the user's body and clothes, making it easier to blend and pass undetected. Once a day, the tracker's mask is able to duplicate the facial features of an observed person. The mask also infuses the wearer with jealousy and anger against that person, increasing the effectiveness of attacks against him or her. [1] The stalker mask is bound in design and construction by the saw mask and the reaper mask, also creations of the Skinsaw Cult. [2] Ours[e]dit | edit source] The mask of a stalker radiates the magic of illusions. [1] References[edit | editing source] Magical Elements Masks Wonderful Items CL 5 Magical Elements Community Content is available under CC-BY-SA, unless otherwise stated. This material is published below the price of OGL 3500 gp; Aura weak illusion; CL 5; Weight 1 lb. Preserved sections harvested from several different human faces cover this mask. When worn, the mask desaturates the color making it look shadowy and giving a +5 competency bonus on Stealth controls. Once a day, as a complete action, the wearer can cause the characteristics of the mask to take on the appearance of any creature of the base size and shape within 60 meters that it observes, allowing the wearer to adopt the appearance of that creature for 1 hour. This gives him a bonus of +10 on disguised checks made to appear as a creature. The mask also grants the wearer a +1 bonus on the attacking rollers and the damage of the weapon made against the creature he is disguised as, as the mask is based on the wearer's anger and the jealousy of the target's appearance. Construction Requirements [editing] Cost 1750 gp Craft Wonderful Element, self disguise, anger Back to Home -- Pathfinder Open Game Content -- PFRSD -- Magic Items A stalker mask is a magical-covering face built by members of the dreaded cult Skinsaw. Crafted from pieces of skin treated from numerous human faces, the mask is sewn together with rough, black thread leaving exposed eyes and mouth. Its general appearance is that of a leather skull, scaled. When worn, the mask drains the color from the user's body and clothes, making it easier to blend and pass undetected. Once a day, the tracker's mask is able to duplicate the facial features of an observed person. The mask also infuses the wearer with jealousy and anger against that person, increasing the effectiveness of attacks against him or her. [1] The stalker mask is bound in design and construction by the saw mask and the reaper mask, also creations of the Skinsaw Cult. [2] The Mask of Ours A stalker mask radiates magic of illusion. [1] Aura weak illusion references; CL 5. Slot head; Price 3,500 gp; Weight 1 lb. DESCRIPTION Preserved sections harvested from several different human faces cover this mask. When worn, the mask desaturates the wearer's color, making it look shadowy and giving a +5 competency bonus on Stealth controls. Once a day, as a complete action, the wearer can challenge the characteristics of the mask to take the appearance of any creature of the wearer's size and basic shape within 60 meters that he observes, allowing the wearer to adopt the appearance of that creature for 1 hour. This gives him a bonus of +10 on disguised checks made to appear as a creature. The mask also grants the wearer a +1 bonus on the attacking rollers and the damage of the weapon made against the creature he is disguised as, as the mask is based on the wearer's anger and the jealousy of the target's appearance. CONSTRUCTION REQUIREMENTS Craft Wonderful object, self disguise, anger; It costs 1,750 gPs. Editor's Note The Original Entry for Stalker Mask in Pathfinder 2: The Skinsaw Murders described the mask as: This mask is crafted from leathery preserved sections harvested from several different human faces, draped over each other almost like scales and leaving eyes and mouth exposed-the general effect is similar of a scaled skull. Ultimate Equipment has simplified the description of the object. An effective warrior wielding both skill and stealth, the harasser is a martial disciple who fights in deep shadows and the hidden underworld of the night. Through rigorous training and deep and intuitive instincts, the harasser is a trained killer whose art is considered illegal in some places. Mystic part, warrior part and assassin part, the harassment arts are varied, but always deadly. Adventures: Adventure stalkers for many reasons, but most do so, either as part of a guild of fellow stalkers on a mission, for money and profit, or for deeper, often darker purposes of the heart. Some adventure for their skill test, but this is slightly rarer; for whatever reason, the harasser's path is often a self-absorbed one. Features: Universal stalkers are very introspective people, they rely so much on their intuitive reactions to situations and their enhanced reflexes through athletic skill that they usually have an air of detachment. Some are boastful, but many are quiet and calm, paying special attention to their surroundings should need to use their lethal skills. Alignment: Anything. Stalkers does not lean towards any particular alignment trend, running the range of all walks of life. Religion: Some harassers are deeply religious, finding solace in their meditations to night gods, death, travel, or revelry. Other harassers find no use for the gods, because if the gods protected and cared for their flock, then they would not make their descendants so easy to kill. Background: Stalkers often arise from the poor and disadvantaged living in the city slums, trained from their youth to be senseless killers. Others are trained in remote areas in a more monastic way, taught to be warriors who strike from the shadows. Training harassers can also be an individual thing, each master teaching a student in their own way, the way they were taught. Breeds: Outgoing people and races tend to be drawn to the path of stalker. Half of the orcs and a half elves make up the majority of non-human harassers, with the goblinoids still coming. Other classes: Stalkers get on well with rogues and rangers due to having complementary roles. Paladins and clerics often rub themselves when they party with stalkers, because their reputation as killers (rightly or wrongly) often souther their opinions. Other classes generally have a neutral opinion of harassers, unless stalker came for them. Role: Striker. In the party, the pursuer follows the heavily armored fighter into battle, using them as shields and distractions, so that they can cause maximum damage to their enemies. In addition, the harasser can serve quite well as scout party, finding danger and party warning before coming across it. Skills: Dexterity and Wisdom are Prime for stalkers, as many of their abilities are governed by these skills and their fighting capabilities are augmented by them as well. Wisdom is the main initiation attribute for stalkers. Power is valuable for damage, but can fall Constitution for resistance in battle. Starting wealth and age: as a cleric. Hit Die: d8 Class Skills Stalker Class Skills (and Key Capacity for Each Qualification) are: Acrobatics (Ex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Heal (Heal) (Decal (Wis), Intimidates (Cha), Knowledge (local) (Int), Knowledge (martial) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis) and Stealth (Dex). Qualifying Ranks on Level: 6+ Int Class Modifier Features All of the following are stalker class features. Weapon and armor competence Stalkers are competent with all simple and martial weapons, and with light armor. Harassers are not competent with shields of any kind. Maneuver A harasser begins his career with knowledge of six martial maneuvers. The disciplines available to him are Broken Blade, Solar Wind, Steel Serpent, Thasing Dragon, Veiled Moon, and either Riven Hourglass or Tempest Gale. If he does not have this discipline of qualification associated as a class skill, he wins as a class skill. Once he knows a maneuver, he must prepare it before he can use it (see Readied Maneuvers, below). A manoeuvre usable by the harassers shall be considered an extraordinary skill, unless otherwise stated in its description. Its maneuvers are not affected by resistance to spells and do not cause attacks of opportunity when it initiates one. He learns additional maneuvers at higher levels, as shown above. The harasser must meet the conditions of a manoeuvre to learn it. See Systems and Use chapter. Upon reaching the initiator level 4, and at each initiator level even numbered afterwards (6, 8, 10, and so on), stalker may choose to learn a new maneuver instead of one he already knows. In fact, the harasser loses the old maneuver in exchange for the new one. The harasser must not replace the old manoeuvre with a manoeuvre of the same level. He can choose a new maneuver of any level he likes, as long as he notices his restriction on the highest level maneuvers he knows. The harasser can only change one manoeuvre at a certain level. The originator of a harasser's originator is Wisdom. Readied Maneuvers A stalker can prepare four of the six starting maneuvers, but as he advances in level and learns more maneuvers, he must choose which maneuvers to prepare. He reads his meditation maneuvers and focuses his ki for 10 minutes. The maneuvers he chooses remain prepared until he decides to repeat this again and change them. Stalkers do not have to sleep or be well rested to prepare theirs; every time he spends 10 minutes in meditation, he can change his maneuvers. They may not prepare any individual maneuvers more than once. He starts a meeting with all the unprepared readied maneuvers, no matter how many times he may have already used them because he Them. When the harasser initiates a manoeuvre, he spends it on the current meeting so that each of his maneuvers can be used once a meeting (until they are recovered, see below). Stalkers can recover their maneuvers in one of two ways. The harasser can either center his awareness of the fight for the moment as a standard action and recover a single manoeuvre spent on his choice. Alternatively, he can recover his stalker initiation modifier in the maneuvers he has spent (min 2) as a complete round action that does not provoke attacks of opportunity, centering his complete spirit to re-align his perceptions of battle and change his place in it. When recovering his maneuvers this way, he can move up to his core speed and add a bonus of 4 introspection to armor's class as his ki defends his shape while he re-centers himself. In addition, the next attack that this meeting makes adds lethal damage if it hits. Known Stalkers positions begin to play with knowledge of a position from any discipline open to stalkers. At the indicated levels (see class table), the stalker selects an additional new position. Unlike maneuvers, positions are not spent and he does not have to prepare them. All the positions he knows are available to him at any time, and he can change the position he is currently using as a quick action. A position shall be extraordinary capacity, unless otherwise stated in the position description. Unlike maneuvers, the harasser cannot learn a new position at higher levels instead of one he already knows. Ki Pool (Su) On level 1, a stalker gains a pool of ki points, supernatural energy that he can use to accomplish amazing feats. The number of points in the stalker's ki pool equals 1/2 of its tracking level + its stalker initiation modifier (minimum 1). At level 1, stalker can spend 1 ki point to award a bonus of 4 introspection to a single perception or sense reason check as an immediate action, as he uses his ki to feel the vibrations of others and their hidden motives. At Level 5, the pursuer can use his deadly blows in combination with his fighting comprehension to read his opponent's defense and strike devastating blows beyond his enemy's guard. The harasser spends a ki point as a quick action to read his target opponent, and can apply his deadly blow to all the martial blows initiated by the stalker for a number of rounds equal to his stalker initiation modifier against this target. If stalker scores a critical hit against the target while this ability is active, then he activates the blow as usual. On level 7, stalker can spend 1 point at ki's pool to get a d8 insight bonus on a saving throw as an immediate action. On level 9, stalker can bury in his subconscious in battle and remember key lessons from his training. The harasser provides for potential scenarios in which he did not prepare to enter the game and wins an explosion of the moment of martial understanding. A number of times a day equal to its stalker initiation modifier, stalker can spend a ki point as a quick action and trade a readied maneuver for another known maneuver of the same level or lower. The new manoeuvre is immediately ready and accessible for use. The character can initiate this maneuver and recover it as if he had prepared at the beginning of the day (or when the stalker last prepared his maneuvers) until the end of the battle meeting. The ki pool is fed every day after 8 hours of rest and meditation; these hours must not be consecutive. If stalker possesses levels in another class that awards points to a ki pool, the stack stalker levels with the levels in that class to determine the total number of ki points in the combined pool, but only a single capacity score modifier is added to the total. The choice of the score to use is made when the second class capacity is obtained and, once made, the choice is set. The harasser can now use ki points from this pool to fuel the skills of each class they possess and award a ki pool. Deadly Strike (Ex) Stalker is able to maximize his deadlines whenever he lands a critical blow on his opponent, opening the target for the next punishment as the stalker gets adapted to his prey. Whenever the harasser scores a critical blow of success against a creature, his deadly strike capability is activated against that creature for a number of rounds equal to his harasser initiation modifier. The deadly blow deals additional damage, only to this target creature, to all stalker attacks. This additional damage is 1d6 to level 1, and increases by 1d6 for every four stalker levels afterwards. When the harasser scores a critical blow, this additional damage does not multiply, but simply adds to the damage. If stalker scores a critical hit success during his deadly strike is active, the duration of this skill is extended by one round (no more than one extension can be made per round). Remote attacks can only be considered deadly blows if the target is less than 10 metres away. The deadly blow is more effective with weapons with higher critical multipliers, would be scythe and battle axes. Weapons with a critical x3 multiplier deal damage with deadly blows using a d8 instead of d6, and weapons with a critical multiplier of x4 d10's use. Damage multipliers greater than x4 use d10 for lethal damage. The deadly blow cannot be used with weapons that cause non-lethal damage. The harasser must be able to see the target well enough to choose a vital and be able to reach such a place. Creatures immune to critical blows or precision damage cannot be targeted by a deadly blow. A harasser can't strike dead while attacking a creature that's hiding. Stalker Arts Like a gain experience, he learns a series of arts that help and confuse his enemies. Starting at level 1, a harasser gains an art; he earns an additional art at level 3 and new arts every four levels of class reached after level 3. A harasser cannot select an individual art more than once (unless it is noted). Stalkers select their arts from the following list. Advanced study: Stalker's knowledge of martial disciplines expands, sharing new maneuvers as if the character had taken advanced study feat. This art can be selected several times. Stalker must meet the premises of this deed to select this stalker art. Alacrity (Ex): The speed of a stalker's field is faster than the norm for his race, earning a +10-ft. accessory bonus at his base speed and he can add his stalker initiation modifier to acrobatics controls thanks to his agile and finely honed body. The harasser enjoys this benefit only when he does not wear light armor or armor, does not use a shield and does not carry a medium or heavy load. As a quick action, the character can spend a ki point to turn the extra speed to his step to increase this bonus from 10-ft. to an extra 30-ft. for a minute, but he is tired afterwards for 1d4 minutes as he catches his breath. Bloodseeker (Ex): Stalker gains the fragrance special ability. Art of Battle: A stalker who selects this art wins a bonus battle feat. The harasser must meet the preconditions for selecting this act. This art can be selected several times. Combat Precognition (Su): Stalker designates his fighting senses against his opponents and gains flashes of moment of insight into how to defend against them. Spending a ki point as an immediate action forces opponents who attack the stalker to roll their attacking rollers twice and take the worst of the two results because of stalker's precognitive abilities. This art lasts a round. Hidden Recovery (Su): Stalker can use his ki-powered attunement to the world around him to defend himself while he centers his spirit for the recovery of martial maneuvers. When recovering maneuvers (either as a full round action or as a standard action), the harasser enjoys hiding (with a 20% missed chance). At level 11, this improves when hiding the total (50% chance of longing). Critical Edge (Ex): The deadly efficiency of the battle tracker allows it to increase the critical threat range of any weapon it has by +1. This bonus applies after skills, would improve critical or keen gun ownership and cannot be doubled. Critical training (Ex): deadly damage to stalker with additional damage, and he can treat his class level as a base attack bonus in order to qualify for critical facts. If the stalker possesses fighter levels, he can add his stalker level to his fighter level to qualify for critical facts. Deadly ambush (Ex): stalker Stalker This art can now use its deadly blow class feature against flat-footed targets and targets that are denied dexterity modifier to their AC, as well as on critical hits and when focusing his ki to read his opponent. Deadly Insight (Su): Stalker can use his deadly blows in connection with his fighting comprehension to read his opponent's defense and attack effortlessly beyond his enemy's guard. The harasser spends a ki point as a quick action to read his target opponent, and can apply his deadly blow to all his attacks for a number of rounds equal to his stalker initiation modifier against this target. If stalker scores a critical hit against the target while his deadly blow capability is active, the duration of this ability is extended by one round (no more than one extension can be made per round). Deadly Recovery (Ex): The deadly nature of the harasser is reflected when considered to be the most vulnerable. While recovering maneuvers as a full round action, the pursuer gains the use of the Combat Reflexes feat (using his stalker initiation modifier instead of his dexterity modifier). He can also add his deadly blow damage to any attacks of opportunity he makes while he is recovering maneuvers. Escape (Ex): A harasser can avoid damage from multiple area-effect attacks by channeling his ki into his reflexes. If a stalker makes a successful reflex saving throw against an attack that normally causes half damage on a successful reflex save it instead does not take any damage. Evasion can only be used if a harasser wears light armor or not. A helpless harasser does not earn the benefit of evasion. Fear Monger (Ex): Stalker wins Cornugon Smash and Orbiter Display as Bonus Atonements. The harasser must meet the preconditions of these acts in order to select this stalker art. Ki Vampirism (Su): ki stalker gains a hungry quality, which is expressed through the martial skill of a disciple of the Way of War. If stalker reduces a live enemy to 0 or less hit points with a martial shot or scores a critical hit success, then he can regain 1 ki point as an immediate action. He can't use his vampirism ki many times a day than his 3+ stalker initiation modifier. This capability does not work against constructions, undead or creatures with less than 1/2 HD. Minimum level of stalker 11. Killer's Implements (Ex): Stalker chooses a melee weapon he is competent with, and earns the benefits of Finesse weapons and deadly Agility feats when using this weapon, if this weapon could not normally be used with these facts. At Level 6 and every five levels thereafter, stalker chooses an additional melee weapon to get the benefits of this skill with. The harasser can change one of these gun choices by practicing with a new weapon for ten minutes. This stalker art counts as both a Finesse weapon and Agility in order to meet the prerequisites. Lord of War (Ex): Stalker adds Scarlet Throne or Piercing Thunder to his list of available disciplines. If he does not have this discipline of qualification associated as a class skill, he wins as a class skill. In addition, he earns a +2 competency bonus on checks with this skill. A harasser can select this stalker art once for each discipline. Mind Bending (Su): The inner meaning of the harasser teaches the functioning of another being's mind, giving it the ability to impose its own will on those who are weak enough to give in to this art. As a standard action, the character spends a ki point and must make eye contact with the target creature and begin to talk to them, using his ki to influence his target's thoughts. The target must then make one will save (DC 13+ his stalker initiation modifier) or be subjected to a charm monster spell. Minimum tracking level 5. Monahai Weapons Training: Stalker gains improved unarmed Strike feat and gains proficiency with all weapons that are considered monk weapons. Criminal Insight (Su): Stalker designates his fighting senses towards ending the lives of his opponents and winning flashes of the moment of understanding in how to best achieve this. Stalker can activate this spending capacity a ki point as a quick action; For a number of rounds equal to 1+ his stalker initiation modifier, he can run twice on a single roll of attack each round and take the higher value. Obfuscation (Su): Stalker knows how to maintain a quiet, harmless attitude as he was nothing more than a part of the landscape. The harasser spends a point of ki as a complete round action to activate his obfuscation, and as long as he remains in a non-threatening posture (by not carrying weapons in his hand moving at half his base speed) the harasser radiates a psychic field that causes others to ignore his presence for a number of minutes equal to his harasser's initiation modifier. Subjects who would normally react to the presence of the harasser in a way that would stop or harm him must make a save (DC 15 + his stalker initiation modifier) or be under the influence of the psionic power of the cloud mind. For every 2 additional points of ki he spends on this art, saving the D.C. throw increases by +1 to a maximum of stalker's initiation modifier. Minimum tracking level 7. Phantom Reach (Su): Stalker is able to extend the range of martial blows from the melee by infusing ki in maneuver, causing a phantom echo to rush toward the enemy and initiate the attack. Stalker can activate this spending capacity ki as a quick action; if he does not, the next hand shot to the martial body he initiates this turn is treated as if instead had a closer range (25-ft. + 5-ft. / 2 levels). Strikes with a greater range than melee attack do not work with this art. Early Step (Su): By on his combat perspective to steer him effortlessly through a dangerous place, stalker can spend a ki point as a quick action and move without causing opportunity attacks for a number of rounds equal to his stalker initiation modifier (min 1). Rogue Talent: Some stalkers have learned techniques that are similar to those of rogue, and can select rogue talents instead of stalker arts. Stalkers can't learn advanced talent, nor can they win Ki Pool or dishonest talent. The talents that apply to a conman's sneaky attack apply to a harasser's deadly attack skills. Sniper's Tools (Ex): Stalker chooses a remote weapon he is competent with, and earns the benefits of point blank shot and accurate shot feats when using this weapon. At Level 6 and every five levels thereafter, stalker chooses an additional varied weapon to get the benefits of this skill with. The harasser can change one of these gun choices by practicing with a new weapon for ten minutes. This stalker art counts as both Point Blank Shot and Precise Shot in order to meet the prerequisites. Combat Insight (Su) At level 2, sharp senses and stalker awareness give him a kind of sixth sense. This perspective functions as an intuitive alarm, alerting him to danger. Through its rigorous practice and learning to trust his instincts and intuition on an unearthly level, the senses of the pursuer are unusually sharp. On level 2, the pursue's sense of combat opens his third eye, giving him defensive reflexes that protect him in battle. The harasser can add its stalker initiation modifier to its initiative score and to the saving reflex throws as a bargain bonus. At level 4, the harasser's heightened perceptions allow him to know when his prey might get the leap on him, giving him the odd Dodge-class feature (see rogue class for details). At level 8, the killer's instinct in stalker is perfected at the fine edge of a razor, allowing him to add his stalker initiation modifier as a skill bonus to confirm critical hits. This ability counts as the character would have the function Critical Focus feat and in order to take critical facts for which the character qualifies. The character cannot select the Critical Focus feat once he has that ability, and should have it before he wins that ability, he loses the Critical Focus feat and can select a critical feat in his place. On level 12, the follower's understanding allows him to put his enemies' ki in its form with its deadly attacks. The character can recover a single maneuver spent when he scores a critical hit of success against a living creature. This does not work against constructions, undead or creatures with less than 1/2 HD. At level 18, the harasser's enhanced precognitive abilities manifest themselves in his ability to feel things around him that others giving it 30-ft blindsight. This is a supernatural skill. Dodge Bonus (Ex) The tracker's increased perception of danger allows him to defend himself from attacks as they are made against him, anticipating attacks as they come. A stalker earns a dodge +1 bonus in his armor class at level 2, which improves with an extra +1 every four stalker levels thereafter. When recovering maneuvers as a full round action, the character can add his stalker initiation modifier to his AC as an additional dodge bonus; His defensive precognition being enhanced by centering his ki through the recovery of maneuvers. Mixing (Su) At level 6 natural stalker attunement to the flow of ki in other people gives him insight into reading others and avoiding their notification. The character earns a bonus of 2 introspection to the Perception, Sense Reason and Stealth checks. At level 16, stalker's abilities improve further, and the character is permanently under the effects of a pass without spell marks. Dual Strike (Ex) Once a day, at level 10, the stalker's deadly abilities in battle improve, allowing him to initiate two martial blows as a full round action. Strikes initiated by the harasser must take action to initiate a standard action, and he must have both strikes readied. Boosts cannot be applied to a double blow due to the need to focus on two separate martial movements. When a double blow is used, the action must be declared in advance when used, both strikes are resolved separately and are spent. At level 14 the character can use the double strike twice a day, and three times a day at level 18. Retributive Ki (Su) At level 20, the mystical power of ki stalker allows him to generate a powerful burst of energy to get revenge on those who would hurt him. When the harasser is wounded by an attack, spell or ability of an enemy, as an immediate action, he can spend two ki points to initiate a martial blow that he has prepared (with an initiation action of a standard action) in retaliation against this attack. He uses the range of the attacker's ability as a range of his strike, creating a phantom echo of his with his ki (as in the case of ghost cover art) that rushes and hits the attacker if he is outside the normal range of the stalker. Using this skill spends his strike as usual, and the strike works as usual otherwise. Favored Class Bonuses Instead of receiving an additional skill rank or hit point whenever you win a level in a favored class, some races have the option to choose from a number of other bonuses depending on their favored classes. Options are available for the listed breed, who have stalkers as their favored class, and unless otherwise specified, the bonus applies each time you select the ranked class reward favored. Archetypes & Alternate Class Features When a select a class, he must choose to use the standard class features found or those listed in one of the archetypes shown here. Each alternative class feature replaces a specific class feature in the parent class. For example, the elemental feature of the monk's class of the four winds replaces the amazing fist class feature of the monk. When an archetype includes multiple class features, a character must take them all – often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All other class characteristics found in the base class and not mentioned among the characteristics of the alternative class remain unchanged and are normally acquired when the character reaches the appropriate level (unless otherwise stated). A character that takes an alternative class feature shall not be taken into account as having the class feature that has been replaced when meeting any requirements or prerequisites. A character can take more than one archetype and accumulate additional alternative class features, but none of the alternative class features can replace or modify the same class feature in the base class as another alternative class feature. For example, a paladin might not be both a hospitalier and an undead scourge, because both modify the bad class mist feature and both replace the aura of the justice class feature. A paladin could, however, be both an undead scourge and a warrior of holy light, since none of their new class characteristics replace the same basic class feature. Presented below are several stalker archetypes and alternative class features to help you in building your character. Table: Stalker Archetypes / Alternate Class Features Archetype / Alternate Class Feature Class Features Weapon & Armor Maneuvers Maneuvers Readied Ki Pool Deadly Strike Stalker Arts Dodge Bonus Combat Insight Blending Dual Strike Improved Blending Retributive Ki 1 3 7 11 15 19 Defensive Reflexes Uncanny Dodge Critical Hits Critical Recovery Blindsight Dreamscarred Prust Slayer C C X C C C C X Bushi C C X C C C X X Judge C C X X X Privateer C C C (X) (X) (X) (X) X X Soul Hunter C C C X X X Vigilante C C C X C C C C X X=replaced, (X)=optional replacement, C=modified C=modified

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