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Pathfinder magic cheat sheet

Cheat is a draft cheat sheet. It's a work in progress and it's not finished yet. AttackM/R/UNo/AoO/AoOFight Defensive (Attack)-4ATK +2ACActivate Magic Item NoCast Spell AoOTotal Protection + 4AC, No AoO allowed to use special ability AoOAid Drinking Potion No longer perhaps energy channel not concentrating on active spelling NoDismiss spells no drag Hidden Weapon NoEscape Handle NoFeint NoLight Torch AoOLower SR NoRead Scrolling AoOReady NoStabilize Eli AoOEx Capability NoSLA AoOSu Capability NoUse Skill AoOStart Full Rotation Action Can Finish Next Round As Standard Action You Can't Use This Action to Start or Complete Full Attack, Payment, Run, or back off. Full attackNoChargeNoCoup de GraceAoOEscape from NetAoOAXtingi FlameLafidAoOOLoad Heavy / Returning XbowAoOLock / Open weapon in gloveAoo Ready to drop Splash WeaponAoORunAoOUse SkillAoouse Touch Whispered On Up to 6 alliesAoOWithdrawInde stop concentrating on SpellDrop ItemDrop tends to be preparing to spell componentsSpeakSwift ActionsCast Quickened SpellNo Actionno Action5 feet StepDelay can pass through a square occupied by a friendly character unless you claim. You can't go through a square occupied by an opponent unless they're helpless.1 Diagonal counts like 1 square, 2 counts as 2 squares, 3 counts as 1, etc you can't move diagonally past a skilled corner can use acrobatics to pass through a square occupied by a MoveAoODirect opponent /Redirect spellNoDraw /Sheathe WeaponNo/AoOMove/Manipulate ItemAoOMount/Dis Mount Steedano / NoControl Scared MountAoOLoad Hand / Light XbowAoOpen / Close Door No / Nopick The ItemAoOStand UpAoOReady / Drop Protector RetrieveAoo Missing Target Has a dex of 0, Giving -5 to ACFull-round operation, use weapons for coup de Grace and automatically hit critlf shield survives damage, port save (DC10+ damage) or dieSneak damage attack applied to coup de GraceProvokes AoO paralyzedHidushinaMessina Know ModDazzleed ModDazzled-1 -1 1 Defender 2-2Gen+2--- Invisible+2+2 On Higher Ground +1+0Prone-4---Shayan or Frightened-2-2 Splinge Through Space-4-4A tricky figure also takes a penalty -4 to Texas which may affect his offense. The shield loses every Texas bonus to the AC when the attacker is invisible. Most weapons cannot be used within range as long as the attacker is inclined, but you can use a bow and arrow or a whistle with an unanswered inclination. ConditionMelee ModRanged ModBehind Cover +4+4Blinded-2-2Covering-2-2Nentangald-4 DexFlat-Foot-DexGrappling (but attacker not)+0+0 Help-less-0 4 -Dex+0 -DexKneeling or Seating-2+2Pinned-4 -Dex+0 -DexProne-4+4Squeezing via space-4-4Stunned-2-2 gaming path We offset our use of carbon with Ecologi. Click the link below to help us! :> 2 pages media.cheatography.com/storage/thumb/bluesoda_pathfinder-conditions.750.jpg will start automatically in 5 seconds.Close Home >Game >Wholeness > Hairstyle Testing Features Acrobatics (Dex; ACP) Surface Width Base Acrobatics DC > 3 ft 01 1-3 feet 51 7-11 at 10 2-6 at 15 < 2= in = 20 = 1 = no = check = needed = unless = total = dc = is = 10 = higher.= situation = base = acrobatics = dc2 = move = through = threatened = area = opponent's = cmd = enemy move = through = an= space = space = 5 = +opponent's = cmd = = 2 = dc = avoid = aoo.= dc= increases= by = 2 = for = each = additional = opponent.= long = jump = acrobatics = dc = 5 = ft = 5 = 10 = ft = 10 = 15 = ft = 15 = 20 = ft = 20=> 20 ft +5 per 5 foot High Jump Acrobatics DC 1 foot 4 2 feet 8 3 feet 12 4 feet 16 > 4 ft +4 foot Sub DC Modianged DC Lightly Blocked (Gravel, Sand) +2 Severely Blocked (Cave , Gravel+ +5 Slightly Slippery (Wet) +2 Severely Slippery (Ice) +5 Slightly Sloping<45°) +2= Severely= sloped= (= >45°) +5 Slightly unstable (boat in choppy waters) +2 Mildly unstable (storm boat) +5 Very unstable (earthquake) +10 Move at full speed on narrow or uneven surfaces +53 3 This does not apply to tests done to jump. Bluff (ch) circumstances bluff sub target want to believe you +5 lie is reliable +0 lie is unlikely -5 lie is unfounded -10 lie is impossible -20 target is drunk or inadequate +5 you have convincing proof up to +10 climb (Str; ACP) Climb a sample DC surface or activity 0 slope too steep for walking, rope tied + wall. 5 rope + wall, rope tied, rope with rope trick. 10 surface with shelves (e.g. ship of sabotage). 15 surface with hands (e.g. wood/natural wall), unfounded rope, pull up 20 uneven surface with narrow hands (e.g. typical wall in dungeon). 25 Rough surface (e.g. brick wall) 30 ceiling or ceiling with foothold but no foothold - a completely smooth, flat, vertical (or upside-down) surface cannot be climbed. Climb the DC Shield* sample surface or activity -10 climbing a chimney (brace against two opposing walls). -5 Climbing a corner where you can prepare on perpendicular walls. +5 Surface is slippery. * These subnets are cumulative; Use everything that's sick. Diplomacy (Che) Starting access to DC diplomacy (+sub-cha of a creature) Hostile 25 Unfriendly 20 Indifferent 15 Friendly 10 Helpful 0 Asks for change diplomacy to give simple advice or directions -5 give detailed advice +0 give Simple Assistance +0 Uncover Secret No matter +5 Give long or complicated assistance +5 Give dangerous assistance +10 Reveal confidential knowledge +10 or more Give assistance that could result in punishment +15 or more additional requests +5 per device restitution request (Dex; ACP; Trained) Install time disable device DC1 simple example 1 round 10 jam tricky lock 1d4 rounds 15 sabotage hard cart wheel 2d4 rounds 20 neutralize trap, reset extreme trap 2d4 rounds 25 neutralize complex trap, cleverly sabotage clock <45°>1 If you are trying to leave behind no trace of your tampering, add 5 DC. Simple DC Quality Lock 20 Average 25 Good 30 Amazing 40 Costume (Che) Costume Borrower Check Minor Details Change Only +5 Different Sex1 -2 Different Breeds1 -2 Different Age Category1 -22 Different Size & Category1 -10 These 10 are cumulative; Use everything from. 2 For each stage of difference between your real age category and your veiled age category. The stages are: young (young from adulthood), adulthood, middle age, beard, and gesture. Bonus checking perception of introductory presenter ID instead of +4 friends or partners +6 close friends +8 intimate +10 fly (Dax; ACP) Flight maneuver fly DC move less than half speed and stay flying 10 hover 15 make greater than 45° by spending 5 feet of motion 15 make 180° by spending 10 feet of motion and 20 fly at an angle greater than 45° 20 wind speed wind power (km) marked size exploded size Fly Light Penalty 0-10 — Mild 11-20 — Powerful 21-30 Tiny — -2 Severe 31-50 Small Tiny -4 Windstorm 51-74 Medium Small -8 Hurricane 75-174 Large Medium -12 Tornado 175+ Giant large -16 heal (Wis) task to heal DC first aid time 15 standard action long-term treatment 15 8 hours treat wounds from caltrops, Spike growth, or spike blocks 15 10 minutes treat fatal wounds 20 1 hour treat poison save DC standard action treat disease save DC 10 minutes knowledge (Int; trained) mission knowledge skill DC detect aura when used to detect magic Arcana 15 + spelling level detect spelling effect that is in place arcana 20 + spelling level detect materials manufactured by Arcana Magic 20 + Spell Level detect a spell that just targeted you Arcana 25 + the level of magic to detect the cast spells using a specific material component Arcana 20 detect underground risk Dungeoneering 15 + CR of danger detects stone mineral, Or Dungeoneering Metal 10 determine Dungeoneering Slope 15 determine dungeoneering underground depth 20 detect hazardous construction engineering 10 determine the style of the structure or engineering age 15 determine the weakness of engineering structure 20 identify an ethnicity creature or accent of geography 10 Identify area area features geography 15 knows location of nearest community or site worthy geography 20 knows recently or historically significant history 10 set estimated date of a specific event History 15 knows obscure or ancient historical history History 20 recognize local laws, bars and popular locations Local 10 recognizes a widespread rumor or local tradition 15 familiar with hidden organizations , rulers, and local locations 20 identify natural risk nature 15 + CR of danger identify common plant or nature animal 10 detect natural weather phenomenon 15 determine natural artificial of nature feature 20 know current And their coat of arms 10 knows proper etiquette Nobility 15 knows the noble line of succession 20 knows the names of the planes Planes 10 identify the current aircraft 15 identify the source of the mechanical plane production aircraft 20 recognize symbol Of a common god or clergy religion 10 know common mythology and principles of religion 15 recognize an obscure symbol of gods or a clergy religion 20 to identify the abilities and weaknesses of a monster-changing 10+ linguistics cr of a monster (Int; Trained) Status for identifying forgery linguistics Check sub-type of unknown document to reader -2 Document type somewhat known to reader +0 Known document type to reader +2 Unknown handwriting to reader -2 Handw Type somewhat familiar to reader +0 Handwriting intimately familiar to reader +2 Reader Reviews only casually the document -2 document contradicts orders or knowledge +2 perception (Wis) detail DC hear the sound of battle -10

Note the stench of rotting garbage –10 detect the smell of smoke 0 hear the details of call 0 put Visible Creature Heart 0 Determine if spoiled food 5 hear the sound of a walking creature 10 Hear the details of a whispering call 15 Find the average hidden door 15 Heard the sound of a key that turned around in lock 20 Find the average secret door 20 cartoon rainbow audio 2 5 Sense a creature digging beneath you 25 Pay attention to the pocket as opposed to the agility of hand message creature using stealth resists by stealth to find a hidden trap changing by trap and identify the forces of potion using flavor 15 + level of perceptive perceptive DC changes distance to source, object, Or a +1/10 foot creature. Through closed door +5 through wall +10/ft. of thickness favorable conditions1 –2 negative conditions1 +2 terrible conditions2 +5 creature making the distracted check +5 production making the check old +10 creature or object is invisible +20 1 depends on the feeling used to perform the test, for example bright light may increase the DC of tests involving vision, while torches or moonlight may give a penalty. 2 as for adverse conditions, but more extreme, for example, by candlelight for computers involving vision. Traveling (Dax; ACP) A dc mission ride guide with knees 5 stay in saddle 5 fight with battle-trained mountain 10 cover 15 soft autumn 15 jump 15 porcupine mountain 15 mountain control battle 20 mt mountain or get off 20 Spellcraft (Int; Trained) Spellcraft DC mission to detect witchcraft as it is cast 15 + spelling level learned witchcraft from spellbook or scroll 15 + spell level to prepare a spelling from a borrowed spellbook 15 + the level of witchcraft to identify the characteristics of a magic item using to detect magic 15 + caster level of scroll decoding item 20 + magic level create a magic item varies by survival item (Wis) SURVIVAL DC mission 10 get along in nature. Move up to half your dry speed. Provide food and water for + 1 person per 2 points above DC. 15 Get a +2 bonus for each Fortitude saves against severe weather while moving up to half your dry speed, or get a +4 bonus if you stay stationary (self + one person per point above DC) 15 keep Malaybod or avoid natural hazards, such as quicksand. 15 forecast the weather up to 24 hours in advance. (+1 day for every 5 points above DC) Very soft DC track base surface ground 5 soft ground 10 solid ground 15 hard ground 20 DC orbit mode changes all three creatures in a tracked group –1 size of creature or creatures tracked (used in the largest creature); gentle +8 tiny +4 tiny +2 small +1 medium +0 large –1 giant –2 Huge –4 Co huge –8 every 24 hours since the trail was made +1 every hour of rain since the trail was made +1 fresh snow since the trail was made +10 poor visibility (use largest sub): cloudy or moonless night +6 moonlight +3 fog or precipitation +3 tracked side hides trail (and moves at half speed) +5 swimming (Str; ACP) WATER SWIM DC Calm water 10 choppy waters 15 choppy waters 20* can't take 10 in choppy waters. Use a magic device (cha; Trained) Task to use dc magic device to blindly activate 25 decrypt written spell 25 + spelling level Use scroll 20 + caster level Use wand 20 mimic class 20 feature mimic ability score 15 + score ability to mimic Race 25 mimic alignment 30 actions in standard action attack fighting opportunity1 attack (scuffle) no attack (range) yes attack (unarmed) yes run magic item other than potion or oil no other assistance maybe2 cast spell (1 Standard action casting time) Yes energy channel does concentrate to keep an active spell do not fire a spell do not draw a concealed weapon (see agility of hand skill) do not drink potion or apply oil Yes escape dust No Feint no torch light with tindertwig Yes low spell resistance do not read scroll yes ready (standard action operator) do not stabilize a dying friend (see heal skill) yes total protection no use of exceptional ability did not use skill that takes 1 action usually used ability as spelling yes used ability Perpetive No Move Action Attack of Opportunity1 Move Yes Control Mount Frightened Yes Direct or Redirect Active Spell Do Not Draw Weapon3 Do not load hand archery or easy bow Yes open or close door no mountain / get off horse do not move heavy object Yes lift item Yes Sheathe weapon Yes stand from prone yes ready or ready or drop shield3 do not retrieve stored item yes full round action attack Opportunity1's full attack free of charge without providing a coup de grace yes escape from network yes extinguish flames no torch light yes load heavy bow or repeat yes lock or open weapon in locked glove yes prepare to throw weapons splash yes run yes use skill that takes 1 round usually use touch spell on up to six friends yes withdraw4 no action free attack of stop concentrating on a spell no drop item no drop to the floor Do not prepare witchcraft components cast spell5 do not speak no quick action attack opportunity1 cast spell invited no immediate action attack opportunity1 cast feather fall no action attack of delay Opportunity1 no step 5 feet no action type variable attack of Opportunity1 perform combat maneuver6 yes use feat7 varies 1 regardless of action, if you come out of a threatened square, you usually provoke an attack This column indicates whether the action itself, not moving, triggers an opportunity attack. 2 If you assist someone in performing an action that would normally trigger an attack of opportunity, then the act of other assistance triggers an attack of opportunity as well. 3 If you have a base attack bonus of +1 or higher, you can combine one of these actions with a fixed move. If you have the achievement of two weapons, you can draw two small arms or with one hand while it usually takes you to draw one. 4 You can take standard action if you are limited to taking only one action in a round. 5 Unless the component is a very large or embarrassing item. 6 Some combat maneuvers will replace a scuffle attack, not an action. As scuffle attacks, they can be used once in a paid attack or action, once or more in a full-strike action, or even as an opportunity attack. Others serve as separate actions. Size Bonuses & Penalties Size AC / Attack CMB / CMD Fly Skill Stealth Skill Fine +8 –8 +8 +16 Tiny +4 –4 +6 +12 Tiny +2 –2 +4 +8 Small +1 –1 +2 +24 Medium +4 0 +0 +0 Large –1 +1 –2 –4 Huge –2 +2 –4 –8 Huge –4 +4 –6 –12 Enormous –8 +8 –8 –16 Fighting Maneuver CM Statistics Description CMB BAB + Str mod + CM Size Mod CMD 10 + BAB + Str mod + Dex mod + CM Mod Size + No Physical AC Combat Mods Maneuver Operation Summary Bull Rush Std/Chg Push Target 5 ft1 Neutralize Target Socket Drops 1 Item (2 If Rising CMD by 1 10) deal with Target Std and attacker achieve conditions for dealing with flooding Std/Chg pass through target (target tends if rising CMD by 5) Sunder Atk deal damage item is held or worn by target trip jack knock target prone (attacker tends if fail by 10) APG CM action summary dirty trick Std Cause a condition on target for 1 rnd1 drag Std to pull target 5 foot1 reposition Std move target 5 feet within your reach1 steal jack take exposed item from target2 1 effect occurs again for every 5 where the test costs CMD (added 5 feet, Additional 1 rnd, etc.) 2 can only take removable items and are not actively held by the target, who receives a bonus on CMD of +5 or more if the item is attached securely. Handle Guide Handle Options Controller * Effect Keep Grip (CMB Test, +5 Bonus) Both continue to be struggling move (CMB test, +5 bonus) save + move myself + shield up to 1/2 (Shield gets check at +4 hack if finish position is dangerous) damage (CMB test, +5 bonus) save + deal fatal or no fatal damage with unarmed strike, natural attack, armor spikes, or pin weapons in one hand (CMB test, +5 Bonus) Save + Protector Gains Condition Pinned Tie (CMB Check, +5 Bonus If Pinned, -5 Other Penalty) Save + Shield Gains Condition Pinned, Controller Loses Grip Mode (Shield Can Try To Escape Ropes DC 20 + CMD) Fight Shield Options Escapee Effect (CMB or Artist Escape Check) Both lose condition struggling Reverse Grapple (CMB test) be a molded grip controller 10 + spelling level) Cast spelling without somatic components and material component in hand (impossible to cast spells with somatic components) take any other action that requires one hand action functions normally with penalties imposed by struggling mode * Controlled must do one of the tests below or face ends in rigidity equipment and weapons hardness or shield rigidity1 (+2/ improve bonus) Hit Points2 (+10/Enhance Bonus) light blade 10 2 one hand blade 10 5 two hands blade 10 10 metal weapon light hafted 10 10 single hand metal hafted weapon 10 20 weapon hafted light 5 2 one-handed weapon hafted 5 5 weapons with two hands hafted 5 10 Bullet Weapon 5 5 Armor 10 Bonus Armor x 5 Buckler 10 5 Light Wood Shield 5 7 Heavy Wood Shield 5 15 Light Steel Shield 10 10 Heavy Steel Shield 10 20 Tower Shield 5 20 1 Value for standard wood or steel as needed. For other materials, see Materials table. 2 Value for medium equipment. Some in a smaller category or multiply by 2/greater category. Rigidity material and hard hit points MATERIAL HP/in. of glass thickness 1 1 1 paper or cloth 0 2 rope 0 2 ice 0 3 skin or hide 2 5 wood 5 10 stone 8 15 iron or steel 10 30 Mithral 15 30 adamantine 20 40 object rigidity common object hit points hit break the DC rope (1 b. Diameter) 0 2 23 Simple Wooden Door 5 10 13 Small Chest 5 1 17 Good Wooden Door 5 15 18 Treasure Box 5 15 23 Strong Wooden Door 5 20 23 Wall Construction (1 ft. Thick) 8 90 35 Stone Tripod (3 ft. Thick) 8 540 50 Chain 10 5 26 Handcuffs 10 10 26 Abzeim Masterwork 10 10 28 Iron Door (10 2 thickness) 10 60 28 DCs break or burst power items check DC1 break simple door 132 break up good door 182 break down strong door 232 burst rope ag 23 iron bend rods 24 break up The blocked door 252 burst chain ag 26 break the iron door 282 conditions DC match (use larger) hold portal +5 lock Arcane +10 1 If an item has lost half or more of its hit points, the item gets the broken DC condition and break it down by 2. 2 larger and smaller creatures receive size bonuses and size penalties for power tests that break open doors as follows: fine –16, tiny –12, tiny –8, small –4, large +4, huge +8, huge 8, huge Kabir +16. DC Concentration Test Concentrating Mode Check DC Cast Defensive 15 + Double Spelling Level Injured While Casting 10 + Business Damage + Continuous Damage Spell Level While Casting 10 + 1/2 Business Damage + Spell Level Affected By Harmless Spelling While Casting DC of Witchcraft + Level of Witchcraft Struggling or Pinned While Casting 10 + CMB of Struggling + Vigorous Spelling Level Movement Violent motion spell while casting 15 + very violent movement spell level while casting 20 + wind spell level with rain or hail while casting 5 + wind spell level with hail and debris while casting 10 + level of weather spell caused by witchcraft seen as a entanglement spell while casting 15 + level of underwater spell balancing condition Normal/normal freedom of movement (everything) normal does not have swimming speed –2/half (B,S) normal no successful swimming test –2/half1 (B,S) quarter or half2 no solid base –2/half1 (B,S) half not anyone above –2/half1 (all) normal yes 1 creature without freedom of movement effects or swimming speed does underwater grip tests at –2 penalty, but deals with damage usually 2 Successful swimming test allows the create to move a quarter of its speed as a walking action or half its speed as a full rotation operation. Attacks with other range weapons take a penalty –2 for attack cylinders for every 5 meters of water they pass, in addition to the usual term penalties. Inland attacks: Characters in water (at least chest-deep) have improved coverage (+8 AC bonus, +4 bonus for reflex saves) from onland rivals. Completely submerged characters have total coverage. Carry out a range attack against an unpopulated network node (AC 5) hit: creatures in all nearby squares are dealt with splash damage. No creatures were directly harmed. Miss: Cylinder 1d8 to determine the misdirection of the shot count clockwise starting with the square closest to the shot (see diagram on the right) counting several squares in a specified direction equal to the number of span paths thrown. Finally, the item deals with splash damage (if any) to all the creatures in the square set above and in all the adjacent squares. Description Blind creature mode takes penalty -2 AC, loses AC Dex bonus, and takes a -4 penalty for most Str – and Dex-based skill tests and opposing perception skill tests. All opponents are considered total concealment (50% miss chance) against the blinding figure. Creatures must perform a DC 10 acrobatic skill test to move faster than half speed or fall prone. Broken Weapons are suffering a -2 penalty for offense and rolling damage and only scoring a critical supernatural 20 hit and only dealing X2 damage. Armor and shields award half ac bonus and double armor test fine. Broken Or prevent users from dulling charges. Confused 01-25: Act Normally, 26-50: Mumbling for round one, 51-75: Deal 1d8 + Damage Str to myself, 76-100: Attack the nearest creature. Dazed cannot take any actions (no AC penalties) dazzling -1 attack and deafening vision-based tests –4 penalty for initiative, contrasting perception tests (failed automatically voice-based tests), and a 20% chance of spelling (verbal) is usually disabled at or below 0 hp. Take normal or sliding action only. Standard operation causes 1 pt of damage (usually causing death mode) entanglement and no movement if bonds are docked, otherwise move at half speed. The creature takes a penalty of 2 for all the skulls of the attack and four penalties for Dax. Must do a concentration test to cast spells. An exhausted creature moves at half speed. - Six penalties through Strike And Des. Rest for one hour to get tired. Fascinated doesn't take any actions. - Four for tests done as reactions. Potential threats allow for new retention, clear threats to break the impact. A tired creature can't run or swoop. - Two penalties for Sstra and Des. Rest for 8 hours to remove. Flat-footed loses bonus Dex AC and CMD. Frightened as horrified, only a creature must escape the source. A struggling creature cannot move or take action requiring two hands. - Four penalties for Dax. -2 penalties for attacks and combat maneuvers (except for tests done to keep or escape). Must do a concentration test to cast spells. Can't take attacks of opportunity. Helpless is usually paralyzed, held, tied up, pinned, asleep, unconscious, etc. Effective Dex =0, scuffle attacks get +4. Allows the coup of grace. Sheerly immune to all non-bloody forms of attack. Takes half the damage (50%) Magical weapons, spells, effects like witchcraft, and supernatural effects. Complete damage from other phenomena of luck or power. Invisible spaces +2 on attack cylinders, target loses ac dex bonus. nausea creature can only take move action and cannot attack, cast spells, or concentrate. I panicked as scared, only creature washes held items. Stroh and Des of a paralyzed creature have been reduced to 0. Flyers that use falling wings. The creature is helpless. Pinned as struggling, except a creature is flat-footed, takes a -4 AC penalty, and can only take verbal or mental actions (except for tests done to escape). Leaning on the ground. -4 scuffle attacks (cannot use range other than arcs). -4 AC snout, +4 ac range. move + AoO per page. Horrified creature takes -2 penalty for attack cylinders, saving shots, skill tests, and ability tests. A sick creature takes a penalty -2 for all attack cylinders, weapon damage cylinders, saving injections, skill tests, and ability tests. An amazed creature can only take a standard move or action (plus quick and immediate). A shocked creature can't take actions, drops everything it's held, takes a -2 penalty to the AC, and loses its Dex AC bonus (if any). All).

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