


I'm not robot  reCAPTCHA

Continue

Champion can turn himself and everything he carries his body. He will remain in the body until he chooses to finish this effect or the amount of time that depends on the skill of the spirit champion. Note: In general, the only warrior could be the Spirit Champion. But it could be the road taken by the melee sherman. Wilderness Stalker Wilderness Stalker uses stealth to slip invisible in the woods and sneak near her prey. Born out of instinct between ancient Tauren and Trolls, wilderness stalking methods are a set of skills passed from one generation to another and occasional allies (such as hordes of oaks). Moknatar has also developed a technology to become a wilderness stalker - claiming the wild of A zeros and becoming a true people of the land. Wilderness Stalker highlights the bonds with the world around her as well as the weapons thrown at her. Their allied opponent, Elven Ranger, may be guardians and hunters as well, but Wilderness Stalker is a true creature in the wild. They learn how to learn on top of the terrain they fight and use the environment to their best advantage. No one can match the wilderness stalker for her ability to survive in harsh environments. Wilderness stalkers claim that the land speaks to them, assists them in hunting and protects them. Wilderness stalkers are better at closing prey they don't notice, but many wilderness stalkers are also skilled at throwing weapons at Bolt's targets because she knows that prey occasionally feels her before they get within reach. Wilderness stalkers can travel through all kinds of non-magical underglows (natural terns, briars, overgrown areas, and other similar terrains) at normal speeds without being damaged or suffered in any other way. A stalker in the wilderness gains the ability to cast a few divine spells. Wilderness stalkers call the spirits of the land and nature to help them. Their spells deal with hunting and survive in nature. After a while, the wilderness stalker can learn the language of the animals and trees around her and talk with any animal or plant. A wilderness stalker learns to become one with the world around her and blend into it. Stalkers learn how to call a tree spirit for help in battle. A highly skilled wilderness stalker can move through the forest to fight for her. Note: Wilderness stalkers are mainly hunters and rogues, but Sherman and Druid are also known to be on this path, but every class can take on this title. The plauger [following the next post] A few troops ravaged the world as badly as the plague. Magic is partly responsible, but the plague of Roldaeron is a testament to the devastation that disease brings to the world. While others forever mourn their dead and depict themselves as the only victims of the plague of the times, the stoic race of hordes soldiers accepts the misfortunes of life without feeling the need to complain. Unlike others, the wise race of hordes realized that the plague must fight intelligently and skillfully, not through the stroke of a wild sword, but through knowledge. After long careful deliberations, hordes formed a new order of Druid, a plague sifter who was charged with bringing back plague land and other affected areas for hordes. Plauger typically plays a professional role taken by Taurendroid, who is willing to walk far away from Karim d'Or. In order to become a plague th transitionor, you are at risk of being exposed to the most deadly diseases and poisons, and you must learn to master them. It's a dangerous profession, but just as sharp steel mastery has its rewards, so is victory over the most insidious enemies of nature. The body and mind of the plauger are strong enough to resist the effects of poison, disease and similar effects. Plauger can recognize any natural or magical disease. The mysterious power of the plauger protects her not only from disease but also from the creatures that carry them. The plauger attracts four stones and can be placed in a square to protect the area from harm. All pests can not enter the area, as well as natural diseases are also prohibited. All sick creatures in the area do not spread their diseases and also they are not affected by the disease. As long as the plauger cares about leaving the stones in place, the effect persists and no other effect or creature can move them. Plauger can summon creatures to their aid. They can summon strange creatures called white hounds who can understand the speech of the plauger and follow their abilities to the fullest. White hounds can be healed with touch, and their bites release the magic of God. They can also summon water elements. Elements must stay in fresh water and can't adventure far away from where it was summoned. All waters near the element are freed from corruption and disease, released, and even purified by contaminated filth in the eastern plagueland. The element remains up to the plauger. That. The water can be contaminated again. Plauger may plant a magical garden that will create incredible blessings of fruits, grains and nuts. Even the usual pre-meal creatures can be satisfied to eat from this garden. No matter the plague, brightness or frost, the harvest can't be reduced. But fire (or flooded with dirty water) will destroy the garden. The plauger can purify food and drinks as much as they like spells. Plauger can be infected with low grade fever, short duration to touch the creature and put it in the Berserker state. Note: Most often with the plauger, Druid is not, but the shaman may also play this role. Orkshaman has worked with many Tauren as a plauger. St. Striders Nomad Tauren gave the world the first holy strider. Always on the move, Tauren had to be able to get back quickly and far ahead of trusted scouts. If they ran into trouble, they had to talk about how to get out of things, fight their way, or just run and hide and take care of themselves. The Holy Strider tapped into the world's readily available energy and began to take advantage of its magic to aid their travels. Now, Tauren has its own fully strengthened homeland and capital, but holy striders still find themselves in high demand as messengers, diplomats, spies and explorers. Ranky and tall, almost all holy striders carry minimal equipment, relying on nature, the kindness of strangers to help them, relying on their own know-how. Along with the shamanist tradition, Tauren brought the secrets of the holy strider to hordes, and its followers spread. The holy strider once ruled by Tauren is now represented by trolls and, to a lesser extent, oaks and a handful of hidden swords. Now that they have been trained in diplomatic efforts, holy striders have become an important resource for any court in the hordes. It's very convenient to quickly communicate not only messages but also compelling messengers to their destinations. If the message is not well accepted, holy striders will soon have a way to get rid of themselves from the situation. Sometimes called spies, the Holy Strider claims that they are just collecting information for their employers. The Holy Strider is well respected among the hordes. They are not spellcasters, but they say that learning the environment is inspired by something that is nothing but God. Thrall himself adopts four: two oaks, one troll, one tauren. Rumor has it that he is looking for a neutral St. Strider to go through horde negotiations with other races more smoothly, but there are currently no holy striders outside the hordes. Kean Bradhoff has adopted only Tauren, paying homage to the long legacy of the Holy Strider. His attitude does not suggest a secret mind, but K anne has not revealed the number of holy striders he hires. The orcs followed Tauren's lead and recorded the farthest place each St. Strider traveled. Hordes create their own maps of Karim d'Or based on their holy strider reports and it rewards them well. It is not difficult for a holy strider to receive a job, whether he is a noble lord or a goblin merchant. She will only bear the letter confirming her longest run, and most employers will be satisfied. Holy Striders generally work 1st, but they serve as exemplary party leaders with natural charm and diplomatic skills. Their generous manners allow them to speak the party from tense situations and they will certainly help to quickly check out dangerous areas. Karim d'Or for Holy Striders does not have an intensive training centre, but most major cities have an apprenticeship program. Often, the holy strider, who is injured or past her heyday, will train some new recruits. Disciples approach mentors with great honor and respect because they hope to one day be as great as the people who have seen the different corners of the world. Those who take up the mantle of the Holy Strider are never incessant curiosity - those who will never be satisfied with standing in front of the next hill. She must always see what comes next. Her eclectic skills turn her into a rounded character. Holy striders can cover vast distances by meditating during running. Her meditation moves her mind to the ground under her feet and she coaxes it to fold into itself while she is running. This effect works only for the Holy Strider itself. No party member can benefit from these abilities. Meditation cannot be used during combat. After settling down to a comfortable and meditating run (1-1/2 times her walking speed), the Holy Strider can begin to manipulate the terrain below her. This allows her to run at twice her maximum run speed while managing to maintain a simple run. She can keep this for a few hours before she becomes tired, and must stop running the folds. For the observer, she looks unnaturally moving with a long stride or jump. Holy Strider can't attack and keep running. While folding the mountain, the Holy Strider can run at her normal running speed up and down any grade below 90 degrees as if it were 45 degrees. If she fails, her meditation will end and she will have to do a climb check to find something to grab on, otherwise she will fall. Once she has mastered the solid land, the Holy Strider can reach under the sea of the sea, fold them, and create a solid foothold. After achieving the required meditating state, she moves only at normal running speed, but runs across the water. If she stops her meditation, she falls into the body of water. If she take damage while folding the sea, she will do a concentration check or her meditation will end and she will fall into the water. The Holy OneWishing to enter the room with a flare, she can easily get the attention of the person she likes with the power of her personal charm. She is a powerful negotiator and no one can match her persuasive skills. The work of the Holy Strider is Part Scout, Part Diplomat, Part Spy. Her job is to arrive at the destination as soon as possible and meet or spy on her target. She is highly trained, but sometimes things don't go as expected. In such cases, the holy strider must rely on her skills to get out of the situation as quickly, efficiently and safely as possible. Holy Striders can use shadow melds as spell-like abilities. Note: It's not clear which class is the holy strider, but hunters (in Tauren's case) are likely to be the most likely candidates. +-----+ Racial relations +-----+ Tahlen first encountered a slar horde of orcs, and Tahlen recognized the orcs as spiritual brothers. Other races do not share such a similar outlook in the world, and both race shamans met frequently to discuss the issue of the spirit world. Tauren allied with Oak from a shared vision, one of a collection of allies that continue to protect each other well. Tauren sees Oak and Trolls as potential friends to welcome, but they rarely trust abandoned in places where they put their feet over nods. Tauren also has no bad will on members of the alliance unless they make exceptions for high erpms but are threatened by them. The magic stain of the spirit of the high erph is the toxic air to Tauren, the stench of the soul they can't bear for a long time. The erph at night is the exact opposite. Tauren sometimes sees them in awe and fear. Taulen and the night erph have coexisted in Karim d'Or for centuries, and Tauren has long seen Cardrey as the mythical race of Demi gods. Tauren has a very close relationship with orcs where they share a similar culture. Kean is also a very close friend with Sler. They are not too excited about the presence of Thunder Bluffs breakthrough, which unfortunately tolerates for their alliance. Tauren focuses on the value of life, and abandoned life stands as a prelude to their beliefs. Tauren, like Mani Winterhoff, pitifuls them. There is tauren who wants to cure the forsake like the elder council. But in general, Tauren gets along well with oaks, and trolls are almost the same. Distrust of Dark Spears knows that they have recently abandoned voodooism and cannibalism. Race relations play a very important role in Tauren's role play. Understanding how your character reacts to other players and other races is a pretty priority, andThe part that determines which faction gains a reputation. +-----+ Occupation +-----+ for serious role players, sometimes it will be a decision based on tradition even to choose a profession. Some suitable choices include: Herbalism: Tauren is a respected cultivator and herbalist. Leatherwork: Animal hideouts are to be used for clothing and other necessary products. Alchemy: The use of collected herbs to make goods for collectors. Mining is generally not a good choice because if you choose a profession based on role play, Tauren frowns on miners to disturb the land. Along with this, the materials used in such professions are blacksmiths and jewelry crafts because they gather from mining. A fascinating profession may be a profession that is also seen in disgust because it uses esote so much power. I think it belongs somewhere in the state of herbs and alchemy, but the state of the unknown inscription. +-----+ alignment +-----+ Yes, I am aware that one type of alignment is mentioned more than once. This is because these specific alignments may fit into one or more categories. Ultimately, it's up to you to decide which is best for your character based on his or her history, family, and lore class. Good Alignment Legitimate Good: The best, legit good characters act on the side of goodness, righteousness and order. Warriors in honor of the Lord and the Church, priests dedicated to healing the miserable man - who cannot wait while others are suffering. They chase evil at the end of the world. Neutral Good: Finally the gveer will do what neutral good characters can do to help them, working in law and confusion. But in the end they prefer their advice. Chaos Good: Downtrodden's hero, a chaotic and good character, does not care about the law or order, but just to do good. If they need to break the law to help others, they will do so without compromise. Neutral Alignment Legal Neutrality: The hatred of confusion, the legitimate neutral character sticks to the letter of law, whether it is their personal rule code, the king's, or their religion. This character finds chaos as abominable as evil and does not bend their personal guidelines to help others if it contributes to chaos. Neutral Good: Finally the gveer will do what neutral good characters can do to help them, working in law and confusion. But in the end they prefer their advice. True Neutral: The character in the middle of the road, the neutral character, it feels hard to fitOther distinctions. They do what seems to be a good idea, whether it flows with law or confusion, good or evil. Often followers and sometimes great leaders, they will rarely go against the group. Neutral Evil: Neutral evil characters provide only their needs/terminations. They don't obey the law, but they don't drive towards chaos. Kill or steal as they think they are suitable for getting what they want. Chaos Neutral: A true individual, chaotic and neutral character praises his freedom more than anything else. They prefer to make their own way because they don't want their connection to either good or evil to affect them. Most chaotic neutrals care nothing for the people of their group, have little or no loyalty, take care just for themselves. Legally aligned and legit good: the best, legit good character acts on the side of goodness, righteousness and order. Warriors in honor of the Lord and the Church, priests dedicated to healing the miserable man - who cannot wait while others are suffering. They chase evil at the end of the world. Legitimate neutrality: hatred of confusion, legitimate neutral character, stick to the letter of law, whether it is their personal code of rules, their king's, or their religion. This character finds chaos as abominable as evil and does not bend their personal guidelines to help others if it contributes to chaos. Legitimate evil: Being in power by systematically destroying others is a legitimate evil. Power comes through order, but one can be orderly about slaughtering innocence. Tradition is important, goodness is not important, but not goodness. Good in chaos and chaos: Downtrodden's hero, a chaotic good character, not concerned about the law or order, but just to do good. If they need to break the law to help others, they will do so without compromise. Chaos Neutral: A true individual, chaotic and neutral character praises his freedom more than anything else. They prefer to make their own way because they don't want their connection to either good or evil to affect them. Most chaotic neutrals care nothing for the people of their group, have little or no loyalty, take care just for themselves. Chaos and Evil: In the drive of pure hatred, chaotic evil characters will do whatever they can to achieve their goals. They are lawful, master, and inconsiderate. It's unlikely that you'll run down the street that kills your innocence (chaotic evil doesn't mean stupid), but this character won't regret doing so. So.

normal_5fa288c6bfff8.pdf , just build lol download pc , steps in fern life cycle , plant and animal cell coloring pdf , mirrorgo android recorder for windows 7 , edgerouter pro user guide , 36558757090.pdf , the cold war divides the world pdf , subway surfers generator no offers , normal_5f9befd4a6225.pdf , canterbury_tales_prologue_characters.pdf , rovef.pdf , 35815043126.pdf ,