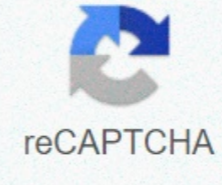




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RPGBOT uses the color coding scheme that has become common among Pathfinder construction manuals, which tend to be more consistent than 3.5 manuals. As so little of 3.5 is available in SRD, I'll try to mark items with a book indicating your source book. For help identifying sourcebook abbreviations, see my Sourcebook Abbreviation Guide. Bad, useless options or extremely situational options. Orange: OK options or useful options that only apply in rare Green circumstances: Good options. Blue: Fantastic options, often essential to your character's function. It's important to note that I usually object to specific campaign definition content. I am of the opinion that these options are intended to be limited to campaigns carried out in these settings, and as such they do not really apply to a generic campaign. These options also tend to be wildly unbalanced and rarely receive errata. I also omitted the use of Flaws since they allow a massive increase in power at no cost to the character. The Rogue is an iconic and important class, and almost any party is wise to include one. With the longest skill list and most skill points of any class, but factotum, Rogues can fill the face, scout, and striker roles. Rogue Class Features Hit Points: d6 hit points is difficult, especially as many Rogues go for melee constructions. Base Attack Bonus: 2/3 BAB is difficult for characters so dependent on weapon attacks for damage, especially for two-weapon combat buildings, but with decent planning (and with Flanking) Rogues go very well. Saves: Rogue's only good defense is Reflex, and with Evasion they are very good at reflex defenses. Unfortunately, rogue has no built-in means to overcome his poor Fortress and Will saves. Proficiency: Simple weapons offer many options, but your choices will be dagger, shortsword, rapier and shortbow for most buildings. Skills: Short of factotum, rogue has the best skills in the game. Unfortunately, more than 8 abilities are not enough to cover everything a Rogue can do, even with substantial intelligence. Sneak Attack: Rogue's main source of damage output. You have some problems because you can't affect many types of creatures, but there are many options to overcome this limitation. Sneak Attack can be further customized and improved with Ambush Feats Trapping: Not useful in absolutely every campaign, but absolutely essential in trap campaigns. Evasion (Ex): Fantastic for surviving fireballs and other AOE effects that would normally pass through your shallow pool of hit points with ease. Trap Sense (Ex): Very situational. Uncanny (Ex): Situational but allows you to do silly things like Fight Defensively every round while you're walking around for an easy AC boost. Improved Uncanny Dodge (Ex): Very situational. Special Abilities: Special: Skills are interesting, but are not flashy and powerful enough to keep most people in Rogue single class long enough to reach them. Crippling Attack (Ex): As an ambush stunt, this adds a pilot effect to your Sneak Attack. It doesn't cost sneak attack damage data, so it's easy to match other pilot effects. Force Damage is a surprisingly good option. Although it does not kill murder thins, great enemies with great force will become woefully ineffective, and weak enemies with very poor force will be quickly incapacitated. Defensive Roll (Ex): You rarely need this, and those rare times you do your Cleric must have Revivify by this level. Frostfell Terrain MasteryFF (Ex): You could live full-time in Frostfell, and that would still be mediocre at best. Improved Evasion (Ex): Tempting and flashy, but by this level your dexterity must be so absurd that you almost never fail reflex saves. I honestly prefer to take Lightning Reflexes to improve the reliability of evasion and to protect against non-harmful reflex rescue effects. Opportunistic (Ex): If you have a flanking partner (and you should if you are in melee), this is a fantastic option to increase your damage output. Skill Mastery: There are very few skills where this is particularly useful. Tumble seems tempting, but at this level your Fall bonus can easily overcome even the hardest DC. UMD is probably your best bet, but by this level you should be very reliable with umd if you plan to use it at all. Slippery Mind (Ex): It only affects a school of magic. Enchantment is one of the scariest schools, but it's too situational to justify spending a special ability to deal with it. Feat: Achievements are always a good idea. Alternative class characteristics AntiquarianCC: Evaluation is garbage. Hire an NPC to evaluate things or cast Identify. BreathstealerDM: Even in heavy dragon campaigns, this is not particularly great. Death's RuinCC: Penetrating Strike is strictly better for melee rogues, but The Ruin of Death works with range attacks. Disruptive AttackPHB2: A -5 for AC targets is a weight penalty, especially if you have tracking attacks or if you have allies that also make attack rollers. I used this to great effect with a TWF Rogue. Feign DeathEoE: Suddenly becoming useless as an immediate action takes you out of a fight at least temporarily, but you gain immunity to a substantial list of effects that can kill you completely. Given the choice between spending your next lap waking up and dying on this curve, what makes it worse? Use of poisonDotU: Depending on your interpretation of the rules, the Drow Rogue alternative is available for all Rogues. Poison can be very executed if you really emphasize this, but giving trapping hurts when you can take Poison Expert as an achievement. Friend's EvasionCC: High level, expensive, and only applies when your allied allies standing beside him. Holy StalkerCC: It's only worth it in extremely undead campaigns. MimicEoE: Buy a disguise hat. Quick FingersDS: I've never seen a trap disabled in combat. If it happens, it doesn't happen enough to justify it. Penetrating StrikeDS: absolutely essential for TWF Rogues. Spell ReflectionCM: Very few spells require attack rollers, which makes this much less useful than Evasion. Spell SenseCM: Very few spells require attack rollers, and there are much better things that can replace Trap Sense. Uncanny BraveryDM: Even in heavy dragon campaigns this is not particularly great. RogueUA Wilderness: Potentially useful depending on your campaign, and very themed for Ranger/Rogue buildings. RoguePH Planar: 6th Level: Very Situational, and Spellers can launch The Anticipate Teleport to the same effect. 10th level: A round once a day cannot match the potential of a Special Rogue Ability. 16th level: Buy a Blink scroll and use UMD. Rogues skills are conceptually TRISTES because they rely so heavily on Dexterity, but in reality they are as LOUCOs as a Fighter if they intend to do more than stab things. Str: Even for melee constructions, you can usually get away with dumping force. Rogue's damage is mostly sneak attack, so a Force -1 or -2 won't matter much. The primary ability of every rogue. That adds up to almost everything Rogue does. Con: Essential for melee constructions, but less for range constructions. Int: Essential to fill rogue's huge skill list. Take a while to boost your poor rescues will. Take a little if you plan to be a face, but if someone can make the conversation you can play it. Dexterity racing is crucial. Dark vision is good to have, but not essential. Average size is good if you plan to be reduced, but hardly essential. Now Playing: Darkvision is really the only thing The Nore offers Rogue. As enjoyable as darkvision may be, there are many ways to get it in another race. Elf: Decent, especially with dexterity bonus, but not as useful as Halfling or Human. I can't compete with Halflings. Half Elf: Horrible. Half-Orc: Darkvision is really the only thing The Nore offers Rogue. As enjoyable as darkvision may be, there are many ways to get it in another race. Halfling: Small size grants a fantastic +4 for Hide, and the other halfling racial bonuses work great for Rogues. The bonus for Dexterity and Penalty for the Force also work great for Human Rogues: A bonus made and bonus skill points are both great for Rogues. You can become permanently reduced to get halfling's racial skill bonuses. (Int): Too much situation. Balance (Dex): Very situational. Bluff (Cha): Useful for a face. Climbing (Str): Very situational. Decipher script (Int):Very situational. Diplomacy (Cha): Essential for a Face. Divine Disables (Int): Remove traps, sabotage sabotage motors, locks disassemble. Disguise (Cha): Very situational. Buy a Disguise Hat. Escape Artist (Dex): Very situational. Forgery (Int): Very situational. Collect information (Cha): Useful for a face. Hide (Dex): Essential for Boy Scouts. Intimidation (Cha): Useful for a face. Jump (Str): Very situational. Buy a Jump potion for 50gp. Knowledge (local) (Int): Good for identifying humanoides, and for many elements of the plot. Listen (Wis): Not as important as spot, but still very useful. Move Silently (Dex): Essential for Boy Scouts. Open Lock (Dex): Open Lock makes sense, but you can use the Disabled Device to disassemble locks most of the time if your DM allows, or you can UMD a Parchment from Knock. You're not a Bard. Research (Int): Essential for Boy Scouts. Reason for Sense (Wis): Useful if you plan to touch the Face. Hand Sled (Dex): Very situational. Spot (Wis): Essential for Boy Scouts. Swimming (Str): Very situational. Tumble (Dex): Situational. Useful if you like to rely on Fight Defensively, or if you like to move around a lot. Use Magic Device (Cha): Without a doubt the most powerful skill in the game. With a little charisma, this opens up many very powerful magical options. Use String (Dex): Very situational. Ascetic Feats RogueCAD: Useless for Rogues, and hardly worth it for monks. Note that the brief description of the achievement is extremely inaccurate. CravenCoR: Without a doubt the most powerful feat ever written for Rogues. It's a big boost to your damage output, and because it keys off your character level it continues to scale if you multiclass. Combat ReflexesPHB: Area Control is not something Rogus does, but Combat Reflexes opens up some other interesting feats. Combined with Savvy Rogue and the Opportunistic Special Ability, this can give you a stack of extra attacks. Vexing FlankerPHB2: For twf flankrogues it's a foregone conclusion, so Vexing Flanker is a very frequent +2 for attacks. Flanker ADAPTávelPHB2: Useful if you are having trouble staying in flank position, but hardly essential. Crossbow SniperPHB2: This feat is the only way that the beasts are even slightly attractive. Bold OutlawCS: Outlaw Daring is a cool option, but it's considerably better for the Swashbuckler than it is for rogue. DarkstalkerLOM: Absolutely crucial if you want to be stealthy at high levels. As you level up, more and more creatures will have abilities like blind vision and tremors. This denies these abilities, at least to the point that you can still hide from them and the invisibility will still catch you Sneak Attack. It has no prerequisites, so take it as soon as you can save the feat and the special senses start to be a problem. Remarkably it doesn't work in Lifesense and some other senses but lifesence can be denied by Hide From Undead. Deadly PrecisionEPH: Rerolling 1's is tempting, especially if you have bad luck, but this only equates to about a damage point by sneak attack die. Deft StrikeCAD: If you want to ignore armor bonuses as a standard action, grab an Acid Splash wand. Devoted InquisitorCAD: Rogue/Paladins may be a fun construct, but it's not particularly important to Rogue. Dragonfire StrikeCM: There are many more fire-resistant enemies than enemies with enough DR to stop their sneak attack damage. CriticalPHB improved: Critical hits are useless for Rogues. Twist the KnifeEoE: Critical hits are rubbish for Rogues, and that's not good enough to justify two feats. Improved PHB Initiative: Going First is very important for rogues because acting while enemies are flat-footed allows you to Sneak Attack early and often. Martial StudyToB: There aren't a ton of great maneuvers for the Rogue, but some of the shadow hand options are potentially useful. Martial StanceToB: Assassin's Stance adds another Sneak Attack 2d6, and opens Shadow Blade. Shadow BladeToB: Short Swords is a shadow blade weapon, and they are your option for many TWF Rogues. Adding dexterity to your damage is a huge pile of damage for almost any Rogue. Note that this is beyond Strength, so your discarded strength score still cuts a little damage. The short description in the made table is totally inaccurate, but has not been corrected by errata. The full description conflicts directly, then defaults to the full description. Master of PoisonsDotU: Essential if you want to use poison more than once during combat. Point-blank shotPHB: The base for each archery construction. Far ShotPHB: Bows already has a lot of range. Need ShotPHB: Essential if you have other allies in the melee. Improved ACCURATE SHOTPHB: Even better than Accurate Shot, and lets you ignore uncomfortable effects like Blur. Rapid ShotPHB: A large increase in damage output for archer buildings compared to Two-Weapon Fighting. Improved Fast ShootingCW: Effectively a +2 for all your range attacks. Twice as good as the Weapon Focus. ManyshotPHB: Useless. RunPHB shooting: Very situational. Standing up and making a full attack is considerably more effective. Poison ExpertCS: Poison is a great option for some characters, but unless you are actually built for poison it is a very expensive hobby. Poison MasterCS: Improving poison damage makes it much more attractive. Sacred StrikeBoED: The difference between d6 and d8 damage is pitiful, and only works against evil enemies. Savvy RogueCS: Tempting, especially when you reach very high levels, but unless you have at least two Special Abilities, the benefits really aren't worth a feat. Awesome StrikeCAD: Staggered is not a completely debilitating condition, but it's great for enemies who rely on making attacks The DC must be absurd because its sneak attack damage must be absurd, but this won't work well with Ambush Feats. If you take this and ambush done, try applying them in on Attacks. Swift AmbusherCS: 4 Levels scout is a very large class dive for skirmish damage that usually sits far behind sneak attack damage. If you're going to Swift Ambusher, just play a straight Scout. Two-gun COMBATPHB: Two-gun combat is a great choice for mele and high DPS pitch construction, and is probably the most common rogue construction. Sneak Attack is a great on-hit effect, so more attacks are always welcome. Best two-gun combatPHB: More attacks means more potential damage, but with 2/3 BAB you'll have a lot of trouble hitting Dual StrikeCAD: Situational but enjoyable in rounds where you need to move. Greatest Combat of Two WeaponsPHB: With 2/3 BAB you will almost never hit with your third attack. Focus on making your existing attacks best Two-gun DefensePHB: Improved buckler defense is miles better. Better defense of two weaponsCW: Improved buckler defense is even better. Two-gun attack: Take a barbarian level to truly attack if you really want to. Two-weapon RendPHB2: 1d6 damage plus 1.5 strength is unfortunately compared to Sneak Attack. Weapon FinessePHB: The obvious choice for melee constructions, but Feycraft Weapons make it redundant if available. Ambush Feats Ambush feats works by replacing some of your Sneak Attack damage with an attack. You can combine as many Ambush Achievements as you can afford with your current Sneak Attack data, which can allow for some very powerful combinations. Arterial attack impacts are not terribly effective, but for only 1d6 Sneak Attack damage can be very useful in long fights against enemies with many hit points. Concussion AttackCS: How often do things do Intelligence and Wisdom checks in combat? Never. StrikeCS deafening: Only useful against spellers, and yet not very effective. Disemboweling StrikeCS: This is very tempting, but you need to use a cutting gun and the rogue ones don't really have any good cutting option. Eldritch ErosionCS: Really only interesting if you're a Rogue/Caster, but there are still much better ways to deal with the Spell Resistance. Gloom StrikeDotU: Only available for races with darkness as a spell skill. If you succeed, 20% concealment for all your allies is a good defensive buff. HamstringCW: Reducing the speed of your targets in half includes all your movement types, which is very good when you are fighting enemies and highly mobile enemies who like to use annoying tactics like Fly-By Attack. Head ShotCS: Confused is a very unreliable condition, and using a spanking gun severely limits your options. Preventing AttackCS: This is only useful if you or someone in the group is using like Trip and Disarm. Maim StrikeEoE: The damage to charisma is tempting because many enemies have a terrible charisma, but 1 damage point will take a long time to disable your target. Merciful StrikeDotU: Get Sap. Mind DrainCS: Only useful are heavy psionic campaigns. Persistent Attackers: Tempting, but you must really have a reliable way to Sneak Attack. The best use case I can think of is a Rogue/Charisma that starts from invisibility, then uses this to cast Sneak Attack spells every round without having to hide or become invisible. Sickened StrikeDotU can be a great debauchery if you have someone in the party to hit the target with a Save or Suck effect to take advantage of the target's weakened defenses. Penalties stack up with Shaken's, so Terrifying Strike combines with Sickening Strike very easily. Terrifying StrikeDotU: Shaken is a good outline, even if you can't use it for the stacking of fear. It goes very well with Sickening Strike. Throat PunchCS: Deafening attack is better, which is very sad. Venomous StrikeDotU: The biggest problem with poison is the DC of the poison, so any impulse you can find are welcome. If you plan to use poison extensively, this is a great choice. Dagger of Weapons: Versatile, portable and always useful. Take some for utility purposes, even if they're not your main weapon. Because rogues have their Sneak Attack damage, daggers are often better than short swords because of the ability to play them. Beast Hand: Beasts are terrible, and making a minor is no better. Beast, Light: Beasts are terrible. Rapier: The best melee option for rogue based only on your stats, but critical hits are useless for Rogues, so it's basically a shorter sword. Shortsword: Use a matching set for TWF. You can't throw them like daggers, but they have a slightly greater damage die. If you plan to pick up shadowhand maneuvers, the Shortsword is your best bet. Shortbow: Rogue's best range weapon. Armor Armor is presented in the order in which you must acquire it, instead of alphabetical order. Studded Leather: Mitral Shirt Initial Gear: Your armor solution until you can get a +10 or better dexterity bonus. Buckler: Essential for range constructions, and melee constructions of a weapon. Thistledown Padded: Once you hit +10 dex padded thistle bonus offers a total +1 more AC than a mithral shirt. At that point, improving it for AC becomes a bit silly. If you have someone in the party who can cast Mage Armor, or can dubs on one of your 1st level spell slots for a while, buy them a Pearl of Power 1, or buy a wand from Mage Armor and make them use it on you. Improve your Thistle for the magical effects, not for the CA bonus. If you want more than the Mage Armor +4 AC, upgrade to an Eternal WandMIC from Greater Mage ArmorSPC, which is 10,900 GP and provides up to 25,000 GP +4 Padded FIGHTERS for a total 10 hours a day. Magic Items Deadly Weapons PrecisionDMG2 (+1): +1d6 Sneak Attack damage. That sounds like it might be a great idea, but compare it to 1d6 fire that always applies, or stealth attack damage that you need to work on. Feycraft WeaponsDMG2 (material): A little-known material outside of The DMG2. Feycraft weapons allow you to use a weapon as if you had Weaponize without spending a feat. By 1500gp, it can save you a feat. The loss of damage is is kindly small. I'd take this before I started buying magic items. Sudden StunningDMG2 (2000gp): This skill really needs to be an enhancement bonus because it's pretty much too good to be a 2000gp plan. It depends on your Charisma for both DC and uses/day, but if you have up to +2 bonuses this is worth considering. Stunning enemies rob them of their turn, and make them exceptionally easy to beat, opening them to a pile of stealth attacks. Sword of SubtletyDMG (Unique): Very expensive, but a +4 for attacks and damage effectively makes this a +5 weapon for a little more than the price of a +3. Certainly not a go-to option, but good if you have someone at the party to create one for you. Crystals Energy AssaultMIC Weapon: You'll already have a stack of Sneak Attack d6's, but you'll never get hurt again. Life LeachMIC: It's not terribly exciting, but stealing the health of the enemies you hit in combat can give you the extra points you need to go through a fight. ReturnMIC: The Less version removes the need for Quick Draw, which is useful for releasing builds and for TWF builds if you get caught with your guns in hem. Armor/Shields AnimatedMIC (+2): Because you're not proficient with shields, the best you probably want to get is an animated dark wood shield (without ACP). An animated dark wood shell +1 costs 9257gp, and at a +3 AC bonus it is fairly cheap at high levels. NimblelessMIC (+1): You should never put this in anything that has an ACP after being a masterpiece, so this is functionally identical to a normal +1. MobilityMIC (+1): Useful for melee constructions that don't want to go to Spring Attack. QuicknessMIC (+5000gp): A little extra speed helps you get around in combat, and this triggers the improved effect on the Entropic Deflection Ring. Mass/WardMIC Iron Shield: A DR splash on your armor/shield. For 500 GP the smaller version is basically 10 hit points per day. Fantastic for melee constructions, but jumping to range buildings. DarkhiddencMIC Rings: For such a cheap price, Darkhiddenc is extremely usable. If you have dark vision, this is basically permanent improves invisibility in the dark. It also prevents enemies from sneaking into yours while you are unable to see. InvisibilityDMG: Improved invisibility is best in combat, but an invisibility Ring is the gold standard of scouting, infiltration, and surprise. I'm tempted to suggest an Eternal Wand of invisibility or Two can pay 4 for less than the cost of a single ring), but 8 uses per day simply can't compete with almost perpetual invisibility. ProtectionDMG: A Extra AC is always welcome for melee rogues. DarkvisionPHB Wands: Fantastic for scouting, and with hours/duration of level an eternal wand will last all day. CloudPHB Fog: Smoking sticks are for. Fog Cloud is a great escape mechanism. Mage ArmorPHB: When your Dexterity exceeds a +6 bonus, the Mage Armor becomes your most economical armor solution. With a duration of 1 hour, a mage armor wand can get a ton of mileage. Of course, if you have a Mage at the party who can save you a first-degree spell, he'll save you some gold. If your Mage needs this slot for him, buy him a 1-per-1000gp power pearl. Wonderful Arklet Items from TranslocaçãoMIC: Short-range teleportation as a Quick Action a few times a day. It's a great way to get out of the claws, or move into the flanking position. True DarknessMIC Blindfolded: Blindsight is the pinnacle of the senses. You're only aware of 30 feet, but that's your sneak attack range, so in combat that's all you need. Blind vision also eliminates concealment, which is the easiest way for targets to become immune to Sneak Attack. You can also load something with Deeper Darkness released on it (days/duration of the pull), but it out in combat, and you have a huge advantage over almost anything but demons. Battle Loader BootsDMG: Charge as a Standard Action and since you're wearing dexterity gloves, you can attack through allies and hard terrain. Unfortunately, you can't use them during surprise rounds because you don't have a Swift action to activate them. ElvenkindDMG Boots: Tempting, and they make sense thematically, but their Silently Move bonus is probably already too high without wasting gold on it. These are very good. Unholy bonuses are exceptionally rare, so they will stack with almost anything, and once you're high enough to have access to Improved Invisibility they become very reliable. Rolling 1's in Sneak Attack only yields an average of 1/2 per damage per die, so it's nothing special, but when you're launching Sneak Attack 4+ times per round it's pretty good. If you decide to honor the class in Assassin/Avenger, the +2 bonus for your Death Attack DC is one of the few ways to boost DC. ElvenkindDMG's cover: Tempting, and they make sense thematically, but their leather bonus is probably already too high without wasting it gold. Collar of Umbral MetamorphosisToM: Provides some excellent bonuses for stealth characters for 10 minutes a day. Especially useful for shooters who are having trouble finding coverage. DisplacementDMG Cover: A great defensive option, but remember that it can not be used to hide in plain sight. Cover of the Resistance Vest is identical and occupies a much less useful slot, but as the Rogue Vest is so attractive, a robe may be the way to go. Cirlet of PersuasionCMG: A +3 bonus for Charisma-based verification the board gives you all the important functions of a +6 Charism Card at more than one +2 cloak price. This is an easy way to make up for the low charisma if you need to be a Face or if you plan to use the Use Magic Device. Dexterity GlovesDMG: Dexterity is Rogue's bread and butter. Take this early, and improve them often. Balanced HandMIC Gloves: If your DM allows you to move your dexterity item to another slot (MIC suggests that arms or feet are acceptable slots), this is a great way to reduce the tax on the done twf tree. HelmMIC With Horns: With only 4000 gp, horned rudder grants you a free natural weapon. Each extra attack means a potential pile of damage to sneaky attack. Rogue's VestMIC: The big draw is the bonus damage sneak attack, but the skill bonuses are good, too. Vest of ResistanceMIC: The same cost of a hood, and occupies the largely useless torso opening. Unfortunately for rogues, it has to compete with the Rogue Vest. DarkvisionPHB: Darkvision Permanent Spells is essential when much of your skills require you to sneak in the dark. Of course, an Eternal Wand from Darkvision costs 4420gp (compared to 5000gp to pay an NPC to spend 1000 experience to launch Permanency and Darkvision), can not be permanently removed by Dispel Magic, lasts a total of 6 hours per day, and you can use it with a UMD check. Reduce PersonPHB: If you are average, you can reduce yourself to an easy +2 for Dexterity. See invisibilityPHB: Without a built-in way to deal with invisible creatures, the ability to always see them is a fantastic benefit. You can't sneak attack targets with concealment, so See Invisibility is a much better option than effects like Glitterdust that only allow you to locate invisible creatures but don't overcome their concealment. Multiclassing and Prestige Classes AssassinDMG/AvengerWeb: Assassins are best known for their Deadly Attack ability, and while it's certainly a great skill, it's not as interesting as the Assassin's list of spells. Despite very few spell slots, the Assassin receives a lot of very unique and powerful spells that offer rogue a lot. Unfortunately, they give up many Rogue skills and skill points per level, but you can compensate for lost abilities with some clever use of the spell. FighterPHB: Fighter is a great option to get proficiency of weapons and armor and some bonus feats. Many alternative class fighter features work great rogues, and the Thug variant outside of Unearthed Arcana makes it a little easier to maintain your Rogue abilities, especially if you're a Face. RangerPHB: Ranger/rogue constructions are great fun because you have tons of skills, and there's plenty of room for optimization. If you, just want one free feat, a single level of Swashbuckler is better than a Fighter level because you have 2 more skill points on a skill list that more closely resembles that of Rogue. Outlaw Daring is a cool option, but it's considerably better for the Swashbuckler than for the Rogue. SwordsageToB: A level gives you some maneuvers and a position. RAW you select maneuvers and postures based on your total initiation level (primer class levels plus 1/2 non-starter class levels), so delay this class fall until you have 8 other levels under your belt so you qualify for Assassin's Stance. Island of Blades is another great laying option, and the Deception Mantle maneuver is a fantastic way to get Sneak Attack, or to get into an unnoticed position. Unnoticed.

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