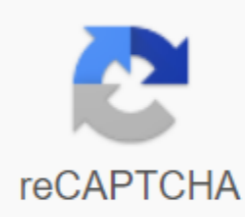




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## 3.5 hulking hurler handbook

Hulking hurlers belong to those varieties of generously proportionate creatures who enjoy nothing more than wrenching rocks, trees, and even buildings free from their earthly ties and throw them at their enemies. Base Attack Bonus: +5 Feats: Point Empty Shot, Power Attack, Weapon Focus ((any thrown weapon)) Special: Large size or larger. Weapon and Armor Skill: Hulking hurlers get no skill with any weapon or armor. Catching weapon (Ex): A hulking hurler gets the Snatch Arrow performance even if he does not meet the prerequisites. He can catch weapons of his size or smaller (and hurt them immediately at the attacker if he chooses). Really throw anything (Ex): A hulking hurler gets the cast anything performance (described in Chapter 3 of this book) as a bonus performance. However, since a hurler depends on brute force, he can throw anything (not just weapons), he can lift as a light burden. If the item is an envisioned weapon, he takes a penalty on his offense role instead of the normal -4. Use the rules in Chapter 4 of this book to determine the amount of damage the thrown weapon does. The series increases a thrown weapon or improved weapon swung by a dressing hooker is 10 feet + 5 feet per size category the hulking hurler is outside Of Large (this is a change of throwing anything performance). Two-handed Hurl Trick (Ex): At 2nd level and again at 3rd level, select a hassle one of the following tricks. In order to use any of these capabilities, the hassles must grab the weapon or ampled weapon into two hands and throw it as a full-round action. Any creature in the square should pass on a Reflex savings (DC 10+ the romphurler's ranged attack bonus) or take full damage. This ability may only be used with a large or larger weapon. Knockout: If the dress hooker's attack strikes and damages any creatures of Medium or smaller size, the target is prone to being delivered. Meteor Strike: As a full-round action, a skirt of rabbit traders deals extra damage equals twice its Power bonus on a successful hit with a thrown weapon. Overloaded Heave: The skirt hurler can throw a weapon up to two sizes larger than his size category, or an item that weighs as much as its medium load (such a large skirt hooker with a Strength score of 25 can weigh a Gargantuan spear or a rock up to 533 pounds). Wiped Power Attack: If the target is within 30 feet, the skirt rabbit can use Power Attack with its thrown weapon. Advance Level BAB Fort Ref Will Special 1st +1 +0 +0 Catch weapon, really throw anything 2nd +2 +0 +0 +0 Two-handed sore trick 3 +3 +3 +1 Two-handed sore trick Min/ Max Plans Gaming Booking Gaming Advice Times) Min/Max Boards Gaming Booking Gaming Advising Hurler With a purposeful grime and terrible sound He pulls the spit high-voltage wires off Helpless people on subway trains screaming, bug-eye, as he looks in on them He counts a bus and he throws it back as he blows through the buildings to the center of the town Oh, no, they Go, Godzilla (yes) Oh, no, there goes Tokyo Go, go, Godzilla (yes) - Blue Oyster Cult, Godzilla Pelor commands, CoDzilla is a 3rd Dungeons & Dragons term, a portmanteau of Cleric of Druid and Godzilla, describing a very powerful Cleric or Druid building. This has been missing because these classes have the potential to be game-breakingly overwhelmed when built properly. So big is this problem that playing a straight cleric or grape is often referred to as Playing D&D on easy mode. Some others building with similar levels of strength include the Batman Wizard/Erudite, the Inspector Gadget Artificer and the Library Archive. Some of the only building even more frost for abuse (i.e. ranked at Tier 0) include the Beholder Mage (know each game, get a large number of games per day, can throw 10 games per round spontaneously and have a lot of nifty capabilities? Why not?), Illithid Savant (anything you can do, I can do better), Thrallherd (What can use this as a fucking class function) and Pun-Pun. In addition to floating considerable magical power that opponents are that of the other reality-turning classes - Wizards and Sorcerers, the other great reality twister perhaps the Erudite - CoDzilla also receives better combat skills and abilities, such as the ability to carry heavy weapons (for Clerics), better base attack bonus progression and, in case of Druids, combining the wild form class function and the Natural Spelling performance (which allows the failure to throw game even while forms, when they already have considerable ability score buffs.) By proper application of its powers (and a halfway decent selection of achievements and domains, CoDzilla is able to disqualify massive melealy damage and take punishment to some extent that greatly surpasses regular fighter or barbaric types and equals (perhaps even surpassed) ubercharger, Shock trooper, hulking hurler and other full-BAB Meanwhile, one still enjoys additional benefits such as full casting (which if anyone with any experience with the game knows is immensely powerful, especially the kinds of full ruling that did not spell out a limited number of known), throwing the game out of balance. For example, with the power domain a cleric can boost its Power Score to absurd levels for one round (we talk about a bonus equal to its level.) Combine it with righteous power, Divine Power, Divine Favor, charging, using a two-handed weapon (preferably a +5 impact Minotaur greathammer,) pounds, bonus to Power, and lasts as much power attack as he can get away with; The damage done with a full attack will be enough to kill 99% of samples in the sample manual in a single round and a serious hurt on anything that can survive. This is obviously far from the most optimized CoDzilla building work. With gestalts one can use the (un?) sacred/axiomatic/anarchistic/neutral horror that is the CaDzilla (cleric and dauid zilla.) What we have here is essentially combining all the buffs, debuffs, healing game, domains and access to Divine

Metamagic of a cleric with the wild formation, other buffs/debuffs and other ninety games that love so much. Also let's not forget about the Animal Companion, which nicely fills the meat screen role of a melee martial character, as well as spontaneous Summons nature's Allies and access to both classes' impressive game lists. Use Greater Magic Fang to replace magic weapons, or maybe a mouthbox magic minotaur greathammer, and at this point you just point off. The party's non-folk members will only be able to look at the destruction you can wreck and cry if you perform completely and completely about them. 4 tbs have largely fixed such issues by the playing field for all classes leveling, mainly by reducing the capabilities of players largely to align them with non-detective (reading all a bar). Minmaxing rope holdingfags nevertheless proved that 4th still has its share of broken building work, but they are generally not nearly as comprehensively powerful as the dreaded CoDzilla. 5 tb has handled it by preventing any caster from playing more than one active buff game via the Concentration mechanic. Essentially, if a game rate has the Concentration Tag, it means that your caster should focus spiritually on keeping the game for the listed duration, if you are attacked, you must roll a special Constitutional Control role to see if the attack breaks down your concentration, in which case the game turns off. Every single caster is only able to have one concentration game at once. This prevents clerics from buffering themselves to godmode levels because they can only use one game as a buff, and all the buff does is to take advantage, which is not stacking, so clerics can no longer frage McHuegSmash in one round (at least at this point). They also removed the Grape's animal mate, as he didn't need it especially. 2010-08-30, 08:29 PM (ISO 8601) The Resistance Character: Spoiler Show Uthlas-Reth Male CG Grey Elf Wizard 1/Archivist 2, Level 3, Init +3, HP 17/17, Speed AC 12, Touch 12, Flatfoot 9, Fort +5, Ref +3, Will +5, Base Attack Bonus 1 Lt. Crossbow +4 (1d8, 19-20x2) 5-ft bars Fiery bars DC 17 Reflex (2d6, -) Quarter staff -1 (1d6-2, 20x2) (+3 Dex2) (+3 Dex2) (+3 Dex2) , -1 Misc Capabilities Str 6, Dex 16, Con Int 20, Wysheid 10, Cha 8 State Nobody 2010-08-30, 08:31 PM (ISO 8601) 8601 I didn't memorize all the finer points, but combining the two makes your strength approx, what, 50? Then you can throw rocks up to a few thousand pounds, which have crushing damage to more HP than pretty much anything. Ever. 2010-08-30, 08:39 p.m. (ISO 8601) This is the fact that you can throw objects to your medium or heavy load. And when rocks (or kke of heavier elements of the periodic table) throw, you handle damage based on the weight of the object thrown. As mentioned with the combination, it becomes really easy to boost your power from the charts, so that your light charge alone ends up around 900 pounds. 2010-08-30, 10:13 p.m. (ISO 8601) Let's take, for the sake of simplicity, a Goliath (with purchase LA). Start with 18 Str, +4 varieties, +5 levels, +5 theme, +6 item, +20 War Hulk. It's 58 Str. A Hurling Hurler can throw anything he can wear as a light burden (medium with Overburdened Heave). For a 58 Str Great character, it's 51200 lbs (102400 w/OH). Combine it with the otherwise useless Natural Heavyweight Performance and it becomes 102400 lbs (204800 w/OH). Using Imvised arms rules, this means the heaviest thing you can throw without cheese, 1027d6 damage (avg. 3594) will handle. And it's without cheese. 2010-08-30, 10:15 PM (ISO 8601) Basically, you throw really big stuff and it pushes people. 2010-08-30, 10:19 p.m.(ISO 8601) Wiehoo! As I type it, no one mentioned the REASON why it does so much damage: The table for how much you can eventually just lift, says just four times as much for every 10 extra STR The table for weight-to-damage for envised weapons finally just says and an extra xd6 for every x pound this means that every 10 points of power quadruples your damage. How many times do you harm your damage before things get scratched? 2010-08-30, 10:28 p.m. (ISO 8601) Originally posted by shadow\_archmagi WhohoO! As I type it, no one mentioned the REASON why it does so much damage: The table for how much you can eventually just lift, says just four times as much for every 10 extra STR The table for weight-to-damage for envised weapons finally just says and an extra xd6 for every x pound this means that every 10 points of power quadruples your damage. How many times do you harm your damage before things get scratched? And then there's the whole bit that says sharp objects handle damage as objects twice handle their weight... 2010-08-30, 10:33 PM (ISO 8601) Originally posted by BunnyMaster42 And then there's the whole bit that says sharp objects trade damage as objects twice their weight... Windmill blade = throw knife? Books Owned: Spoiler Show Player's Handbook Dungeon Master's Guide Monster Manual Monster Manual Monster Manual lll Full Adventurer Full Arcane Complete Divine Full Warrior Wireless Bill Fiend Folio Frostburn Heroes of Battle Heroes of Battle Heroes Libris Mortis Here van van van Planar Handbook Sandstorm Savage Species Stormwrack Uneearthed Arcana Races of the Dragon Races of Stone 2010-08-30, 10:44 PM (ISO 8601) I feel obliged to point out that the belt of the wide earth doubles your carrying ability. If damage is linked to the carrying capacity, then it doubles for 4k gold hit me as a fine bargain. The question of how you have so many heavy blades crafts, and how you would wear them arises, though. Such a character would seem cloud positively conservative in relation to arms size. 2010-08-30, 10:49 p.m. (ISO 8601) Originally posted by Tyndmyr I feel compelled to point out that the belt of the wide earth doubles your carrying capacity. If damage is linked to the carrying capacity, then it doubles for 4k gold hit me as a fine bargain. Actually, once you're in the 50s for Str, you can get a higher carrying capacity by using a Belt of Giant Power +6. 2010-08-30, 10:51 PM (ISO 8601) Originally posted by Tyndmyr I feel compelled to point out that the belt of the wide earth doubles your carrying capacity. If damage is linked to the carrying capacity, then it doubles for 4k gold hit me as a fine bargain. The question of how you have so many heavy blades crafts, and how you would wear them arises, though. Such a character would seem cloud positively conservative in relation to arms size. That's why this build eventually starts using obdurium or condensed neutronium scots or something. Tens of thousands of pounds of weight shortened in a ball the size of your fist/head. Originally posted by Red Fel, looking rewards Are a stack of ten pancakes to give too many pancakes to the party, even if most of them fell on the floor and one or two were walked up? I wanted to give my party pancakes as a reward, but I'm unsure if it's too much. The pancake is also ordered with blowfish poison so that the party should get an antitoxin before they could eat the genes that were not pulsed by shoes. I don't think anyone would want that pancake, even if you paid them to eat them. 2010-08-30, 10:56 p.m. (ISO 8601) Originally posted by Tyndmyr I feel compelled to point out that the belt of the wide earth doubles your carrying capacity. If damage is linked to the carrying capacity, then it doubles for 4k gold hit me as a fine bargain. The question of how you have so many heavy blades crafts, and how you would wear them arises, though. Such a character would seem cloud positively conservative in relation to arms size. Originally posted by Private-Prinny Actually, once you're in the 50s for Str, you can get a higher carrying capacity by using a Belt of Giant Power +6. Why not both? With the rules in the MICROPHONE you can occupy your belt of wide earth to also have a +6 str. 2010-08-30, 10:57 PM (ISO 8601) originally posted by Private Prinny Actually, once you are in the 50s for Str, you can carry a higher by using a Belt of Giant Power +6. Thanks to MiC (which contains the belt of the wide earth anyway), you can only tackle that power bonus on the existing belt. Why choose when you can have both? Edit: Niniaed. The shot put is an interesting concept... I didn't realize any existing material was quite as ridiculously heavy. Handy, though. In 1994, the 19th edited writer became, That in 1994 was the first 2010-08-30 at 10:57 PM. 2010-08-30, 10:58 PM (ISO 8601) O, and I must mention that War Hulk is like Fighter, but instead of bonus achievements, it gets +STR on a regular basis. Here's a quick build-up I've just whipped up: BASE STR: 18 RACE: ORC +4 (22) BARBARIAN LEVELS: 5 (Because full BAB is always nice) (23 STR now) HULKING HURLER LEVELS: 1 WAR HULK LEVELS: 10: Grant + 20 STR (44) So then, at level 6, he first starts to throw things. Now, the first 400 pounds deal 5d6, and then after that it is 200 =1d6 So, once he gets that first hurler level, he has a STR of 23. If he bought a belt of +3 STR, he looks at 250 pounds of salaries, for 5d6 each. 30 damage per attack is not too bad for a level 6 character. Now then, let's look back in with him at level 10. Now he has four levels of War Hulk, boosting his STR up by 8. He also now has a +6 belt, meaning his effective STR is 14 higher, for a nice 37. According to the graph, it is equal to 27x4, or 364x4. So right now he's dealing with 7d6. Not yet very impressive. Let's look back at level 16. At this point the party had entered the artist ahead and made him a +16 STR belt at the expense of about all his WBI. It is 40 above 20, so to calculate carrying capacity, we now take 133x4x4x4x4x4. It is 34048, or 89d6 damage. Now he's hitting for an average of 300. Oh wait; he has that x2 capacity belt? Seems like he's actually hitting for 600 damages. It takes him 2 rounds to K.O. the Tarrasque. And it's not a very complicated build, it's just something I throw together in 10 minutes. A more dedicated player can get it much worse. Uruguay first went into the shadow\_archmagi 2010-08-30 at 11:20 p.m. 2010-08-30, 11:29 PM (ISO 8601) 2010-08-30, 11:36 PM (ISO 8601) He can also pick up enemies and throw them at other enemies, effectively a 2-for-1 deal when it comes to killing. Only the cheesiest of uberchargers can begin to compete with a simple Warhulking Hurler build. Originally posted by Inevitability Greater 1\grá-theid\ comparative adjective 1. Basically describe exactly the same sample, but with twice the RHD. Originally posted by Artanis I'm going to be honest, the Welsh have a Great Power and conquer Germany is almost exactly the opposite of the explanation I expect 2010-08-30, 11:45 PM (ISO 8601) Centaur is waiver and they have even more carrying capacity. 2010-08-30, 11:50 p.m. (ISO 8601) Originally posted by DementedFellow Centaur is and they had even more carrying ability. Or Bariaur, if you care about the RHD. 2010-08-30, 11:56 PM (ISO 8601) Originally posted by shadow\_archmagi BASE STR: 18 RACE: ORC +4 (22) BARBARIAN LEVELS: 5 (Because full BAB is Always beautiful) (23 STR now) HULKING HURLER LEVELS: 1 WAR HULK LEVELS: 10: Grant +20 STR (44) The only real thing wrong here is that you should at least be great for both War Hulk and Hurling Hurler, such an ordinary orcheser will not work. You'll probably want to take another level of Hurling Hurler or two to pick up Overburdened Heave and/or Area Attack because you're facing it, the blindness to throw heavier things is good, like the ability to pretty much anything with the aforementioned object. Also, I'm not sure if you can legally get an item that raises an ability past +6 pre-epic. But otherwise, it's a perfectly fine build, and just shows how fun a Hurling Hurler can get, even with minimal effort. Now, all you have to do is get your hands on a giant, massively heavily speckled ball with the return property and you are set. 2010-08-31, 12:01 AM (ISO 8601) You can if you can afford it, with the x10 multiplor for cost, and can find a 23rd-level caster to make it for you. A +16 item will cost... 2,560,000. So it will take a whole party of 4,20th level characters that swim their WBI to buy it. Not worth it. Originally posted by Red Fel, looking rewards Are a stack of ten pancakes to give too many pancakes to the party, even if most of them fell on the floor and one or two were walked up? I wanted to give my party pancakes as a reward, but I'm unsure if it's too much. The pancake is also ordered with blowfish poison so that the party should get an antitoxin before they could eat the genes that were not pulsed by shoes. I don't think anyone would want that pancake, even if you paid them to eat them. 2010-08-31, 12:04 AM (ISO 8601) Im tempted to run one only for the mere awesome of killing enemies with other enemies. There are also racial replacement levels and so forth more than alternative way to bump up statistics. +6 enchanted is the general limit, but you can do a lot, even with it, pre epic. 2010-08-31, 12:14 AM (ISO 8601) Now I am curious, some mentioned that they can do this building with little to no cheese, well what is the cheese it can get? I really just want to see the numbers climb, and how bad it gets. (Now I'm afraid to ask it because I don't know what dark monsters can come from this query) In 1994, the edited protests in Die Burger and Die Burger postponed a statement. 2010-08-31 at 12:14 AM. Check out the Hansbachman Blog, it's a cure for all your sick! It's Grade A, Top Body, and One of a Kind! All natural, Backwards Compatible and Moving Forward with Times. We are off-brand, off-pace, and on point, with an ear on the ground, finger on the wrist, and hand on the trigger. We are on beating like Ginsberg, hyper-aware and hyper-active. Running on heavy duty pistons with a pistol grip. Thanks to Dashwood for the Extravagant Avatar 2010-08-31, 12:17 AM (ISO 8601) Originally posted by ExtravagantEvil Now I am curious, some have mentioned that they can do this building with little to no cheese, well what is the cheese it can get to get? I really just want to see the numbers climb, and how bad it gets. (Now I'm afraid to ask it because I don't know what dark monsters can come from this query) Here gets an average of 2.7 million at 5th page. And the yarn is 103 pages. It is the first time since 1994 that the 19th is common. 2010-08-31 at 12:19 B.M. Originally posted by Inevitability Greater 1\grá-theid\ comparative adjective 1. Basically describe exactly the same sample, but with twice the RHD. Originally posted by Artanis I'm going to be honest, the Welsh have a Great Power and conquer Germany is almost exactly the opposite of the explanation I expect 2010-08-31, 12:26 AM (ISO 8601) Here. It's about page 89, and nets 19,330,723,855,637,920,503,551,754d6 +172 damages. Don't really go into too much detail, but still, once you get the tauric template involved, anything goes. And it's still at ECL 20 apparently. I'll just check the rest of that yarn, it's full of cheese, just pick and really choose. 2010-08-31, 12:28 AM (ISO 8601) Originally posted by ExtravagantEvil Now I'm curious, some mentioned that they can do it with little to no cheese, well what is the cheese it can get to? I really just want to see the numbers climb, and how bad it gets. (Now I'm afraid to ask it because I don't know what dark monsters can come from this query) It becomes pretty massive. It is with a Centaur, for those who do not realize to write: Progress This build uses the elite capability array: String 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8. All ability score increases are dumped into Str. ECL Class/HD/LA Feats Special 1st monstrous humanoid Power Attack 2nd monstrous humanoid +2 Str (17) 3rd LA +2 Str (19) 4th monstrous humanoid Cleave +2 Str (21) 5th LA +2 Str (23) 6th monstrous humanoid Large size 7th Loith-touchedMM4 template LA +6 Str (29) 8th barbarian rage (33 str) 9th war hulkMH Point Blank Shot +2 Str (31/35) 10th war hulkMH +2 Str (33/39) 11th war hulkMH +2 Str, ability score increase (36/40) 12th war hulkMH Weapon Focus (50-lb rock) +2 Str (38/42) 13th hulking hurlerCW really throw anythingCW 14th war hulkMH +2 Str (40/44) 15th war hulkMH Brutal ThrowCAD +2 Str, ability score increase (43/47) 16th war hulkMH +2 Str (45/49) 17th war hulkMH +2 Str (47/51) 18th war hulkMH Natural HeavyweightPIH +2 Str (49/55) 19th war hulkMH +2 Str , ability score increase (52/56) 20th hulking hurlerCW overloaded HeaveCW Munchkin-Size Me You can use the standard point buying to max out of power instead of getting the elite ability score array. = 59) Belt of giant power +6 (-65) Profit manual +5 (-70) A RunePGIF FRCS of fair can give a +4 size bonus to power and increase your size to large. (-74) A RunePGTF FRCS of divine power will increase your BAB by 10. (It also gives a +6 improvement bonus to Power—which overlaps with the belt of giant power—and at least 7 temporary hit points.) At this point 2,863,104 lbs is a light charge. So can you do an amplevised weapon throwing 14319d6 + 32 points of damage (50148.5 average; damage reduction? What is it?), and your attack bonus is (+17 BAB, +32 Str, -2 size, -2 ampled weapon=) +45. Anything with an AC less than 48 can only be missed on a natural 1. Overloaded heavy: 28635d6 +32 (100254.5 average) add iron golem arm +12 ac d25/+2 +4 con and +12 str (92str (when raging)) 4 + 3 lv adust (can be taken at any time)(give a gauntlet of rust to immune to corrosion) EDIT: swordsafe'd Last edited by Halae; 2010-08-31 at 12:29 B.M. 2010-08-31, 12:29 AM (ISO 8601) Those build, are things the eldrich horrors look at discomfort. In 1994, the edited protests in Die Burger and Die Burger postponed a statement. 2010-08-31 at 12:30 AM. Check out the Hansbachman Blog, it's a cure for all your sick! It's Grade A, Top Body, and One of a Kind! All natural, Backwards Compatible and Moving Forward with the times. We are off-brand, off-pace, and on point, with an ear on the ground, finger on the wrist, and hand on the trigger. We are on beating like Ginsberg, hyper-aware and hyper-active. Running on multi-tuned heavy pistons with a pistol grip. Thanks to Dashwood for the Extravagant Avatar 2010-08-31, 12:36 AM (ISO 8601) yes, I just did read Elder Evils. Such a monster would make a joke of them all. After all, they tend to be rather big, and therefore, visible from far away. Think. 2010-08-31, 12:49 AM (ISO 8601) It reminds me of a funny question asked in a game of mine with a dress hurler. Hey, I have Catch weapon, which allows me to catch and throw weapons of my size or smaller, and fling enemy and really throw anything. Does this mean I can throw enemies who accuse me? Ehhh..... I don't think it really works like that Ok, what if they fly? What is the difference between a man flying to me in full board and one throws a statue of a man in full plate at me? Hmmm Our wound let him develop an achievement. It still sees some use in my games. Brickfist's Maneuver [General] Prerequisites: Large size (or powerful building), Snatch Arrows, throws anything. Advantage: If an opponent charges and misses you, you can take an attack of opportunity to perform this maneuver. Make an opposite power check, if you succeed, you are starting up to 30 feet in a selected horizontal direction. There is nothing no need to be entrant to your fellow man; true nobility is to be better than your former self. Ernest 2010-08-31, 01:51 AM (ISO 8601) Originally gained by It reminds me of a funny question that was asked in a game of mine with a scier. Hey, I have Catch weapon, which allows me to catch and throw weapons of my size or smaller, and fling enemy and really throw anything. Does this mean I can throw enemies who accuse me? Ehhh..... I don't think it really works like that Ok, what if they fly? What is the difference between a man flying to me in full board and one throws a statue of a man in full plate at me? Hmmm Our wound let him develop an achievement. It still sees some use in my games. Brickfist's Maneuver [General] Prerequisites: Large size (or powerful building), Snatch Arrows, throws anything. Advantage: If an opponent charges and misses you, you can take an attack of opportunity to perform this maneuver. Make an opposite power check, if you succeed, you are starting up to 30 feet in a selected horizontal direction. I must now convince my DM to let me use that performance 2010-08-31, 07:27 AM (ISO 8601) Oh, don't forget to take Leadership so that you can have an Artificial Cohort. Acquire several different +6 items and then he used infusions to change the bonus types. How many valid +STR bonuses are there? Let's... Inherent, Competence, Improvement, Morale.... (There is a 4th level infusion that says Something that provides a name bonus now offers another unnamed bonus. So for example if you had two rings of natural armor, you can change one in a ring of deflection so they would stack. For 10/min a level, admittedly, but ...) but...)

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