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Bull Rush (Maneuver) You can make a bull rush as a standard action or as part of a charge, in place of the melee attack. You can only bull rush an opponent who is no more than one size category larger than you. A bull rush attempts to push an opponent straight back without doing any harm. If you do not have the Improved Bull Rush feat, or a similar ability, initiating a bull rush provokes an attack of opportunity from the target of your maneuver. If your attack is successful, your target is pushed back 5 feet. For every 5 by which your attack exceeds your opponent's CMD you can push the target back an additional 5 feet. You can move with the target if you wish but you must have the available movement to do so. If your attack fails, your movement ends in front of the target. An enemy being moved by a bull rush does not provoke an attack of opportunity because of the movement unless you possess the Greater Bull Rush feat. You cannot bull rush a creature into a square that is occupied by a solid object or obstacle. If there is another creature in the way of your bull rush, you must immediately make a combat maneuver check to bull rush that creature. You take a -4 penalty on this check for each creature being pushed beyond the first. If you are successful, you can continue to push the creatures a distance equal to the lesser result.

Dirty Trick (Maneuver) You can attempt to hinder a foe in melee as a standard action. This maneuver covers any sort of situational attack that imposes a penalty on a foe for a short period of time. Examples include kicking sand into an opponent's face to blind him for 1 round, pulling down an enemy's pants to halve his speed, or hitting a foe in a sensitive spot to make him sickened for a round. The GM is the arbiter of what can be accomplished with this maneuver, but it cannot be used to impose a permanent penalty, and the results can be undone if the target spends a move action. If you do not have the Improved Dirty Trick feat or a similar ability, attempting a dirty trick provokes an attack of opportunity from the target of your maneuver. If your attack is successful, the target takes a penalty. The penalty is limited to one of the following conditions: blinded, dazzled, deafened, entangled, shaken, or sickened. This condition lasts for 1 round. For every 5 by which your attack exceeds your opponent's CMD, the penalty lasts 1 additional round. This penalty can usually be removed if the target spends a move action.

Disarm (Maneuver) You can attempt to disarm your opponent in place of a melee attack. If you do not have the Improved Disarm feat, or a similar ability, attempting to disarm a foe provokes an attack of opportunity from the target of your maneuver. Attempting to disarm a

foe while unarmed imposes a -4 penalty on the attack. If your attack is successful, your target drops one item it is carrying of your choice (even if the item is wielded with two hands). If your attack exceeds the CMD of the target by 10 or more, the target drops the items it is carrying in both hands (maximum two items if the target has more than two hands). If your attack fails by 10 or more, you drop the weapon that you were using to attempt the disarm. If you successfully disarm your opponent without using a weapon, you may automatically pick up the item dropped.

Grapple (Maneuver) As a standard action, you can attempt to grapple a foe, hindering his combat options. If you do not have Improved Grapple, grab, or a similar ability, attempting to grapple a foe provokes an attack of opportunity from the target of your maneuver. Humanoid creatures without two free hands attempting to grapple a foe take a -4 penalty on the combat maneuver roll. If successful, both you and the target gain the grappled condition. If you successfully grapple a creature that is not adjacent to you, move that creature to an adjacent open space (if no space is available, your grapple fails). Although both creatures have the grappled condition, you can, as the creature that initiated the grapple, release the grapple as a free action, removing the condition from both you and the target. If you do not release the grapple, you must continue to make a check each round, as a standard action, to maintain the hold. If your target does not break the grapple, you get a +5 circumstance bonus on grapple checks made against the same target in subsequent rounds. Once you are grappling an opponent, a successful check allows you to continue grappling the foe, and also allows you to perform one of the following actions (as part of the standard action spent to maintain the grapple).

Grapple: Move (Maneuver) You can move both yourself and your target up to half your speed. At the end of your movement, you can place your target in any square adjacent to you. If you attempt to place your foe in a hazardous location, such as in a wall of fire or over a pit, the target receives a free attempt to break your grapple with a +4 bonus.

Grapple: Damage (Maneuver) You can inflict damage to your target equal to your unarmed strike, a natural attack, or an attack made with armor spikes or a light or one-handed weapon. This damage can be either lethal or nonlethal.

Grapple: Pin (Maneuver) You can give your opponent the pinned condition (see Conditions). Despite pinning your opponent, you still only have the grappled condition, but you lose your Dexterity bonus to AC.

Grapple: Tie Up (Maneuver) If you have your target pinned, otherwise restrained, or unconscious, you can use rope to tie him up. This works

like a pin effect, but the DC to escape the bonds is equal to 20 + your Combat Maneuver Bonus (instead of your CMD). The ropes do not need to make a check every round to maintain the pin. If you are grappling the target, you can attempt to tie him up in ropes, but doing so requires a combat maneuver check at a -10 penalty. If the DC to escape from these bindings is higher than 20 + the target's CMB, the target cannot escape from the bonds, even with a natural 20 on the check.

Grapple: If You Are Grappled (Rule) If you are grappled, you can attempt to break the grapple as a standard action by making a combat maneuver check (DC equal to your opponent's CMD; this does not provoke an attack of opportunity) or Escape Artist check (with a DC equal to your opponent's CMD). If you succeed, you break the grapple and can act normally. Alternatively, if you succeed, you can become the grappler, grappling the other creature (meaning that the other creature cannot freely release the grapple without making a combat maneuver check, while you can). Instead of attempting to break or reverse the grapple, you can take any action that doesn't require two hands to perform, such as cast a spell or make an attack or full attack with a light or one-handed weapon against any creature within your reach, including the creature that is grappling you. See the grappled condition for additional details. If you are pinned, your actions are very limited. See the pinned condition in Conditions for additional details.

Grapple: Multiple Creatures (Rule) Multiple creatures can attempt to grapple one target. The creature that first initiates the grapple is the only one that makes a check, with a +2 bonus for each creature that assists in the grapple (using the Aid Another action). Multiple creatures can also assist another creature in breaking free from a grapple, with each creature that assists (using the Aid Another action) granting a +2 bonus on the grappled creature's combat maneuver check.

Trip (Maneuver) You can attempt to trip your opponent in place of a melee attack. You can only trip an opponent who is no more than one size category larger than you. If you do not have the Improved Trip feat, or a similar ability, initiating a trip provokes an attack of opportunity from the target of your maneuver. If your attack exceeds the target's CMD, the target is knocked prone. If your attack fails by 10 or more, you are knocked prone instead. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has. Some creatures—such as oozes, creatures without legs, and flying creatures—cannot be tripped.

Blinded (Condition) The creature cannot see. It takes a -2 penalty to Armor Class, loses its Dexterity bonus to AC (if any), and takes a -4 penalty on most Strength- and Dexterity-based skill checks and on opposed Perception skill checks. All checks and activities that rely on vision (such as reading and Perception checks based on sight) automatically fail. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Dazzled (Condition) The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls and sight-based Perception checks.

Deafened (Condition) A deafened character cannot hear. He takes a -4 penalty on initiative checks, automatically fails Perception checks based on sound, takes a -4 penalty on opposed Perception checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Entangled (Condition) The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a concentration check (DC 15 + spell level) or lose the spell.

Prone (Condition) The character is lying on the ground. A prone attacker has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A prone defender gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks. Standing up is a move-equivalent action that provokes an attack of opportunity.

Shaken (Condition) A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

Sickened (Condition) The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Bravery (Ex) Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Aura of Courage +4 (10' Radius) (Su) At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

Aura of Good (Ex) The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level.

Armor Training (Ex) Starting at 3rd level, a fighter learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum -4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed. In addition, a fighter can also move at his normal speed while wearing medium armor. At 7th level, a fighter can move at his normal speed while wearing heavy armor.

Bastion of Good (Su) At 1st level, a sacred shield can call upon the powers of good to defend her and her allies against evil. This ability functions as smite evil, except that the paladin gains no benefit on attack or damage rolls against her target. Instead, any attacks the target makes against allies within 10 feet of the paladin deal half damage. Attacks against the paladin deal full damage, but the paladin gains a deflection bonus to her AC equal to her Charisma bonus (if any) against attacks made by the target of the smite. This bonus increases by +1 for every four paladin levels (to a maximum of +6 at 20th level). As with smite evil, if the paladin targets a creature that is not evil, her bastion of good ability is wasted with no effect. Feats, abilities, and the like that increase a paladin's number of uses of smite evil per day increase a sacred shield's uses of bastion of good per day. This ability replaces smite evil. [+2 10' 1x/day]

Detect Evil (Sp) At will, a paladin can use detect evil, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While

focusing on one individual or object, the paladin does not detect evil in any other object or individual within range.

Divine Grace (Su) At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all Saving Throws.

Divine Health (Ex) At 3rd level, a paladin is immune to all diseases, including supernatural and magical diseases, including mummy rot.

Lay on Hands (Su) [1d6 3x/day] Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal 1d6 hit points of damage for every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability. Alternatively, a paladin can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Mercy (Fatigued) (Su) When you use your lay on hands ability, it also removes the fatigued condition.

Weapon Training (Ex) Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls. Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups. A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Armor Expert (Trait) When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.

Eyes and Ears of the City (Trait) You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

Combat Expertise (Feat) You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes (Feat) You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Dirty Trick (Feat) You do not provoke an attack of opportunity when performing a dirty trick combat maneuver. In addition, you receive a +2 bonus on checks made to attempt a dirty trick. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries a dirty trick on you.

Greater Dirty trick (Feat) You receive a +2 bonus on checks made to attempt a dirty trick. This bonus stacks with the bonus granted by Improved Dirty Trick. Whenever you successfully perform a dirty trick, the penalty lasts for 1d4 rounds, plus 1 round for every 5 by which your attack exceeds the target's CMD. In addition, removing the condition requires the target to spend a standard action.

Quick Dirty trick (Feat) On your turn, you can perform a single dirty trick combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the dirty trick combat maneuver.

Improved Shield Bash (Feat) When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Improved Trip (Feat) You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

Greater Trip (Feat) You receive a +2 bonus on checks made to trip a foe. This bonus stacks with the bonus granted by Improved Trip.

Whenever you successfully trip an opponent, that opponent provokes attacks of opportunity.

Weapon Focus Whip (Feat) You gain a +1 bonus on all attack rolls you make using the selected weapon.

Whip Mastery (Feat) You no longer provoke attacks of opportunity when attacking with a whip. You can deal lethal damage with a whip, although you can still deal nonlethal damage when you want. Further, you can deal damage with a whip despite a creature's armor bonus or natural armor bonus.

Improved Whip Mastery (Feat) While wielding a whip, you threaten the area of your natural reach plus 5 feet. You can also use a whip to grasp an unattended Small or Tiny object within your whip's reach and pull that object into your square. To do so, you must hit AC 10 with a melee touch attack. Further, you can use the whip to grasp onto an object within your whip's reach, using 5 feet of your whip as if it were a grappling hook, allowing you to use the rest of your whip to swing on like a rope. As a free action, you can release the object your whip is grasping, but you cannot use the whip to attack while the whip is grasping an object.

Greater Whip Mastery (Feat) You are so quick with your whip that you never drop it due to a failed disarm or trip combat maneuver attempt. Further, you gain the ability to grapple using your whip. To do so, use the normal grapple rules with the following changes.

- * **Attack:** You cannot use your whip to attack while you are using it to grapple an opponent.

- * **Damage:** When dealing damage to your grappled opponent, you deal your whip's weapon damage rather than your unarmed strike damage. **Free Hands:** You take no penalty on your combat maneuver check for having fewer than two hands free when you use your whip to grapple.

- * **Reach:** Rather than pulling your grappled opponent adjacent to you when you successfully grapple and when you move the grapple, you must keep him within your whip's reach minus his own reach to maintain the grapple. If the difference in reach is less than 0, such as is the case for a Medium whip wielder and a Gargantuan creature, you cannot grapple that opponent with your whip. If you have to pull a creature adjacent to you to grapple it with your whip, you still provoke an attack of opportunity from that opponent unless you have the Improved Grapple feat.

- **Tie Up:** While adjacent to your opponent, you can attempt to use your whip to tie him up. If you do so to an opponent you have

grappled rather than pinned, you take only a -5 penalty on the combat maneuver check rather than the normal -10.

Winged Boots (Magic Item) On command, they sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a fly spell (including a +4 bonus on Fly skill checks). The wearer can fly three times per day for up to 5 minutes per flight.

Scorpion Whip (Weapon) The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

Disarm (Weapon Feature) When you use a disarm weapon, you get a +2 bonus on Combat Maneuver Checks to disarm an enemy.

Performance (Weapon Feature) When wielding this weapon, if an attack or combat maneuver made with this weapon prompts a combat performance check, you gain a +2 bonus on that check.

Reach (Weapon Feature) You use a reach weapon to strike opponents 10 feet away.

Trip (Weapon Feature) You can use a trip weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped

Chime of Opening (Magic Item) A chime of opening is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A chime of opening also automatically dispels a hold portal spell or even an arcane lock cast by a spellcaster of lower than 15th level. The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck and a clear tone rings forth. The wielder can then make a caster level check against the lock or binding, using the chime's caster level in place of her own. The DC of this check is equal to the Disable Device DC to open the lock or binding. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and arcane locked, it takes four successful uses of a chime of opening to get it open. A silence spell negates the power of the

device. A brand-new chime can be used a total of 10 times before it cracks and becomes useless.

Radiant (Magic Shield Trait) Armor and shields with the radiant special ability shine as brightly as a torch when worn. This radiance can be suppressed or resumed on command. Designs usually feature bright colors and a brilliant sheen even when not illuminated. Once per day, the wearer can command the armor or shield to brighten to the strength of a daylight spell for 1 hour or until commanded to dim.

Ghost Touch (Magic Weapon Trait) A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. An incorporeal creature's 50% reduction in damage from corporeal sources does not apply to attacks made against it with ghost touch weapons. The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as both corporeal or incorporeal.

Merciful (Magic Weapon Trait) A merciful weapon deals an extra 1d6 points of damage, but all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until told to resume it (allowing it to deal lethal damage, but without any bonus damage from this ability).

Shock (Magic Weapon Trait) Upon command, a shock weapon is sheathed in crackling electricity that deals an extra 1d6 points of electricity damage on a successful hit. The electricity does not harm the wielder. The effect remains until another command is given.

Enlarged (State): Size increased, AC -2 (T -2 FF -1), Initiative -1, Save F/R/W +0/-1/+0, Skills S/D/C +1/-1/+0, Ranged to hit -1, Melee To hit +1, Melee Damage +1, Die type increased, Reach +5', CMB/CMD +2/+1

Silver Crusader (Vanity) You may use the honorific "silver crusader" before your name, earning you a reputation as a soldier of the forces of good in the world. You gain a +3 bonus on Intimidate checks against evil clerics and antipaladins.

Absalom Townhouse: Ivy District (Vanity) You gain a +4 circumstance bonus, usable once per game session, on any Knowledge (local) check or Diplomacy check made to gather information regarding your home district, and a permanent +2 circumstance bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks made against residents of that district.

Scion of Geb [00-26] (Boon) Have saved the town of Geb's Rest, and legend has spread through Geb. +1 Circumstance bonus to Charisma checks with Gebbites outside of the country.

Your Reputation Precedes You [02-26] (Boon) You gain a +2 bonus on all future Bluff, Diplomacy, and Intimidate checks against members of the Red Mantis.

Koboldfriend [03-02] (Boon) When wearing the token of kobold, gain a +2 bonus on all Diplomacy checks with humanoids of the reptilian subtype.

Mutani Manual of Martial Mastery [03-03] (Boon) Choose one combat maneuver (grapple), and receive a +1 dodge bonus to CMD against this maneuver.

Twin Tomes [03-06] (Boon) gain proficiency in the Celestial language.

Master of Blades Saved [03-16] (Boon) Gain a +4 circumstance bonus on Diplomacy and Intimidate checks dealing with members of the Pathfinder Society of your level or lower when you mention this boon.

Lore of the Lotus Annals [03-17] (Boon) +2 circumstance bonus on any knowledge skill relating to the nagaji people, the nation of Nagajor, and the goddess Nalinivati. Also +1 to attack rolls and charisma-based skill checks with nagaji and nagas.

Dogged Adventurer [03-20] (Boon) Fought to complete mission without escaping home for healing or resupply.

Letter [03-20] (Boon) received a letter from Ratfolk tower captain allowing travel on the Sundered Path.

Dragonslater [03-20] (Boon) Killed the underworld dragon in Round Mountain's central cavern.

Cornered Fury [03-22] (Boon) Whenever you are reduced to half or fewer of your total hit points, and have no conscious ally within 30 feet, you gain a +2 morale bonus on melee attack rolls and to Armor Class.

Sendeli Foxglove's Favor [03-24] (Boon) You formed a close friendship with prominent Ivy District businesswoman Sendeli Foxglove. Sendeli's favor may well open doors for you both in Absalom and abroad as long as you remain in her good graces.

Portal of the Sacred Rune [03-26] (Boon) Whenever you are adventuring in Varisia, you may take advantage of any boon or vanity that relies on you being in the city of Absalom as if you were in the city.

The Paracountess's Debt [04-13] (Boon) You've freed the Paracountess.

Respect of the Nail [04-13] (Boon) Earned their respect, for standing up for the law.

OOO Kayle's Blessing [03-I3] (Boon) You gain a +1 luck bonus on any saving throw against a Dragon's Breath Weapon. This bonus can be applied after a roll is made but before the results are determined. You may only use this ability once per saving throw. This ability may be used three times.

	Basic	Grapple	Disarm	Trick	Trip	Enlarged?
CMB	17	17	17	21	21	2
CMB w Close or +1	18	18	18	22	22	2
CMB w +1 Close	19	19	19	23	23	2
CMB w Whip	19	19	21	23	25	2
CMB w +1 Whip	20	20	22	24	26	2
CMD	33	34	33	35	35	1