

ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES

- Concentration check to determine damage.
- × Charging Minotaur (Stone Dragon) (Strike Level 1) (Pg 81) : Charging bull rush deals damage, ignores attacks of opportunity.
 - × Sudden Leap (Tiger Claw) (Boost Level 1) (Pg 89) : Jump as a swift action.
 - × Rabid Wolf Strike (R) (Tiger Claw) (Strike Level 2) (Pg 88) : +4 bonus on attack, deal +2d6 damage, -4 AC for 1 round.
 - × Absolute Steel Stance (Iron Heart) (Stance Level 3) (Pg 66) : +10-ft. bonus to speed, +2 AC with movement.
 - × Hunter's Sense (Tiger Claw) (Stance Level 1) (Pg 88) : Gain scent.

ADDITIONAL NOTES

1st Power Sigil (Su)

Aesh ("vigor"): +2 bonus on Strength checks and Strength-based skill checks.

2nd Power Sigil (Su)

Uur ("grace"): +2 bonus on Dexterity checks and Dexterity-based skill checks.

Power Sigil Skill Adjustment

+2 bonuses applies to relevant skills

Illumian Words (Su)

Aeshuur: When the Illumian deals damage to a target with a sneak attack or a critical hit, she gains a +2 dodge bonus to her AC against that target until the beginning of her next turn.

Luminous Sigils (Su)

Standard action to switch off. Free action to activate. No benefits if switched off.

Damage Mechanics:

a + b, where **a is DC weapon damage** and **b is strength adjusted damage bonus**. This bonus is dependant on whether you are 1HF or 2HF. For example: Ryuxel level 2; a normal 2H bastard sword damages at 1d10 + 4 (STR16)

Maneuvers/Stance Specifics:

Sapphire Nightmare Blade

DC is target's AC. Failing this concentration check implies -2 to attack and only normal damage. Success; target is flat-footed. Total damage with critical is 2(a + b) + 1d6. Eg; Ryuxel level 2; a normal 2H bastard sword gives 2d10 + 8 + 1d6.

Ruby Nightmare Blade

DC is target's AC. Failing this concentration check implies -2 to attack and only normal damage. Success; double damage. Total damage with critical is 3(a + b). Eg; Ryuxel level 2; a normal 2H bastard sword gives 3d10 + 12.

Charging Minotaur

Make Charging Bull Rush attack:

1. No AoO.
2. Make opposed STR checks
 - a) +4 bonus per category larger
 - b) -4 penalty per category smaller
 - c) +2 if charging
 - d) Defender get +4 is more than 2 legs or if considered exceptionally stable.
3. DC succesful; bludgeoning damage of 2d6 + STR modifier.

For every 5 points greater than defender, you you can push defender back another 5 ft without having to move yourself.

Hunter's Sense

Grants *Scent*.
Normal: 30ft
Enemy Upwind: 60ft
Enemy Downwind: 15ft