

CONDITIONS	
<input type="checkbox"/> blinded	<input type="checkbox"/> petrified
<input type="checkbox"/> dazed	<input type="checkbox"/> prone
<input type="checkbox"/> deafened	<input type="checkbox"/> restrained
<input type="checkbox"/> dominated	<input type="checkbox"/> slowed
<input type="checkbox"/> dying	<input type="checkbox"/> stunned
<input type="checkbox"/> helpless	<input type="checkbox"/> surprised
<input type="checkbox"/> immobilized	<input type="checkbox"/> unconscious
<input type="checkbox"/> marked	<input type="checkbox"/> weakened
FEATS (19)	
Ritual Caster	Solid Sound
Action Recovery	Toughness
Action Surge	Spell Accuracy
Armor Proficiency (Leather)	Dark Fury
Burning Blizzard	Skill Focus
Human Perseverance	
Improved Initiative	
Inescapable Force	
Spell Focus	
Initiate of the Faith	
Irresistible Flame	
Mounted Combat	
Point-Blank Shot	
Resounding Thunder	

