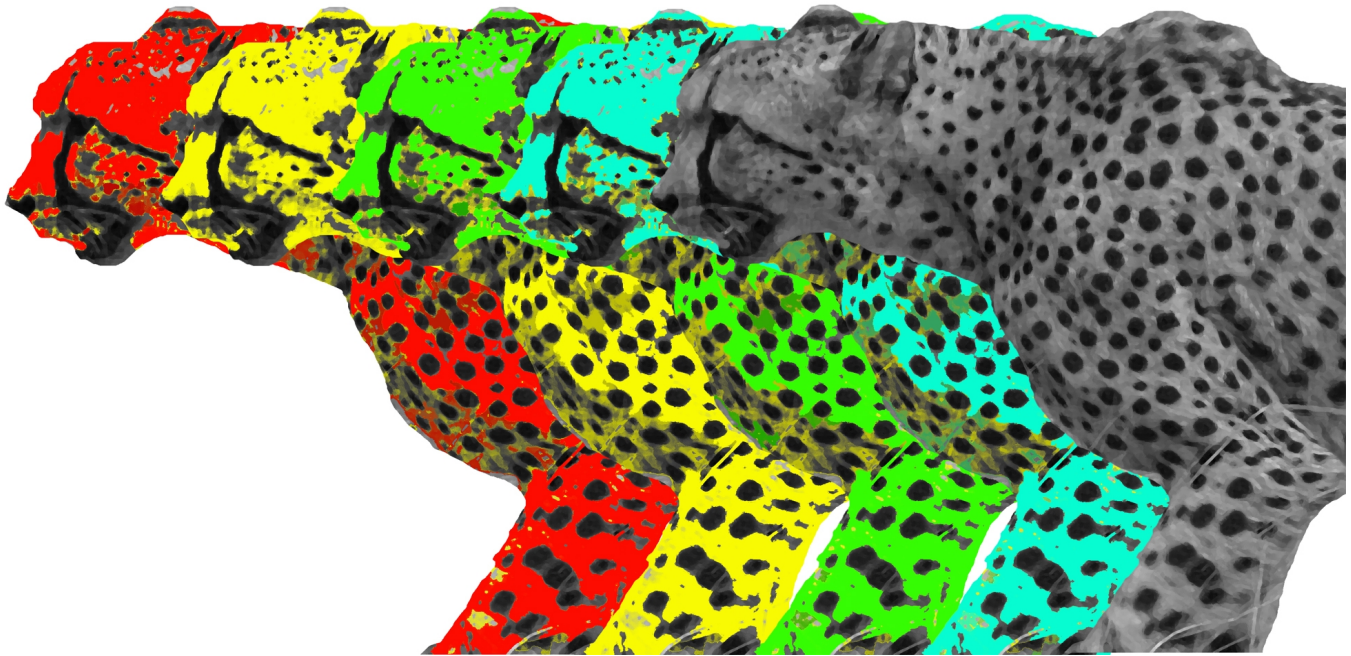


Claws of the Sirocco ('Noble Wild' Bonus Content)



Claws of the Sirocco

Prerequisite: Noble Cheetah only.

1st Deed: Too Fast to Fall.

Prerequisite: Succeed at a Balance check with a DC of 15.

Benefit: Once per day, you can run straight up any vertical surface or across any body of water, provided the height or width is not greater than your Base Speed. If you discover that the distance is greater than your Base Speed after you have already begun moving, you immediately fall when you reach the end of your movement. This means a dunking if you were running across water, and falling damage if you were running up a vertical surface.

2nd Deed: Seeing Spots.

Prerequisite: You must be the target of at least three ranged attacks in a single round, and take no damage from any of them.

Benefit: You can cast *blur* on yourself once per day.

3rd Deed: Run Between the Raindrops.

Prerequisite: You must have been within the area of effect of three harmful spells or area effect abilities (like breath weapons) in a single encounter.

Benefit: You can re-roll any failed Reflex save up to 3 times per day. You must accept the result of this second roll.

4th Deed: Living Lightning.

Prerequisite: You must kill and eat at least a portion of a creature with an electrical based attack.

Benefit: Once per day, you can use one of your sprint actions to transform your body into a living ribbon of lightning. You can move up to 10 times your base speed in a straight line, passing through occupied spaces without provoking attacks of opportunity, as if you were completely immaterial. Each creature occupying a space that you moved over takes 1d6 + your Dex modifier in electrical damage, or half damage if they make a Reflex save versus your Dex score.

5th Deed: Fugue.

Prerequisite: You must kill an extra-planar enemy with a charge attack.

Benefit: Once per day, during a charge action, you can create a number of brief after-images of yourself equal to your Dex modifier. The first of these images appears within a 5-foot step of you, with the others appearing within a 5-foot step of either you or a previous image. Each image can take a single standard action. Any enhancements you have active at the time of your initial charge (spells, items, boons, etc.) apply to you only, not to the images. As each image completes its action, it collapses into the nearest image, or you. Each of these images is treated as a separate creature with regards to threatened spaces and attacks of opportunity. Any damage taken by an image is transferred onto you after their actions are completed.

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