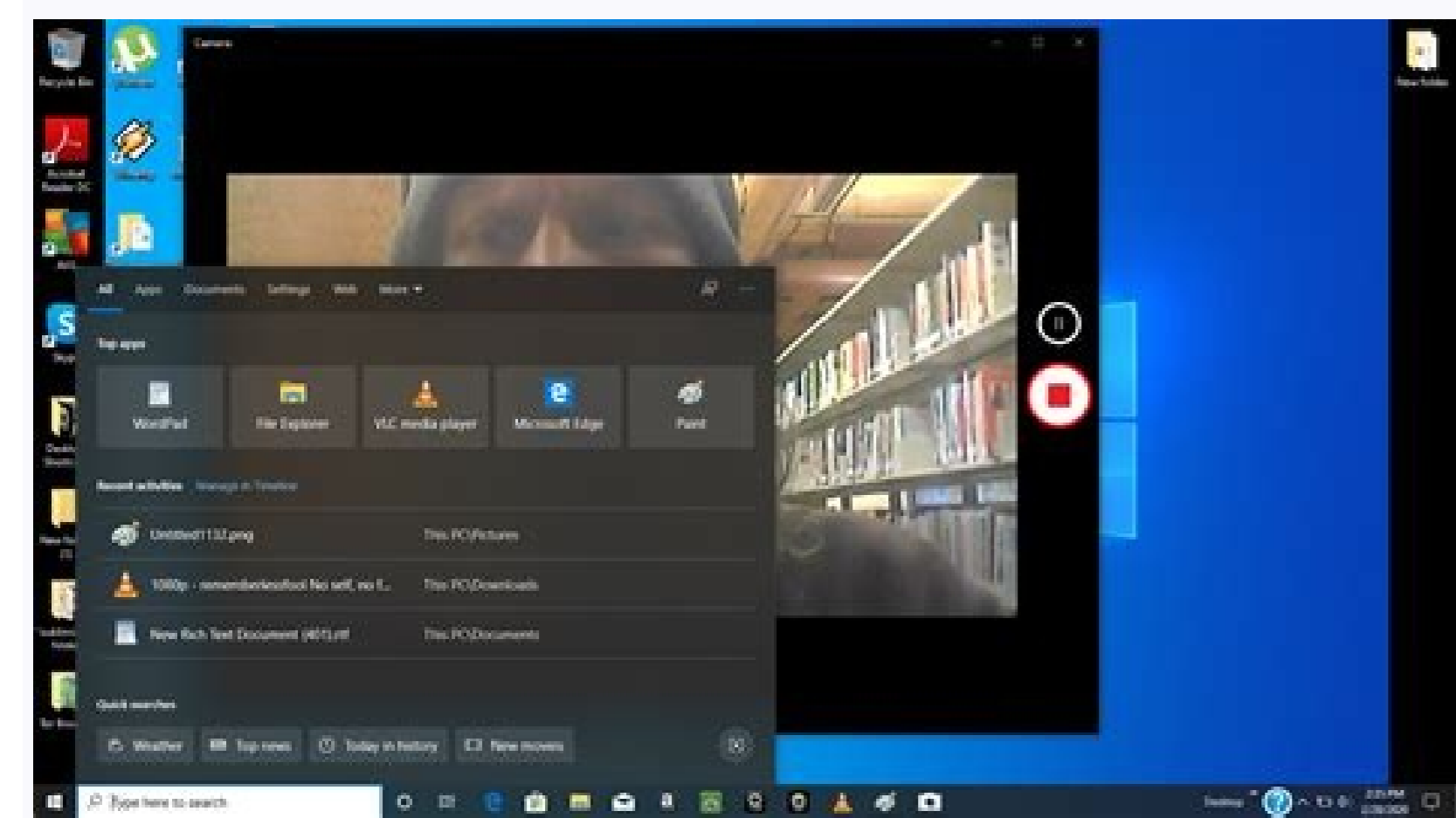
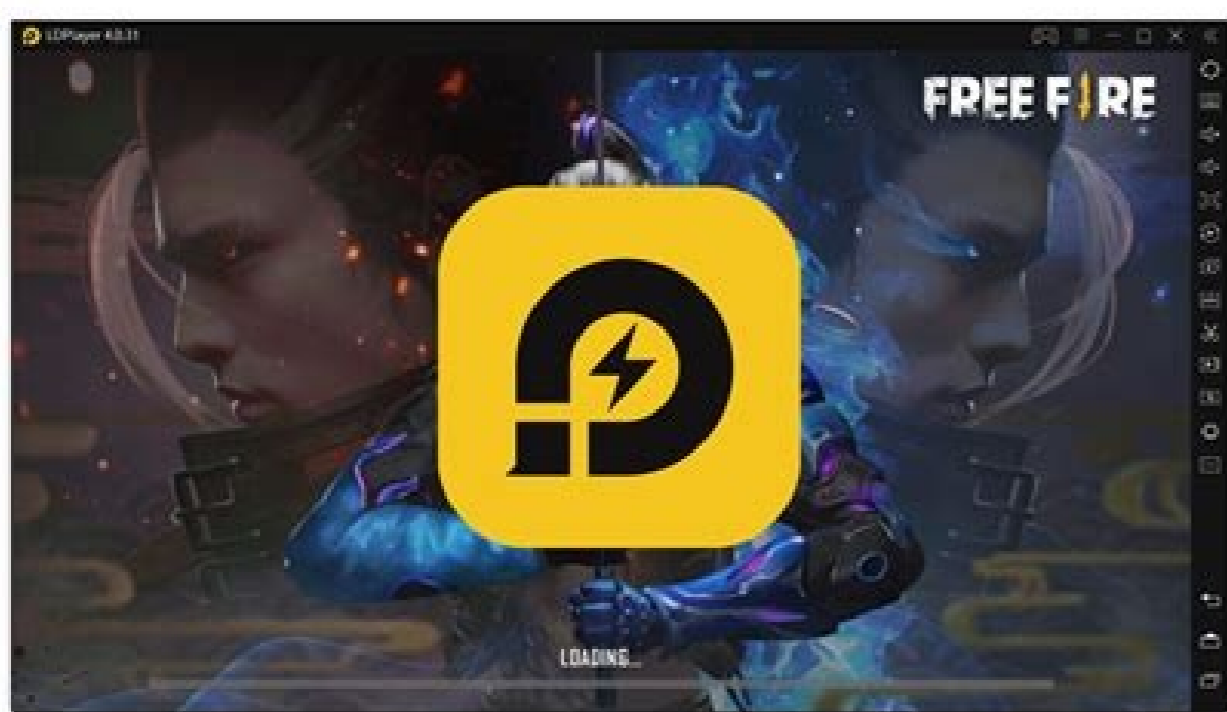
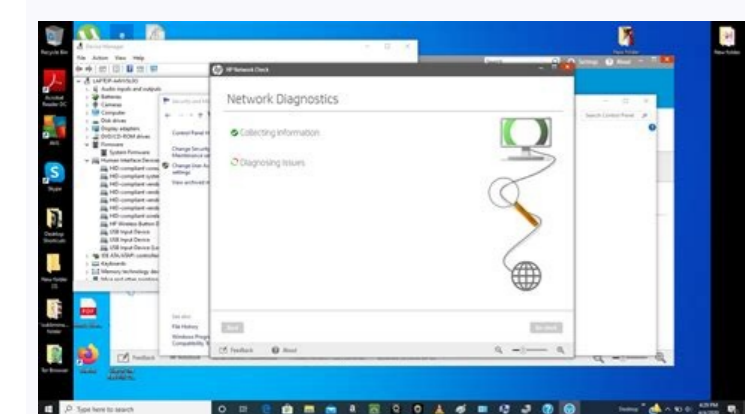
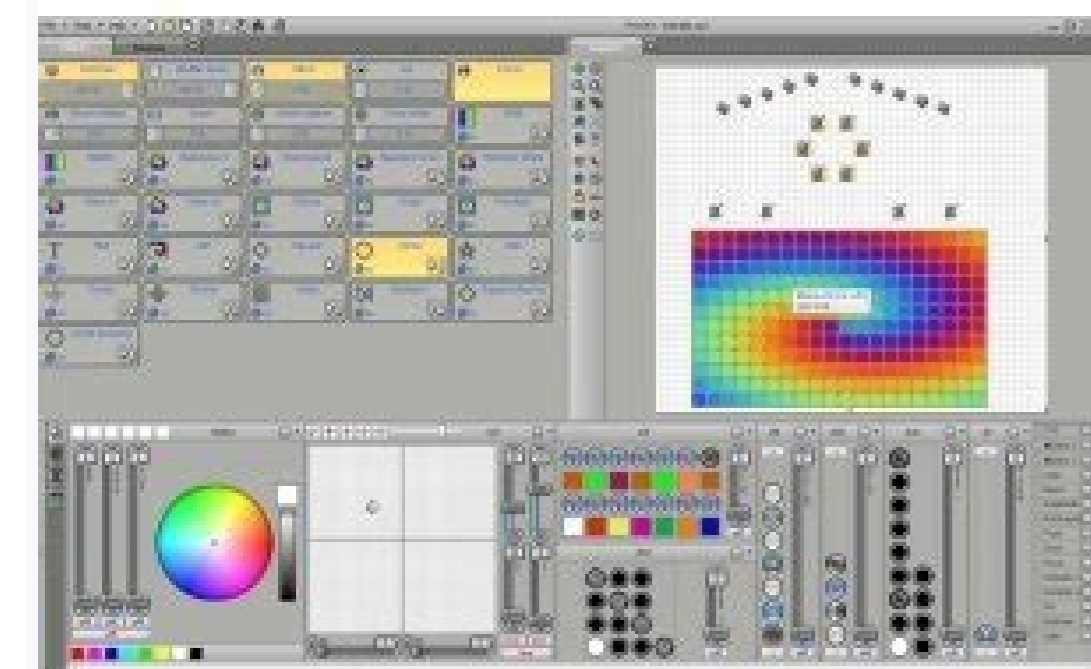
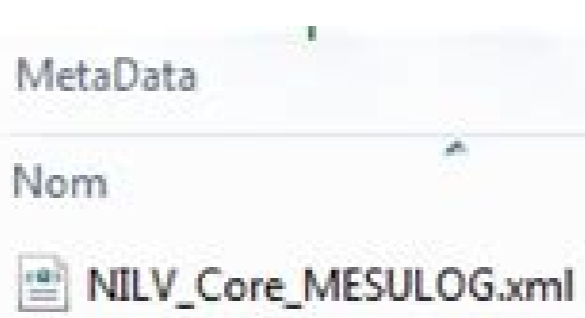
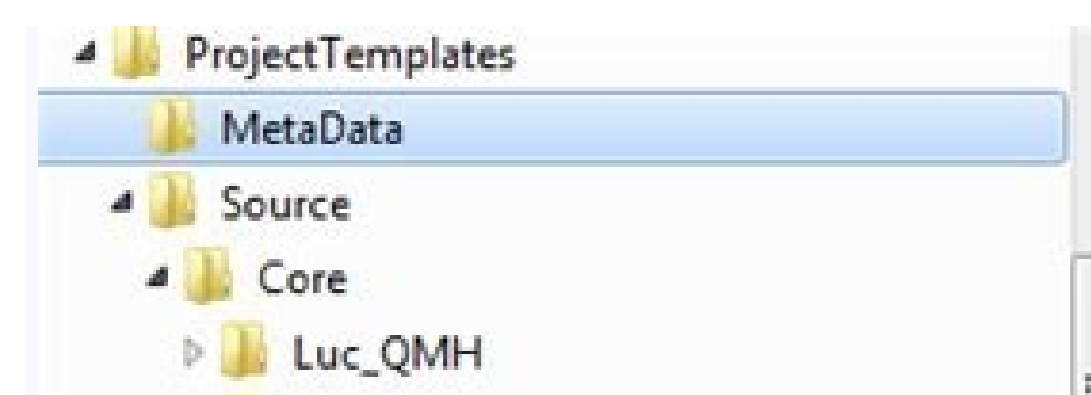


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05-10-2022, 01:52 PM #1 Hi, folks! This post is all about U55's level cap increase. This should cover the things you need to know about our plans and how they all fit together in the long term. So, the big one first: With the release of Isle of Dread, we are officially raising the level cap from level 30 to level 32. Legendary Experience After you take your 10th epic level, you will begin earning progress towards your legendary levels by earning legendary experience. You earn legendary XP from any dungeon that is of legendary difficulty. All dungeons that are currently legendary will remain so after the level cap increase happens. This means that players looking for legendary XP can earn it from over 100 quests, including the Isle of Dread! Once you have enough legendary experience to level up, you may speak to the FateSpinner to take a legendary level. Legendary Levels Each legendary level will grant you Legendary Power, a new feat that grants you +6 Melee, Ranged, and Universal Spellpower. Every 2 legendary levels will grant you +1 caster level and max caster level with all spells. Legendary levels have a BaB progression of 0. Legendary levels are broken up into ranks like epic levels are. Each legendary level corresponds to 4 Destiny Points. This means that at the new level cap of level 32, you will have 8 more Destiny Points to spend in your Epic Destinies (4 from the ranks of level 30, 4 from the ranks of level 31). You will continue to earn regular feats as your level increases at the same rate as you did before. This means that you will earn a new feat at levels 33, 36, and 39. We will continue to make new epic feats as your level increases. You will continue to earn destiny feats as your level increases at the same rate as you did before. This means that you will earn a new destiny feat at levels 31, 34, 37, and 40. We will continue to make new destiny feats as your level increases. This means that with this first round of level cap increases, you will train 1 new destiny feat at level 31. You will continue to earn ability score increases at the same rate as you did before. This means you'll choose an ability score to increase at levels 32, 36, and 40. New Destiny Feats Here are the new (minimum level 31+) destiny feats that will be available with Update 55 (these are joining the existing pool of options, so you can still choose from the currently available options if you'd prefer to): Weapon Specialty Feats: These four feats grant bonuses that resemble the Greater version of their heroic feat line. Each feat requires having the Greater version of one of the other three weapon style combat lines, essentially allowing those who have taken feats in one fighting style to gain the effects of the full 3-feat-chain of a different fighting style. Single Weapon Specialty: While Single Weapon Fighting (fighting with a single one-handed weapon, and wielding only an orb, rune arm, or nothing in your offhand) you gain a +30% Combat Style bonus to attack speed, +6 Combat Style bonus to Melee Power, and +50% more of your appropriate ability score to your damage. For the bastard sword and dwarven waraxe, this adds to their existing 10% bonus. This does not work in animal form. This does not count as a Combat Fighting Style feat. Two Weapon Specialty: Reduces the penalty for fighting with two weapons. You gain +80% offhand strike chance. This does not work in animal form. This does not count as a Combat Fighting Style feat. Two Handed Specialty: While Two-Handed Fighting: +140% strikethrough chance. You also gain a +6 Combat Style bonus to Melee Power while Two-Handed Fighting. For the purpose of this feat, you are considered to be Two-Handed Fighting while using a two-handed melee weapon (not including handwraps). You are also considered to be Two-Handed Fighting while wielding a bastard sword or dwarven waraxe in your main hand and a shield, orb, rune arm, or nothing in your off-hand. You are not considered to be Two-Handed Fighting while in Druid animal forms. In addition, while using a two-handed weapon, your ability score modifier to damage improves to 2.25x the ability score modifier you use for damage. When using a bastard sword or dwarven waraxe, your ability score bonus to damage improves to 1.6x the ability score modifier you use for damage. Neither bonus applies in animal form. This does not count as a Combat Fighting Style feat. Mastery Specialty: While wielding a shield, you gain +10% doublestrike and a +9 Combat Style bonus to Melee Power. You gain +10 Physical Resistance Rating while using a buckler or small shield. If you are using a large shield, this bonus increases to +15. If you are using a tower shield, this bonus increases to +20. This does not work in animal form. This does not count as a Combat Fighting Style feat. Spell Specialty Feats: These require the Epic Spell Focus feat from a school other than the one you're picking here, essentially allowing you to improve your potency with a secondary school. These are also antirequisites of the base spell focus feats - so you can't double up on a school you already have a spell focus for. Spell Specialty: Abjuration: You gain a secondary spell focus: +3 to the DC of your Abjuration spells. Spell Specialty: Conjunction: You gain a secondary spell focus: +3 to the DC of your Conjunction spells. Spell Specialty: Enchantment: You gain a secondary spell focus: +3 to the DC of your Enchantment spells. Spell Specialty: Evocation: You gain a secondary spell focus: +3 to the DC of your Evocation spells. Spell Specialty: Illusion: You gain a secondary spell focus: +3 to the DC of your Illusion spells. Spell Specialty: Necromancy: You gain a secondary spell focus: +3 to the DC of your Necromancy spells. Spell Specialty: Transmutation: You gain a secondary spell focus: +3 to the DC of your Transmutation spells. Elemental Form Specialty: Your elemental forms grant you mastery over the other three elements as well. Excluding the element of your current form, you gain the following bonuses to air, earth, fire, and water as long as you are in a Sorcerer's Elemental Apotheosis or Druid Elemental Wild Shape form: +3 caster levels with those elements, +3 to max caster level with those elements, +20 to spellpower of those elements, +2% spell critical chance with those elements. Wild Force: While in a Druid Wild Shape, you gain some of the aspects of the form you aren't in. While in wolf or winter wolf form, you gain bear form's +10% exceptional bonus to maximum hit points. While in bear or tire bear form, you gain wolf form's +10% movement speed. Legendary Toughness: +100 maximum hit points. This can be taken multiple times. Legendary Point Blank Shot: Toggle: With ranged weapons, you attack 10% slower but deal 15% more damage. Enhanced Elemental Dice: +1 damage die with Arcane Archer's Elemental Arrows, Vile Chemist's Poisoned Coating, Eldritch Knight's Spellward, and Inquisitive's Law on Your Side Epic Destinies In addition to earning more points for your Epic Destinies, the Epic Destinies will be modified to include their 4th core ability with the release of the level cap increase. These 4th core abilities each have a minimum level of 32. Here are the 4th core abilities for the existing 12 Epic Destinies: Draconic: Draconic Heritage II: -5% spell point cost on all spells. Your Draconic Heritage's Eschew Materials is improved: You no longer need special material components for your spells. Fatesinger: Hear my Voice Friend: Greatest Shout, Great Shout, Shout, and Echoes of Discord spells now target allies inside their cones and heal them for 30% of the damage potential of the spell. Magus of the Eclipse: Nightwind: +7 spell penetration. Enemies who enter your cold or dark light zone have a 5% chance to be frozen for 10 seconds with no saving throw. Divine Crusader: Sunder Evil: Using Sunder or Improved Sunder deals 1d6 light damage per caster level and applies a Divine Sundering effect. The light damage scales with 200% of the higher of your Melee and Ranged Power. Divine Sundering: -10% AC, -25% fortification, -3 saving throws. Lasts 12 seconds. Exalted Angel: When you use Angelic Charge, enemies you fly through take 1d6+3 light damage per caster level and 1d6+3 fire damage per caster level. This damage scales with spellpower. Unyielding Sentinel: Last Hope: When you drop below 20% health you gain +50 Melee Power and Physical and Magical Resistance Rating for 8 seconds and you apply the heal spell yourself as the divine spell, four times over the duration of the effect. This can only occur once every 5 minutes, or if you have the Guardian Angel feat once every 3 minutes. Grandmaster of Flowers: Bring Peace: +3% dodge bypass, +10 Magical Resistance Rating cap. Your Meditation returns ki at 3x the base rate, and Wholeness of Body heals you 3x faster. Legendary Dreadnought: Unstoppable: When you activate an action boost, you have a 20% chance to gain the Unstoppable effect for 20 seconds. Unstoppable: You take 25% less damage from all sources, gain a +20 action boost bonus to Fortitude and balance saves, and are immune to knockdown. Shadowdancer: Cuto the Soul: +3% dodge bypass, +3% fortification bypass, +3% damage versus the helpless Fury of the Wild: Be the Whirlwind: Using any of the feats Trip, Improved Trip, or Whirlwind Attack causes a whirlwind of force to burst from you striking nearby enemies for 1d10 bludgeon damage per character level. Scales with 200% Melee Power. Improved Trip also causes all affected enemies to be tripped unless they succeed at a balance check (DC equal to Improved Trip). Primal Avatar: Regrowth: When your spell points drop below 5% of max you immediately restore 500 spell points and gain nature's resurgence which increases your spell critical multiplier by 5% for the duration of the quest. This can only occur once during the quest. Shiradi Champion: Fey Countenance: +2 to saving throws vs. spells. Whenever you activate Pin or Beguiling Charm, enemies near you become fascinated for 12 seconds with no saving throw. Their saving throws vs. spells are also reduced by 2 for 12 seconds, even if the fascinate ends. Note that all of these cores grant Melee/Ranged/spellpower/DCs and other stuff that their trees designate, even if it's not listed. If you're worried that for some reason core 4 won't include the tree's core bonuses, don't be, they will. This type of transcription is liable to miss those kinds of aspects but it'll be included in the real deal, we promise. Reincarnation There is no Legendary Reincarnation as a part of this level cap increase. You may Epic Reincarnate (or any kind of reincarnation, actually) even while you are in legendary (just like how you can technically TR without ETRing while in epics right now). We are going to save your legendary XP total on your character through Epic, True, or Racial Reincarnation. This means that once you take level 30 on subsequent lives, you'll have the XP needed to level directly to whatever legendary level you were before. This means that if you leave the level cap via, say, an ETR, you'll just need to get back to 30 in order to be able to get back to 32, with no further XP needed. We are also considering doing this for epic experience down the line. It would mean that Reincarnating mid-epic life would let you get back to where you were in epics without retreading old ground. Of course, an ETR would still burn that XP (since it wants to send you back to 20) but it'd make hailing mid-epics much more forgiving since you're no longer wasting XP. Itemization Items will continue to follow the Cannith Crafting curve. New augments, requiring minimum level 32 and using level 32 scaling, will debut with the Isle of Dread. Cannith Crafting will be expanded, allowing for the crafting of level 31 and 32 items using level 31 and 32 power levels. Isle of Dread will contain named items at minimum level 31, as well as a robust crafting system to further refine your legendary gearsets. Since things are following the CC curve, it's expected that items at level 31 will be better than items at level 30 or 29 - as their minimum level increases, so does the power level of the item. Misc Odds and Ends This is a collection of miscellaneous clarifications that we expect to come up during feedback: We are not going to add strict enforcement of grouping level range for these new levels. This means that if you won't see a powerleveling penalty if you group with an epic character as a legendary one, and vice versa. Yes, you may use any existing and remaining level 31 and 32 Cannith Crafting shards for the returning 31 and 32 CC recipes. As a part of this pass, all items that are level 29 and below that are currently named "Legendary" will be renamed to "Epic" and will be given the appropriate purple border. Legendary will now be a term specifically reserved for items with a minimum level of 30 or higher. Epic Tomes of Learning will continue to function until level 30, but will not continue functioning once you take level 30 and become legendary. This means that if you're doing legendary quests for epic experience you will still be able to use your Epic Tome of Learning as you did before. These Tomes use your character level to determine eligibility, not quest level, so as long as you're gaining epic XP you'll retain its benefit. Most things in the game that say they scale with your epic level will be refactored to include your legendary level as well. This includes feats such as the Epic Pact Dice destiny feat, which will now max at 7d4 pact dice at level 32. Epic Specialties: Evocation: You gain a secondary spell focus: +3 to the DC of your Evocation spells. Spell Specialty: Illusion: You gain a secondary spell focus: +3 to the DC of your Illusion spells. Spell Specialty: Necromancy: You gain a secondary spell focus: +3 to the DC of your Necromancy spells. Spell Specialty: Transmutation: You gain a secondary spell focus: +3 to the DC of your Transmutation spells. My healer (and I'm sure other people's builds) often does mental toughness + improved + epic. If that was added to the list as pre-req/options then I could get some DCs (or vice-versa) on a caster setup which would feel pretty legendary to me. 05-10-2022, 02:56 PM #12 Originally Posted by vox505: 05-10-2022, 02:27 PM #13 Originally Posted by GoldyGopher Do Legendary Quests (say Sharm 1) still give Epic XP? If the Answer is yes is there a plan to adjust Epic Quests to give Heroic XP? 05-10-2022, 02:14 PM #4 We are going to save your legendary XP total on your character through Epic, True, or Racial Reincarnation. This means that once you take level 30 on subsequent lives, you'll have the XP needed to level directly to whatever legendary level you were before. This means that if you leave the level cap via, say, an ETR, you'll just need to get back to 30 in order to be able to get back to 32, with no further XP needed. Whoa, that's pretty awesome. 05-10-2022, 02:17 PM #5 Do you need to buy the Isle of Dread expansion to be able to take Legendary Levels or to use any of the new L31 Feats? (Similar to how players had to buy access to Epic Destinies when Epic levels first came out?) No. We don't only build for the builds that exist. We don't only build for the builds that exist now. The fact that some changes are necessary is not diminished by the fact that other necessary changes have not happened yet. 05-10-2022, 02:24 PM #7 Originally Posted by GoldyGopher Do Legendary Quests (say Sharm 1) still give Epic XP? If the Answer is yes is there a plan to adjust Epic Quests to give Heroic XP? OP appears to contradict themselves a bit over this, although it seems pretty explicit that legendary quests give legendary xp, and that the legendary xp is banked over TR's and is used for legendary levels only. I'm guessing that it's a different set, a la reaper xp, but it is not clear. Last edited by vox505: 05-10-2022, 02:27 PM #8 Are you firm on LD's core 4 not being action hero? Would this crisp \$5 note change your mind? 05-10-2022, 02:48 PM #11 Originally Posted by Lomizir Spell Specialty Feats: These require the Epic Spell Focus feat from a school other than the one you're picking here, essentially allowing you to improve your potency with a secondary school. These are also antirequisites of the base spell focus feats - so you can't double up on a school you already have a spell focus for. Spell Specialty: Abjuration: You gain a secondary spell focus: +3 to the DC of your Abjuration spells. Spell Specialty: Conjunction: You gain a secondary spell focus: +3 to the DC of your Conjunction spells. Spell Specialty: Enchantment: You gain a secondary spell focus: +3 to the DC of your Enchantment spells. Spell Specialty: Evocation: You gain a secondary spell focus: +3 to the DC of your Evocation spells. Spell Specialty: Illusion: You gain a secondary spell focus: +3 to the DC of your Illusion spells. Spell Specialty: Necromancy: You gain a secondary spell focus: +3 to the DC of your Necromancy spells. Spell Specialty: Transmutation: You gain a secondary spell focus: +3 to the DC of your Transmutation spells. My healer (and I'm sure other people's builds) often does mental toughness + improved + epic. If that was added to the list as pre-req/options then I could get some DCs (or vice-versa) on a caster setup which would feel pretty legendary to me. 05-10-2022, 02:56 PM #12 Originally Posted by vox505: 05-10-2022, 02:27 PM #13 Are you firm on LD's core 4 not being action hero? Would this crisp \$5 note change your mind? Maybe core 5 (level 38) or core 6 (40) 05-10-2022, 03:00 PM #13 The new destiny feats give some pretty powerful bonuses, DC casters and elemental form casters make out really well. Are there any plans to help out other DPS casters, Warlock, FVS, Cleric, Arti, Alch, etc that may not really benefit from any of these new feats? +3 to max caster level, +20 to spellpower, and +2% spell critical chance will be hard for other DPS casters to keep up with. Now that we are legendary, can all casters finally get a way to bypass elemental resistance, or at least bypass healing mobs? An elemental DPS caster that does not get bypass from a class has few ways to deal with this. It is becoming much harder as you continue to bundle damages types together like Fire and Light in Exalted Angel. For example, Reaper reducing mob damage but not elemental healing make it very unfun for a fire cleric to fight an Iron Golem as you need to turn off your mantel and avoid using most of your offensive spells because they heal mobs for more than the damage. You can't even hit them with weapons because Scion of the Plane of Fire will heal them with no way to turn it off. If we can't bypass elemental resistance, we really need a way to bypass the healing, reduce the healing in reaper along with the damage, or decouple the damage types so you can still use legendary abilities. Maybe we could get a level 31 Destiny Feat that bypasses elemental damage? This would give elemental DPS casters a good level 31 feat, not as good as the new Elemental Form Specialty but provides a decent feat without further adding to the power of casters that take Elemental Form Specialty. I saw a suggestion in another thread I'll bring up here to give elemental bypass in Primal Avatar as it is very tied to specific elements. Adding it to the 4th core of Primal Avatar would make it available to casters with a decent investment. Very good questions that need to be addressed. Adding a question about Core 4 for Exalted Angel. Do I need to use the wings from the ED or if I am a FvS already, can I just use my existing wings? Luck is what happens when preparation meets opportunity. -Seneca the Elder(Elderlykluunavan, Karaskkesir, Desideratum, Gregori, Jhasmyn, VisUbiqoe eo, invenio me esse duccem hominum. 05-10-2022, 03:06 PM #16 Originally Posted by Caarb Seems like a bad idea to have augments and Cannith crafting be a higher power level than named loot 05-10-2022, 03:05 PM #15 Originally Posted by WetWip The new destiny feats give some pretty powerful bonuses, DC casters and elemental form casters make out really well. Are there any plans to help out other DPS casters, Warlock, FVS, Cleric, Arti, Alch, etc that may not really benefit from any of these new feats? +3 to max caster level, +20 to spellpower, and +2% spell critical chance will be hard for other DPS casters to keep up with. Now that we are legendary, can all casters finally get a way to bypass elemental resistance, or at least bypass healing mobs? An elemental DPS caster that does not get bypass from a class has few ways to deal with this. It is becoming much harder as you continue to bundle damages types together like Fire and Light in Exalted Angel. For example, Reaper reducing mob damage but not elemental healing make it very unfun for a fire cleric to fight an Iron Golem as you need to turn off your mantel and avoid using most of your offensive spells because they heal mobs for more than the damage. You can't even hit them with weapons because Scion of the Plane of Fire will heal them with no way to turn it off. If we can't bypass elemental resistance, we really need a way to bypass the healing, reduce the healing in reaper along with the damage, or decouple the damage types so you can still use legendary abilities. Maybe we could get a level 31 Destiny Feat that bypasses elemental damage? This would give elemental DPS casters a good level 31 feat, not as good as the new Elemental Form Specialty but provides a decent feat without further adding to the power of casters that take Elemental Form Specialty. I saw a suggestion in another thread I'll bring up here to give elemental bypass in Primal Avatar as it is very tied to specific elements. Adding it to the 4th core of Primal Avatar would make it available to casters with a decent investment. The elemental form level 31 feat doesn't give a stacking increase like you are suggesting. It only brings up secondary elements to your primary one. For example, it gives water elemental form those increases to fire/acid/electric, bringing those elements up to par with cold. 05-10-2022, 03:26 PM #20 Originally Posted by Baahb3 Very good questions that need to be addressed. Adding a question about Core 4 for Exalted Angel. Do I need to use the wings from the ED or if I am a FvS already, can I just use my existing wings? It doesn't matter. Core 4 can only be taken by taking core 3. So you'll have both in that case.

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