
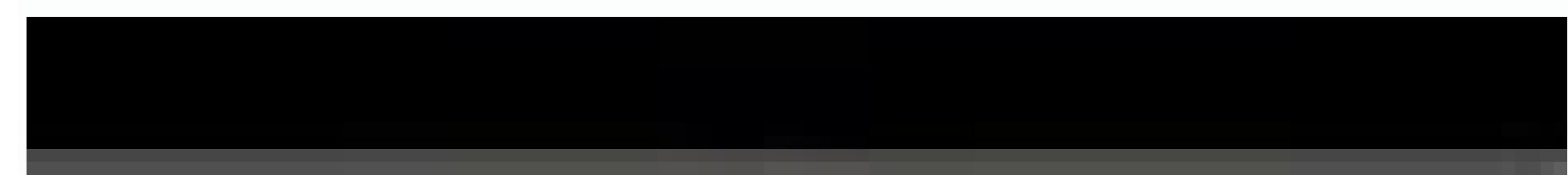


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(Insight for the Barbarian in social situations where the Barbarian frequently struggles, but beyond that invisibility as an innate asset is the only benefit. And there are a number of other racial options with similar benefits. See ELEGW / MTOf: See above under the general Races section.Default Rules:Palid ELEGW/ Nothing benefit for the Barbarian. See ELEGW / MTOf: See above under the general Races section.FirbolgEGW: See above under the general Races section.GenasiEGW: See above under the general Races section.GoblinEGW: See above under the general Races section.HalfOrcWildemount halflings share the core traits of PHB halflings, but Wildemount adds a new subrace. See above for information on other halfling subraces.Customized Origin:LotusdenEGW: The innate spellcasting will be very unreliable, and you can't use it while raging.Default Rules:LotusdenEGW: Nothing useful for the Barbarian.HobgoblinEGW: See above under the general Races section.GoliathEGW: See above under the general Races section.KenkuEGW: See above under the general Races section.OrcEGW: See above under "Races of Eberron". Wildemount uses the updated Orc racial traits rather than the original traits published in Volò's guide to Monsters.TabaxiEGW: See above under the general Races section.TortleEGW: See above under the general Races section.SkillsAnimal Handling (Wis): Not really helpful for the function of the Barbarian, but the flavor makes sense.Athletics (Str): The only Strength-based skill, Athletics is more than climbing and swimming. You use Athletics for grappling and for pushing enemies, both of which can be excellent options for Barbarians.Intimidation (Cha): If you're built with a bit of Charisma for the Berserker's Intimidating Presence, you can be good at Intimidate. Otherwise, skip it.Nature (Int): Intelligence is a dump stat for Barbarians, but if no one in the party has access to Nature it's not an awful choice.Perception (Wis): One of the most important skills in the game. At least two people in the party should have it, but more is always better.Survival (Wis): Adventuring tends to involve a lot of wandering around in untamed wilderness, so Survival can be very helpful to your party.BackgroundThis section does not address every published background, as doing so would result in an ever-growing list of options which don't cater to the class. Instead, this section will cover the options which I think work especially well for the class, or which might be tempting but poor choices. Racial feats are discussed in the Races section, above.Barbarians don't do a lot with skills, and the skills you generally want are on the Barbarian's class skill list. When looking for a Background, try to pick up skills which complement your existing skills and which capitalize on your ability scores. If you're having trouble deciding, here are some suggestions:City WatchSCAG: Athletics is great. Insight may be a hard choice and you won't get much from the ability to speak two languages with your garbage Charisma.CriminalPHB: This might work for a Wolf Totem Barbarian, especially if you have a Rogue in the party who can stealthy with you.Folk HeroPHB: Two skills from the Barbarian skill list, and a couple of tool proficiencies. Artisan's Tools are probably a waste, but proficiency with land vehicles covers things like wagons which adventurers frequently travel in until long-distance magical travel becomes available. The theme works really well for a Barbarian who made a name for themself among their tribe, then set out to do some more heroics.HermitPHB: Medicine and herbalism can be useful for a Barbarian, especially if you don't have a healer in the party, but they're still not fantastic options.OutlanderPHB: The go-to option for Barbarians, you get two skills from the Barbarian list, but the other proficiencies are largely wasted.SailorPHB: Great for aquatic campaigns. Two good skills from the Barbarian list, and boats!SoldierPHB: Somewhere between the Folk Hero and the Outlander. Two good skills from the Barbarian skill list, and some fun tool proficiencies which likely won't be very impactful but you still have a decent chance of actually using them successfully.Uthgardt Tribe MemberSCAG: Two important Barbarian skills, but instruments, artisan's tools, and languages are generally wasted on the Barbarian.FeastThis section does not address every published feat, as doing so would result in an ever-growing list of options which don't cater to the class. Instead, this section will cover the options which I think work especially well for the class or which might be tempting but poor choices.AlertPHB: Feral Instinct does plenty on its own, so you shouldn't need this.ChargerPHB: Great for closing to melee, but situational. If you can't get into melee range with your movement it may be better to use your action to throw some javelins.CruiserTCoE: At a glance this looks like it's a great fit for the Barbarian, but it's not as useful as it looks. The ability increases are great, but knocking enemies away you is usually a bad choice for the Barbarian, and since you have Reckless Attack it's unlikely that you'll benefit from granting Advantage after a critical hit. Your allies will benefit from the Advantage effect, but that's something you want you should consider Path of the Totem Warrior's Totem Spirit (Wolf) feature.ChefTCOE: Potentially more impactful than Tough or a +2 Constitution increase (unless you're using Unarmored Defense). Chef provides a lot that the Barbarian can benefit from. The Constitution increase is obviously great, and the bonus healing on a Short Rest is helpful since the Barbarian tends to take a lot of damage and relies heavily on natural healing. The snacks, despite being small in number, provide an easy way to quickly acquire temporary hit points which can further stretch your party's limited healing resources. The snacks are eaten as a Bonus Action, so if your subclass doesn't lean heavily on your Bonus Action you can shovel snacks into your mouth while raging to mitigate whatever damage you're taking. The damage resistance provided by Rage will make the temporary hit points more impactful, too.Dual WielderPHB: Two-Weapon Fighting can be a good way to bring your bonus Rage damage into play more frequently, but since Two-Weapon Fighting uses your bonus action, this is a bad option for barbarians subclasses which use their Bonus Action heavily. If your Bonus Action isn't doing much, combining Dual Wielder with Brutal Critical could be effective, though the smaller damage die between a d8 weapon and a d12 weapon makes the math complicated because you need to weigh the improve likelihood of scoring a critical hit against rolling bigger dice on a critical hit.If you're considering two-weapon fighting, be sure to consider taking Fighting Initiate for Fighting Style (Two-Weapon Fighting). The numeric bonus to damage is more effective offensively than upgrading from d6 to d8 damage dice. However, Dual Wielder provides an AC bonus and the larger damage dice synergize nicely with Brutal Critical.DurablePHB: Rage gives you resistance to weapon damage types, but you'll still face problems from spells, and with only medium armor the Barbarian's hit points typically rise and fall very far very quickly. Magical healing does a long way, but much of your healing will come from your Hit Dice. Ideally your Constitution will be high enough to give you a big pool of hit points, so the Durable feat can go a really long way to give you hit points high throughout the day.Fighting InitiateTCOE: Very few options will be more consistently effective than increasing one of your ability scores. High-level barbarians who are fishing for critical hits might enjoy Fighting Style (Great Weapon Fighting), but the math still isn't great. Blind Fighting is tempting since barbarians don't have a way to handle invisibility, and Interception/Protection are tempting for barbarians without a feature that uses their Reaction consistently.GrapplerPHB: Just a terrible feat in general. You don't need it to grapple successfully.Great Weapon MasterPHB: Barbarians are all about two-handed weapons, and Great Weapon Master offers some great options. Berserker Barbarians will find the extra attack benefit useful in fights with numerous weak enemies, allowing them to reserve their Frenzy for fights with large single enemies.Heavily ArmoredPHB: Rage doesn't function while you're wearing heavy armor.Heavy Armor MasterPHB: Rage doesn't function while you're wearing heavy armor.Inspiring LeaderPHB: This is generally better for more charismatic characters like Bards or Paladins, but temporary hit points are great for Barbarians. If you're building to utilize Frightful Presence, this might be worthy of consideration.Mage SlayerPHB: Only useful in games which feature an abnormally large number of spellcasters.Martial AdeptPHB: One superiority die means that you might get to use your maneuvers two or three times a day at most. Feats should be more consistently useful.Medium Armor MasterPHB: You won't be doing much stealth unless you went for Wolf Totem and have other stealthy people in your party, and the potential bonus to AC isn't enough to justify this feat on its own.MobilePHB: You already get a speed boost, and Eagle totem will provide similar benefits.Mounted CombatPHB: Fighting while mounted can be a great option for Barbarians, and you have plenty of hit points to absorb any attacks which might target your mount.PiercerTCOE: The only weapon which you're likely to use this with is the Pike. I wouldn't consider this a go-to combination, but if you're building around critical hits the additional damage die stacks with Brutal Critical and also provides the reroll benefit of Savage Attacker. It might work if you can spare a feat for it, which is slightly easier since you also get a +1 Strength increase.Polearm MasterPHB: The Barbarian has very few options which require you to be within 5 ft. of a target. The base class offers Retaliation, and the Totem Warrior has a couple options (Totem Spirit (Wolf) and Totemic Attunement (Bear)), but if you're fine not relying on those options most of the time a reach weapon and Polearm Master can be tempting. The bonus attack provided by the feat is especially interesting since you can get the damage of a two-handed weapon while still getting as many attacks as though you were using two-weapon fighting. However, there are some Barbarian features which allow you to make extra attacks as a Bonus Action, and Rage is activated as a Bonus Action so you may find that the bonus polearm attack frequently goes unused. The ability to make an attack when something enters your reach is nice, but considering barbarians usually handle threats by charging them first you'll likely find that this benefit also rarely applies.ResilientPHB: I probably would not take this before you have hit your maximum in Strength and possibly Constitution, but Resilient (Wisdom) can protect you from magic which is frequently used to incapacitate characters like barbarians who typically have poor mental stats.Savage AttackerPHB: This is a bad feat. The largest damage die (d12), yields an average of 2 extra damage per turn. The absolute best case scenario is a half-orc berserker with Brutal Critical critting with a greataxe, but even then it's still only around 4.45 extra damage at the absolute most, and it's still limited to once per turn.SentinelPHB: This is fantastic for Defender builds, and solves the "Tank Falacy" issues faced by many barbarian subclasses, including the the Totem Warrior (bear totem) and the Path of the Zealot. Forcing enemies to remain in melee with you prevents them from running away from you in order to attack your allies.Shield MasterPHB: The best part of this is probably the ability to shove enemies (possibly showing them prone) as a bonus action. Wolf totem provides a similar benefit.Skill ExpertTCOE: Barbarians have frustratingly few options outside of combat, and adding an extra skill can diversify your capabilities. Expertise in Athletics can make you nearly unstoppable at Grappling and Shoving, especially once you add the Advantage on Strength checks from Rage.SkilledPHB: Helpful if your party has large skill gaps. But Barbarians aren't very good at skills, so your utility is severely limited.SkullerPHB: Even if you are in a sneaky party, you should be leaping from hiding to murder things.SlasherTCoE: The speed reduction is useful to keep enemies from escaping you. Most creatures have a speed around 30 feet, and between the feat's Fast Movement and the speed reduction on your target, you're very hard to escape even if the target dashes. The critical hit benefit is interesting, too, but you can't count on critical hits so you need to consider the ability increase and the speed reduction as the core of the feat. Like Sentinel, this is a great way to address the "Tank Falacy" because it makes it so much more difficult for enemies to simply ignore you and walk past you to attack your allies.Tavern BrawlerPHB: If you want to go for Grappler, this feat complements it nicely.ToughPHB: You need too many ability increases to make room for this feat unless you're playing a Variant Human. Instead, boost your Constitution. If you're playing a Variant Human and this is the feat you plan to take, consider a Hill Dwarf instead.WeaponsHandaxe: Your go-to option for two-weapon fighting.Javelin: A great disposable ranged option when you're too far away to move into melee in one turn.Greataxe: Brutal Critical means that a bigger damage die is better for you.Greatsword: More reliable damage than the Greataxe, but not as useful with Brutal Critical.Maul: Basically a blunt greatsword.ArmorSee also: "Unarmored Defense", above.Half plate: Half plate will provide more AC than your Unarmored Defense until your total modifiers in Dexterity and Constitution equal +7. Expect to spend most of your career in half plate unless you need to be stealth.Shield: Barbarians generally work best with two-handed weapons.MulticlassingThis section briefly details some obvious and enticing multiclass options, but doesn't fully explore the broad range of multiclassing combinations. For more on multiclassing, see my Practical Guide to Multiclassing.Fighter: The Fighter's Fighting Style ability is decent if you go for two-weapon fighting, but Two-Weapon Fighting is hard since Barbarians already have several options which allow them to attack as a bonus action, allowing them to match TWF number of attacks while using a two-handed weapon. 2nd level brings Action Surge, which is fantastic on any character. At 3rd level, consider the Champion archetype to pick up Improved Critical, which will double how often you get to use Brutal Critical.Monk: Unarmored Defense abilities don't stack. You use whichever you got first, according to the official FAQ.Rogue: A dip into Rogue for Expertise in Athletics will go a long way if you plan to use Shove or Grapple, but without the Fighter's big number of attacks Shove isn't always a great option. Cunning Action isn't always helpful for a Barbarian and conflicts with the numerous class features which use a bonus action (Rage, etc.), so most builds shouldn't go past level 1.Wizard: Barbarians have almost exactly opposite abilities to Wizards, so there isn't a lot of room for compatibility.Magic ItemsCommon Magic ItemsMoon-Touched SwordXGIE: This solves two problems for the martial characters. First, the sword glows almost as brightly as a torch, allowing you to see in dark places without devoting a hand to a torch and without asking your allies to cast light or something. Second, and more important, it allows you to overcome damage resistance to non-magic attacks. Resistances like this are common as you gain levels, and the Moon-Touched Sword is an inexpensive way to overcome them until a better weapon comes along.Uncommon Magic ItemsAdamantine ArmorDMG: The protection against critical hits is nice since Reckless Attack grants enemies Advantage against you, doubling the likelihood of if you'll suffer a critical hit.Boomerang, +1DMG: Helpful for thrown weapon for Strength-based builds that need an occasional ranged option, but javelins are cheaper and you won't feel the need to rush to recover them.Cloak of ProtectionDMG: Good on any character, but it requires Attunement and it's not very interesting.Eyes of the EagleDMG: Perception is the most frequently rolled skill in the game, and while the Barbarian isn't fantastic with skills Perception is still one of your better skill options. Pass this off to someone with a better bonus if you can, but you may still find this helpful if that's not an option.Gloves of Missile SnaringDMG: Similar to the Monk's Deflect Missiles feature, this is an interesting defensive option for melee characters. However, ranged missile attacks are relatively rare since so many monsters can't fight at range and many ranged enemies will be spellcasters, so this is situational by nature.Lantern of RevealingDMG: An excellent counter to invisible enemies for a class without a built-in way to handle them.Mithral ArmorDMG: Mostly useful as a +3 weapon, but thanks to Reckless Attack you'll roll natural 20's fairly often.Example Build - Half-Orc Barbarian (Berserker)Gnarly Half-Orc BerserkerThe pronounced muscles of his broad shoulders and back ripple with the simple action of brushing a whetstone along the blade of his greataxe. He wears no armor, a practice that has resulted in many scars from what must have been dozens of battles. He lifts his head from his task, turning it slightly to reveal a tusked mouth and heavy brow. The half-orc knows you're looking.— Boxed text provided by dScryb (affiliate link)This is a "Staple Build". This build is simple, and relies on options from the SRD and the Basic Rules wherever possible. If you need a functional build with nothing fancy or complicated, this is a great place to start.This is a very simple build. Barbarians have very few decision points, and the biggest tactical decision they require in an encounter is whether or not to rage. Berserker adds the additional choice of potentially entering a Frenzy, but even that shouldn't be especially stressful.AbilitiesWe'll mostly use the example ability scores described above, but we'll switch the Strength and Constitution so that we can get 16 in both after the Half-orc's racial ability score increases. BaseIncreaseStr1416Dex1414Con1516Int8Wis1010Cha1010RaceHalf-Orc. Savage Attacks works great with greataxes, and can't think of a weapon that says "barbarian" more than a greataxe. It also stacks with Brutal Critical, so you get to roll big piles of d12's at high levels.Half-orcs get Intimidation for free, so we'll pick up Nature and Perception.BackgroundSoldier. Of the limited number of options in the basic rules, Soldier is one of the best options for us. Since we already get Intimidation proficiency, we can replace the redundant proficiency with something else. We'll keep Athletics, and you can use the replacement proficiency to get Survival.Folk Hero works equally well in terms of skills, and you can use your class skill proficiencies to get Animal Handling and Survival to turn both into open skill proficiency slots if you want something not on the Barbarian skill list.LevelsLevelFeat(s) and FeaturesNotes and Tactics1For your starting gear, take a greataxe, two handaxes, and the explorer's pack and javelin. You don't start with armor, but with 14 Dex and 16 Con Unarmored Defense gives you 15 AC. You might buy yourself a shield, but that will mean putting down your greataxe, and you've got 15 hit points for a reason, and Rage will give you damage resistance.At this level you can only rage twice per day, but at first level adventuring days tend to be short because characters are so fragile, so you should be able to rage in most encounters.2Reckless AttackDanger SenseReckless Attack is a great ability, but obviously it comes with risks. At this level I recommend only using it in fights against powerful single foes so you're not taking repeated hits from groups of weak enemies, and even then consider raging at the same time to offset the additional damage you will inevitably take.Danger Sense is helpful for mitigating damage from AOE effects which will typically deal damage types not resisted by Rage.At this point you may have enough gold for a suit of Scale Mail, which will net you +1 AC, but after that start saving gold until you can get Half Plate.3Primal Path: Path of the BerserkerFrenzyOur first subclass ability is Frenzy. It's basically just better Rage, but you suffer a level of exhaustion when your rage ends. You don't want to go past two levels of exhaustion, and now that you have three rages per day that's a possibility.The combination of Frenzy and Reckless Attack is the reason greataxes are appealing for the Barbarian, so when you need to deal a bunch of damage in a hurry you can Rage, Frenzy, and use Reckless Attack to deal a whole bunch of damage in a hurry.4Ability Score Improvement (Strength 16 -> 18)More Strength means more attack and more damage.5Extra AttackFast Movement5th level is an important milestone in 5e. Martial classes get Extra Attack, which roughly doubles your damage output. 5th level also requires proportionately more encounters worth of experience before you gain another level than any other level, so you're going to spend a lot of time at 5th level.Between Frenzy's Bonus Action attack and Extra Attack, you get three attacks with Advantage (Reckless Attack) for a total of 6 d20 rolls, giving your probability of more than 26% to roll at least one natural 20, and every time you crit you're dealing 3d12+Str damage, which feels really satisfying.6Attacking a barbarian mentally is the easiest way to shut them down, so Mindless Rage is a significant defensive buff.7Going first feels great. It's usually not very important for barbarians because you don't need to cast a spell to alter the layout of an encounter or something, but it's still really nice.8Ability Score Improvement (Strength 18 -> 20)20 Strength means that you're as strong as you'll be until you reach 20th level or find a really nice magic item.9Brutal Critical (1 die)Rage Damage +3Adding another d12 roughly 25% of the time means that you're dealing something like 1.5 extra damage per turn. On average that's not much, but it feels very satisfying to roll 4d12 on a critical hit.10Intimidating Presence is rarely useful because it eats your entire action. You could still Frenzy and attack as a bonus action, but I think the most likely use case for this is to begin a Rage solely for the purpose of chasing someone around and screaming at them.1112Ability Score Improvement (Constitution 16 -> 18)A Constitution increase means that your Unarmored Defense AC rises to 16, so Half Plate is still better. But you get a bunch of extra hit points, which is great.13Each greataxe hit die added by Brutal Critical adds roughly 1.5 extra damage per round on average. Between Savage Attacks and Brutal Critical, you're now rolling 4d12+Str on a critical, which feels really awesome.14Finally a good reason not to get as much AC as possible. Retaliation means that taking damage increases your damage output. Of course, but this level an AC of 17 is not safe by any stretch of the imagination, so don't go dumping your armor to try to trigger this. You won't need to.15Persistent RageRage Damage +4Since you're a Berserker, ending a rage can carry a bigger consequence than it does for other barbarians, and effects that prevent you from acting like paralysis can force your rage to end early.16Ability Score Improvement (Constitution 18 -> 20)Your Unarmored Defense now matches the AC provided by half plate. Drop the armor so you're no longer suffering disadvantage on Dexterity (Stealth) checks and wearing 40 lbs. of clothing. Of course, if you have magic armor that changes the math.17Another critical hit die, another 1.5 average damage per round. You're up to 5d12 on a critical hit now, which is pretty great.18Once in a while you need to grapple, lift something, break something, etc. and by this level you already have 20 Strength, so your minimum result is 20. That's easily enough to pass normal ability check DCs, but you may lose grapple checks on very rare occasion.19Ability Score Improvement (Dexterity 14 -> 16)A bump in Dexterity doesn't do much for you, but at the very least you get better initiative and +1 AC.If you don't want to increase Dexterity, this extra ability score improvement is clear indication that you have room to consider a feat.20+2 to hit, +2 damage, minimum of 24 on all Strength checks, and +40 hit points on top of what you got just for gaining a level.

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