

ZEN ARCHER

Nível de
Monge

BÔNUS DE CLASSE DE ARMADURA

CA BONUS

+ CA

MDC BONUS

+ DMC

$$\left. \begin{array}{l} + CA \\ + DMC \end{array} \right\} = SAB + \left(\frac{\text{Nível de Monge}}{4} \right)$$

(Arredonda para Baixo)

Bonus only applied when unarmoured, unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE
PER DAYNível de
MongeNon-Monk
Levels

$$\left[\frac{\text{Nível de Monge}}{4} \right] = \left[\frac{\text{Non-Monk Levels}}{4} \right] + \left(\frac{\text{Nível de Monge}}{4} \right)$$

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PERFECT STRIKE (Arredonda para Baixo)
TODAY

Announce before making an attack using a kama, nunchaku, quarterstaff, sai or siangham. Roll the attack twice, and take the higher result. If one attack is within critical threat range, the other is the confirmation roll.

WAY OF THE BOW

Weapon

TALENTO BÔNUS

☐ Reflexos em Combate ☐ Desviar Objetos

Nível ☐ ☐ ☐ Esquiva ☐ Far Shot

1 ☐ Point-Blank Shot ☐ Precise Shot

☐ Rapid Shot

Nível ☐ Focused Shot ☐ Improved Precise Shot

6 ☐ Manyshot ☐ Mobilidade

☐ Parting Shot

Nível ☐ Improved Critical ☐ Pinpoint Targeting

10 ☐ Shot on the Run ☐ Snatch Arrows

INTEGRIDADE CORPORAL

PONTOS DE

VIDA

Nível de Monge

$$\left[\frac{\text{Nível de Monge}}{4} \right] = \left[\frac{\text{Pontos de Vida}}{4} \right]$$

DIAMOND SOUL

SPELL RESISTANCE Nível de Monge

$$\left[\frac{\text{Nível de Monge}}{4} \right] = 10 + \left[\frac{\text{Spell Resistance}}{4} \right]$$

QUIVERING PALM

QUIVER DAYS Nível de Monge

$$\left[\frac{\text{Nível de Monge}}{4} \right] \text{ days} = \left[\frac{\text{Quivering Palm}}{4} \right]$$

Nível **Fortitude**
Resistência CD Nível de Monge

$$\left[\frac{\text{Fortitude}}{4} \right] = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

PERFECT SELF

Treated as an Outsider

Nível Immune to Charm Person and other effects that target non-outsiders.

Damage reduction 10/chaotic

MONGE

Nível de Talento
Monge BônusUnarmed
Strike
Damage

peq / gde

1

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d6

d4 / d8

Armour Class Bonus
Rajada de Golpes
Ataque Desarmado
Perfect Strike

Use a full attack action for more attacks - bow only
Trata mãos, pés, joelhos e cotovelos como armas
Roll attack twice when using a monk weapon

2

■

Way of the Bow

Weapon Focus with one type of bow

3

Fast Movement +3m
Zen Archery
Point Blank Master

(which grants +4 to Acrobatics checks for jumping)
Use **WIS** instead of **DEX** for attacks with a bow
Don't provoke attack of opportunity with chosen bow

4

d8

d6 / 2d6

Piscina de KI (Magia)
Queda Leve 6m

Treat unarmed attacks as magic weapons
Increase range of attack by 50ft - **1 ki point**
Reduce effective falling height using wall

5

High Jump
Ki Arrows

Add monk level to Acrobatics checks for jumping
+20 to jump checks - **1 ki point**
Use unarmed strike damage dice for 1 rd - **1 ki point**

6

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Fast Movement +6m
Queda Leve 9m
Way of the Bow 2

(which grants +8 to Acrobatics checks for jumping)

Weapon Specialisation with the same bow

7

Wholeness of Body

Heal your own wounds - **2 ki points**

8

d10

d8 / 2d8

Queda Leve 12m

9

Reflexive Shot
Fast Movement +9m

Make attacks of opportunity with a bow
(which grants +12 to Acrobatics checks for jumping)

10

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Piscina de KI (leal)
Queda Leve 15m

Considera ataque desarmado como Arma Leal

11

Trick Shot

Ignore concealment - **1 ki point**
Ignore total concealment or cover - **2 ki point**
Ignore total cover, fire around corners - **3 ki point**

12

2d6

d10 / 3d6

Abundant step
Fast Movement +12m
Queda Leve 18m

Slip magically between spaces - **2 ki points**
(which grants +16 to Acrobatics checks for jumping)

13

Diamond Soul

Spell resistance

14

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Queda Leve 21m

15

Quivering Palm
Fast Movement +15m

Delayed death
(which grants +20 to Acrobatics checks for jumping)

16

2d8

2d6 / 3d8

Piscina de KI (adamante)
Queda Leve 24m

Trata o ataque desarmado como arma de adamante

17

Corpo Atemporal
Ki Focus Bow

No age penalties or artificial ageing
Use ki attacks with arrows as if they were melee

18

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Fast Movement +18m
Queda Leve 27m

(which grants +24 to Acrobatics checks for jumping)

19

Empty Body

Assume ethereal state for 1 minute - **3 ki points**

20

2d10

2d8 / 4d8

Perfect Self
Slow Fall Any distance

Treated as outsider

Piscina de KI

PISCINA DE KI
CAPACIDADE

Nível de Monge

$$\left[\frac{\text{Nível de Monge}}{4} \right] = \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

Piscina de KI

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ACROBATICS

MOVER-SE POR QUADRADOS AMEAÇADOS

CD de Acrobacia = do Oponente **MCD**

com metade da velocidade

+3m ao mover-se em velocidade máxima

MOVER-SE PELO QUADRADO DO INIMIGO

CD de Acrobacia = 5 + do Oponente **MCD**

com metade da velocidade

+3m ao mover-se em velocidade máxima

		Distância	1.5m	3m	4.5m	6m	7.5m	10m	10.5m	12m	13.5	15m	16.5m
PULO LONGO		CD	5	10	15	20	25	30	35	40	45	50	55
HIGH JUMP		Distância	30cm	0.6m	1.2m	1.2m	1.5m	1.8m	2.1m	2.4m	2.7m	3m	3.3m
		CD	4	8	12	16	20	24	28	32	36	40	44

Acrobatics skill +4

for every 10ft of your standard move above 30ft

SEGURAR NA BORDA

20 Reflex save

se falhar o pulo em 4 ou menos

QUEDA

CD 15 de Acrobacia

ignora 3m de dano por queda