

ZEN ARCHER

Moine
Niveau

BONUS DE CLASSE D'ARMURE

AC BONUS

+ CA

CMD BONUS

+ DMD

$$\left. \begin{array}{l} + CA \\ + DMD \end{array} \right\} = SAG + \left(\frac{\text{Moine Niveau}}{4} \right)$$

(arrondi à l'inférieur)

Bonus only applied when unarmoured, unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE PER DAY

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square \\ \square\square\square \\ \square\square\square \end{array} \right] + \left(\frac{\text{Non-Monk Levels}}{4} \right)$$

(arrondi à l'inférieur)

PERFECT STRIKE
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

DONS SUPPLEMENTAIRES

- Niveau 1
- ☐ Combat Reflexes
 - ☐ Deflect Arrows
 - ☐ Esquive
 - ☐ Far Shot
 - ☐ Point-Blank Shot
 - ☐ Precise Shot
 - ☐ Rapid Shot

- Niveau 6
- ☐ Focused Shot
 - ☐ Improved Precise Shot
 - ☐ Manyshot
 - ☐ Mobilité
 - ☐ Parting Shot

- Niveau 10
- ☐ Improved Critical
 - ☐ Pinpoint Targeting
 - ☐ Shot on the Run
 - ☐ Snatch Arrows

WHOLENESS OF BODY

HEALING POINTS

Niveau 7

$$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] = \text{Niveau de moine}$$

CORPS DE DIAMANT

RÉSISTANCE À LA MORT

Niveau 13

$$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] = 10 + \text{Niveau de moine}$$

PAUME VIBRATOIRE

QUIVER DAYS

Niveau 15

$$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] \text{ jours} = \text{Niveau de moine}$$

DD DU JET DE DC

Niveau 15

$$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] = 10 + \left(\frac{\text{Moine Niveau}}{2} \right) + SAG$$

PERFECTION DE L'ÊTRE

Treated as an Outsider

Niveau 20 Immune to Charm Person and other effects that target non-outsiders.

Damage reduction 10/chaotic

MOINE

Moine Niveau	Bonus Dons	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus	
1	■	d6 d4 / d8	Déluge de coups Combat à mains nues Perfect Strike	Use a full attack action for more attacks - bow only Traiter les mains, pieds, genoux et coudes comme des armes Roll attack twice when using a monk weapon
2	■		Way of the Bow	Weapon Focus with one type of bow
3			Déplacement accéléré +3 m 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	Ki Pool (magic) Chute ralentie 6 m	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	■		Déplacement accéléré +6 m Chute ralentie 9 m 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	Chute ralentie 12 m	
9			Reflexive Shot Déplacement accéléré +9 m	Make attacks of opportunity with a bow (which grants +12 to Acrobatics checks for jumping)
10	■		Ki Pool (lawful) Chute ralentie 15 m	Considère les attaques à mains nues comme des armes Loyal
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	Pas chassé Déplacement accéléré +12 m Chute ralentie 18 m	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14	■		Chute ralentie 21 m	
15			Quivering Palm Déplacement accéléré +15 m	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Chute ralentie 24 m	Treat unarmed attacks as adamantite weapons
17			ÉTERNELLE JEUNESSE Ki Focus Bow	No age penalties or artificial ageing Use ki attacks with arrows as if they were melee
18	■		Déplacement accéléré +18 m Chute ralentie 27 m	(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 Chute ralentie Toute distances	Treated as outsider

Réserve de ki

KI POOL CAPACITY

Niveau de moine

$$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] = \left(\frac{\text{Niveau de moine}}{2} \right) + SAG$$

Réserve de ki

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ACROBATICS

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

à la moitié de la vitesse

+10 pour se déplacer à pleine vitesse

MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's CMD

à la moitié de la vitesse

+10 pour se déplacer à pleine vitesse

	Distance	1,5 m	3 m	4,50 m	6,00 m	7,50 m	9,00 m	10,50 m	12,00 m	13,50 m	15,00 m	16,50 m
LONG JUMP	DD	5	10	15	20	25	30	35	40	45	50	55
	Distance	0,30 m	0,60 m	0,90 m	1,20 m	1,5 m	1,80 m	2,10 m	2,40 m	2,70 m	3 m	3,30 m
SAUT EN HAUTEUR	DD	4	8	12	16	20	24	28	32	36	40	44

Compétence d'acrobaties +4
Very 10ft of your standard move above 30ft

CATCH LEDGE DD 20 Reflex save

if you fail a jump by 4 or less

CHUTE

DD 15 Acrobatics

to ignore 10ft of falling damage