

ZEN ARCHER

Уровень
Монаха

БОНУС КЛАССА ЗАЩИТЫ

AC BONUS

+ K3

CMD BONUS

+ 35M

Уровень
МонахаBonus only applied when unarmoured,
unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE
PER DAYУровень
МонахаNon-Monk
Levels

= + (÷ 4)

(Округлять к меньшему)

□□□ □□□
□□□ □□□
□□□ □□□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

Бонусные черты

☐ Боевые Рефлексы ☐ Отражение стрелУровень ☐ ☐ ☐ Уворот ☐ Far Shot1 ☐ Point-Blank Shot ☐ Precise Shot☐ Rapid ShotУровень ☐ Focused Shot ☐ Improved Precise Shot6 ☐ Manyshot ☐ Мобильность☐ Parting ShotУровень ☐ Improved Critical ☐ Pinpoint Targeting10 ☐ Shot on the Run ☐ Snatch Arrows

WHOLENESS OF BODY

HEALING

POINTS

Уровень

Уровень монаха

7

=

DIAMOND SOUL

SPELL RESISTANCE

Уровень монаха

Уровень 13

= 10 +

QUIVERING PALM

QUIVER DAYS

Уровень монаха

days

=

Уровень 15

KC спасения Стойкости

Уровень
Монаха

= 10 + (÷ 2) + WIS

PERFECT SELF

Treated as an Outsider

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

Damage reduction 10/chaotic

MONAX

Уровень Bonus
Монаха FeatsUnarmed
Strike
Damage

Мал / Больш

Armour Class Bonus

1

■

d6

d4 / d8

Flurry of Blows
Безоружная атака
Perfect StrikeUse a full attack action for more attacks - bow only
Treat hands, feet, knees and elbows as weapons
Roll attack twice when using a monk weapon

2

■

Way of the Bow

Weapon Focus with one type of bow

3

Fast Movement +10 ft
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)

Slow Fall 20 ft

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 ArrowsAdd 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

■

Fast Movement +20 ft
Slow Fall 30 ft
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

Slow Fall 40 ft

9

Reflexive Shot
Fast Movement +30 ftMake attacks of opportunity with a bow
(which grants +12 to Acrobatics checks for jumping)

10

■

Запас Ки (порядок)
Slow Fall 50 ft

Безоружные атаки считаются оружием порядка

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 +40 ft
Slow Fall 60 ftSlip magically between spaces - 2 ki points
(which grants +16 to Acrobatics checks for jumping)

13

Diamond Soul

Spell resistance

14

■

Slow Fall 70 ft

15

Quivering Palm
Fast Movement +50 ftDelayed death
(which grants +20 to Acrobatics checks for jumping)

16

2d8

2d6 / 3d8

Запас Ки (адамантин)
Slow Fall 80 ft

Безоружные атаки считаются адамантинным оружием

17

Timeless Body
Ki Focus BowNo age penalties or artificial ageing
Use ki attacks with arrows as if they were melee

18

■

Fast Movement +60 ft
Slow Fall 90 ft

(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

KI POOL

KI POOL

CAPACITY

Уровень монаха

= (÷ 2) + WIS

KI POOL

□□□ □□□
□□□ □□□
□□□ □□□

ACROBATICS

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

at half speed
+10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's CMD

at half speed
+10 to move at full speed

	Дальность	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
LONG JUMP	KC	5	10	15	20	25	30	35	40	45	50	55
	Дальность	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
HIGH JUMP	KC	4	8	12	16	20	24	28	32	36	40	44

Acrobatics skill +4

for every 10ft of your standard move above 30ft

CATCH LEDGE KC 20 Reflex save

if you fail a jump by 4 or less

FALL KC 15 Acrobatics

to ignore 10ft of falling damage