

ZEN ARCHER

Nível de
Monge

BÔNUS DE CLASSE DE ARMADURA

CA BÔNUS

+ CA

MDC Bônus

+ DMC

Nível de
MongeBonus only applied when unarmoured,
unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE
PER DAYNível de
MongeNon-Monk
Levels

=

+ (

÷ 4)

(Arredonda para Baixo)

☐ ☐ ☐ ☐
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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

TALENTO BÔNUS

☐ Reflexos em Combate ☐ Desviar Objetos
Nível
1

☐ ☐ ☐ Esquiva ☐ Far Shot
☐ Point-Blank Shot ☐ Precise Shot
☐ Rapid Shot

Nível
6

☐ Focused Shot ☐ Improved Precise Shot
☐ Manyshot ☐ Mobilidade
☐ Parting Shot

Nível
10

☐ Improved Critical ☐ Pinpoint Targeting
☐ Shot on the Run ☐ Flechas Arrebatadoras

INTEGRIDADE CORPORAL

PONTOS DE
VIDANível
7

Nível de Monge

=

DIAMOND SOUL

SPELL RESISTANCE

Nível de Monge

Nível
13

= 10 +

QUIVERING PALM

QUIVER DAYS

Nível de Monge

days =

Nível
15Fortitude
Resistência CDNível de
Monge

= 10 + (

÷ 2) +

PERFECT SELF

Treated as an Outsider

Nível
20

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

Damage reduction 10/chaotic

MONGE

Nível de Talo
Monge BônusDano de
Ataque
Desarmado

peq / gde

1

■

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)
 Slow Fall 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

■

Fast Movement +6m
 Slow Fall 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

Slow Fall 12m

9

Reflexive Shot
 Fast Movement +9m

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

10

■

Piscina de KI (leal)
 Slow Fall 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
 Slow Fall 18m

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

13

Diamond Soul

Spell resistance

14

■

Slow Fall 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)
 Slow Fall 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

■

Fast Movement +18m
 Slow Fall 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

= (

÷ 2) +

SAB

Piscina de KI

☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐

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

PULO LONGO

Distância	1.5m	3m	4.5m	6m	7.5m	10m	10.5m	12m	13.5	15m	16.5m
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

Acrobacia +4

for every 10ft of your standard move above 30ft

SEGURAR NA BORDA

20 Reflexos

se falhar o pulo em 4 ou menos

QUEDA

CD 15 de Acrobacia

ignora 3m de dano por queda