

Falin Mor

Character Name
Monk (Qinggong Monk (Quivering Palm),
Zen Archer) 3

CLASS
3 (2) 5000 / 9000

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	8	-1	8	-1		
DEX	14	+2	14	+2		
CON	14	+2	14	+2		
INT	12	+1	12	+1		
WIS	20	+5	20	+5		
CHA	8	-1	8	-1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE	+5	= +3	+2	+0	+0	+0	
REFLEX	+5	= +3	+2	+0	+0	+0	
WILL	+8	= +3	+5	+0	+0	+0	

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE	+1	=	+2	+	-1	+	+0	+	+0	+	0	+	
RANGED	+4	=	+2	+	+2	+	+0	+	+0	+	0	+	
CMB	+1	=	+2	+	-1	+	+0	+		+		+	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+1	+1	+1	+1	+1	+1
CMD	18	18	18	18	18	18

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+1	1d6-1	20/x2	1,5 m
Flurry of Blows	TOTAL ATTACK BONUS			
	+0/ +0			

*Masterwork Longbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	P	M	20/x3	1,5 m
Range: 9 m	To Hit: +10		Damage: 1d8			
TH	30 m	60 m	90 m	120 m	150 m	
	+9	+7	+5	+3	+1	
Dam	1d8-1	1d8-1	1d8-1	1d8-1	1d8-1	
	180 m	210 m	240 m	270 m	300 m	
TH	-1	-3	-5	-7	-9	
Dam	1d8-1	1d8-1	1d8-1	1d8-1	1d8-1	

*Masterwork Longbow		HAND	TYPE	SIZE	CRITICAL	REACH
[Deadly Aim]		Both	P	M	20/x3	1,5 m
Range: 9 m	To Hit: +9		Damage: 1d8+2			
TH	30 m	60 m	90 m	120 m	150 m	
	+8	+6	+4	+2	+0	
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1	
	180 m	210 m	240 m	270 m	300 m	
TH	-2	-4	-6	-8	-10	
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1	

Flurry of Blows		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	1,5 m
TOTAL ATTACK BONUS		DAMAGE				
-1		1d6-1				

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

Wesley Safadão

Player Name
Human / Humanoid
RACE
23 Masculino
AGE GENDER

HP	31	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
hit points														Walk 12 m			
AC	17	:	15	:	17	=	10	+	0	+	0	+	2	+	0	+	0
armor class		TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	DODGE	Morale	Insight	Sacred	Prolane	MISC
INITIATIVE	+4	=	+2	+	+2												
modifier		TOTAL	DEX MODIFIER	MISC MODIFIER					MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST	

Encumbrance	Light
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None
Deity
None
Region
Lawful Neutral
Alignment
Medium / 1,5 m
SIZE / FACE
168 cm / 80 kg
HEIGHT / WEIGHT
Normal
VISION
25
Points

TOTAL SKILLPOINTS: 18		SKILLS		MAX RANKS: 3/3	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics	DEX	2	=	2	
✓ Acrobatics (Jump)	DEX	6	=	2	+ 4
✓ Appraise	INT	1	=	1	
✓ Bluff	CHA	-1	=	-1	
✓ Climb	STR	-1	=	-1	
✓ Craft (Untrained)	INT	1	=	1	
✓ Diplomacy	CHA	2	=	-1	+ 3
✓ Disguise	CHA	-1	=	-1	
✓ Escape Artist	DEX	2	=	2	
✓ Fly	DEX	2	=	2	
✓ Heal	WIS	5	=	5	
✓ Intimidate	CHA	-1	=	-1	
✓ Perception	WIS	11	=	5	+ 3 + 3
✓ Perform (Untrained)	CHA	-1	=	-1	
✓ Ride	DEX	2	=	2	
✓ Sense Motive	WIS	14	=	5	+ 3 + 6
✓ Stealth	DEX	8	=	2	+ 3 + 3
✓ Survival	WIS	8	=	5	+ 3
✓ Swim	STR	4	=	-1	+ 2 + 3
Use Magic Device	CHA	0	=	-1	+ 1
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Masterwork Longbow		Equipped	1	NaN / 375	
Masterwork Longbow		Equipped	1	0 / 0	
Outfit (Monk's)		Equipped	1	1 / 0	
Flurry of Blows		Carried	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE			2,5 kg	375gp	
WEIGHT ALLOWANCE					
Light	13	Medium	26,5	Heavy	40
Lift over head	40	Lift off ground	80	Push / Drag	200
MONEY					
Total= 0 gp [Unspent Funds = -275 gp]					
MAGIC					
Languages					
Common, Elven					
Other Companions					
Archetypes					
Qinggong Monk (Quivering Palm)			[Paizo Inc. - Ultimate Magic, p.51]		
Swap Quivering Palm for a ki power.					
Zen Archer			[Paizo Inc. - Advanced Player's Guide, p.115]		
Some monks seek to become one with another weapon entirely-the bow. The zen archer takes a weapon most other monks eschew and seeks perfection in the pull of a taut bowstring, the flex of a bow's limbs, and the flight of an arrow fired true.					
Traits					
Chance Savior			[Paizo Inc. - Carrion Crown Player's Guide, p.12]		
Fate smiled on you and Professor Lorrimer one day in the not so distant past. Through a matter of pure chance, you were in a position to save the late scholar's life and did so. His gratitude was effusive, and he promised that he would never forget you. You are unsure of the nature of the summons in his will, but believe he may have listed you as a possible heir in thanks for saving him from an untimely demise. Your ability to think quickly on your feet has stayed with you, and you quite often feel that you're in the right place at the right time. You gain a +2 trait bonus on Initiative checks.					
Special Qualities					
AC Bonus (Ex)			[Paizo Inc. - Core Rulebook, p.57]		
When unarmored and unencumbered, you add +5 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.					
Bonus Feats			[Paizo Inc. - Advanced Player's Guide, p.115]		
A zen archer's bonus feats must be taken from the following list: Combat Reflexes, Deflect Arrows, Dodge, Far Shot, Point-Blank Shot, Precise Shot, and Rapid Shot. At 6th level, the following feats are added to the list: Focused Shot*, Improved Precise Shot, Manyshot, Mobility, and Parting Shot*. At 10th level, the following feats are added to the list: Improved Critical, Pinpoint Targeting, Shot on the Run, and Snatch Arrows. A monk need not have any of the prerequisites normally required for these feats to select them. These feats replace the monk's normal bonus feats.					
Bonus Ki (3x)			[Paizo Inc. - Advanced Race Guide]		
Add +1/4 to the monk's ki pool.					
Fast Movement (Ex)			[Paizo Inc. - Core Rulebook, p.59]		
You gain a +10 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.					
Flurry of Blows (Ex)			[Paizo Inc. - Advanced Player's Guide, p.115]		
Starting at 1st level, a zen archer can make a flurry of blows as a full-attack action, but only when using a bow (even though it is a ranged weapon). He may not make a flurry of blows with his unarmed attacks or any other weapons. A zen archer does not apply his Strength bonus on damage rolls made with flurry of blows unless he is using a composite bow with a Strength rating. A zen archer's flurry of blows otherwise functions as normal for a monk of his level. A zen archer cannot use Rapid Shot or Manyshot when making a flurry of blows with his bow.					
Focused Study (Ex)			[Paizo Inc. - Advanced Race Guide, p.225]		
At 1st, 8th, and 16th level, gain skill focus in a skill of your choice.					
Perfect Strike (Ex)			[Paizo Inc. - Advanced Player's Guide, p.115]		
At 1st level, a zen archer gains Perfect Strike as a bonus feat, even if he does not meet the prerequisites. A zen archer can use Perfect Strike with any bow. At 10th level, the monk can roll his attack roll three times and take the highest result. If one of these rolls is a critical threat, the monk must choose one of his other two rolls to use as his confirmation roll. This ability replaces Stunning Fist.					

Point Blank Master (Ex)		[Paizo Inc. - Advanced Player's Guide, p.115]
At 3rd level, a zen archer gains Point Blank Master* as a bonus feat, even if he does not meet the prerequisites. This ability replaces still mind.		
Skilled		[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.		
Unarmed Strike		[Paizo Inc. - Core Rulebook, p.58]
At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.		
Way of the Bow (Ex)		[Paizo Inc. - Advanced Player's Guide, p.115]
At 2nd level, a zen archer gains Weapon Focus as a bonus feat with one type of bow. At 6th level, the monk gains Weapon Specialization with the same weapon as a bonus feat, even if he does not meet the prerequisites. This ability replaces evasion.		
Weapon and Armor Proficiency		[Paizo Inc. - Advanced Player's Guide, p.115]
Zen archers are proficient with longbows, shortbows, composite longbows, and composite shortbows in addition to their normal weapon proficiencies.		
Zen Archery (Ex)		[Paizo Inc. - Advanced Player's Guide, p.115]
At 3rd level, a zen archer may use his Wisdom modifier instead of his Dexterity modifier on ranged attack rolls when using a bow. This ability replaces maneuver training.		

Feats	
Deadly Aim	[Paizo Inc. - Core Rulebook, p.121]
You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.	
[Zen Archer Flurry] You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.	
You can choose to take a -1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	
[Zen Archer Flurry] You can choose to take a -1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	
Point Blank Master (Weapon Specialization (Longbow))	[Paizo Inc. - Advanced Player's Guide, p.167]
You are adept at firing ranged weapons in close quarters.	
Choose one type of ranged weapon. You do not provoke attacks of opportunity when firing the selected weapon while threatened.	
Toughness	[Paizo Inc. - Core Rulebook, p.135]
You have enhanced physical stamina.	
You gain +3 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).	
Improved Unarmed Strike	[Paizo Inc. - Core Rulebook, p.128]
You are skilled while fighting unarmed.	
You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.	
Perfect Strike	[Paizo Inc. - Advanced Player's Guide, p.166]
When wielding a monk weapon, your attacks can be extremely precise.	
You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). You must use one of the following weapons to make the attack: kama, nunchaku, quarterstaff, sai, and siangham. You can roll your attack roll twice and take the higher result. If one of these rolls is a critical threat, the other roll is used as your confirmation roll (your choice if they are both critical threats). You may attempt a perfect attack once per day for every four levels you have attained (but see Special), and no more than once per round.	
Weapon Focus (Longbow)	[Paizo Inc. - Core Rulebook, p.136]
You are especially good at using your chosen weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	

Point-Blank Shot (Granted)	[Paizo Inc. - Core Rulebook, p.131]
You are especially accurate when making ranged attacks against close target.	
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
Precise Shot (Granted)	[Paizo Inc. - Core Rulebook, p.131]
You are adept at firing ranged attacks into melee.	
You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.	
Skill Focus (Sense Motive) (Granted)	[Paizo Inc. - Core Rulebook, p.134]
You are particularly adept at your chosen skill.	
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	

Proficiencies
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Flurry of Blows, Grapple, Handaxe, Javelin, Kama, Longbow, Nunchaku, Quarterstaff, Sai, Shortbow, Shortspear, Shuriken, Siangham, Sling, Spear, Spells (Ray), Spells (Touch), Splash Weapon, Sword (Short), Sword (Temple), Unarmed Strike
Temporary Bonus
Deadly Aim

Falin Mor

RACE	Human
AGE	23
AGE	
GENDER	Masculino
VISION	
ALIGNMENT	Lawful Neutral
DOMINANT HAND	Direita
HEIGHT	168 cm
WEIGHT	80 kg
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	None
DEITY	
Race Type	Humanoid

Race Sub Type

Description:
Biography:

Notes:

Links uteis:

<http://paizo.com/threads/rzs2nix8?Zen-and-the-Art-of-Monk-Maintenance-A-Guide>

<http://www.minmaxboards.com/index.php?topic=2858.0>