

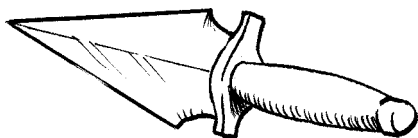
FERRAMENTAS DO OFÍCIO

Enquanto muitos ladinos valem-se de sua inteligência e agilidade para escapar das mais perigosas situações, a ferramenta certa na hora certa pode ser a diferença entre a vida e a morte. Muitas das perícias de ladinos, como Escalar, Operar Mecanismo e Abrir Fechaduras beneficiam-se do uso de instrumentos altamente especializados. Mesmo itens simples como uma corda ou um conjunto de pítons pode ajudar um ladino no uso bem-sucedido de suas perícias.

Armas

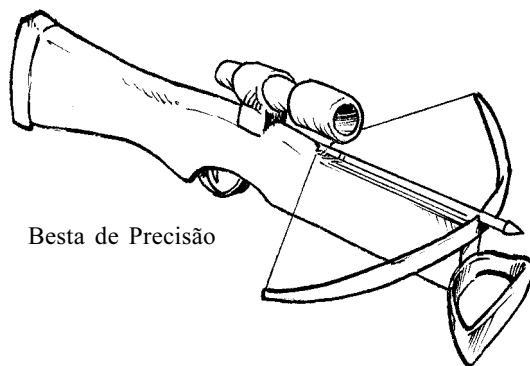
A maior parte dos ladinos vê o combate como um último recurso. A razão de esgueirar-se por um guarda é evitar lutar contra ele, enquanto um diplomata ou espião preferiria certamente conversar para sair de uma situação perigosa. No entanto, o ataque furtivo dos ladinos faz com que eles sejam bons combatentes de apoio. Por esses motivos, armas para ladinos concentram-se em furtividade e em aumentar o papel do ladino como um parceiro em combate. Todos os personagens ladinos automaticamente sabem usar estes armamentos, exceto aqueles marcados como armas exóticas.

Adaga do Assassino: Esta adaga de lâmina larga é projetada para infligir cruéis e largos ferimentos que cicatrizam com dificuldade. Enquanto uma adaga deste tipo causa menos dano que uma adaga normal, ela tem um sucesso decisivo mais forte.



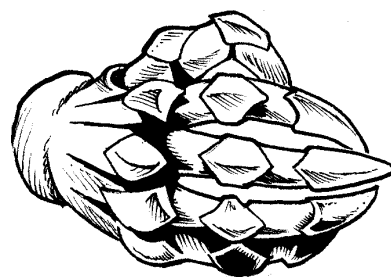
Adaga do Assassino

Besta de Precisão: Projetada para aumentar a habilidade de um ladino de desferir um ataque furtivo à longa distância, a besta de precisão incorpora um telescópio e um sistema de mira acoplados à arma que permitem ao ladino mirar nos pontos vitais de um oponente mesmo a grandes distâncias. Quando usa a besta de precisão, o ladino pode realizar ataques furtivos a até 36 metros de distância do seu alvo. Uma besta de precisão é uma arma exótica. Um personagem que não saiba usar esta arma pode usá-la como uma besta leve normal, sem ganhar nenhum benefício pelo telescópio.



Besta de Precisão

Manopla com Garras: Estas luvas de armadura terminam em longos cravos afiados projetadas para ajudar em escalada. As manoplas concedem +1 de bônus de equipamento em testes de Escalada. Além disso, a maioria dos ladinos afiam as pontas dos cravos, fazendo deles armas cortantes eficientes.



Manopla com Garras

Armas Simples - Corpo a Corpo

Arma	Tamanho	Custo	Dano	Decisivo	Inc. de Distância	Peso	Tipo
Adaga do Assassino	Miúdo	4 PO	1d3	x4	-	0,5 kg	Perfurante

Armas Comuns - Corpo a Corpo

Arma	Tamanho	Custo	Dano	Decisivo	Inc. de Distância	Peso	Tipo
Manopla com Garras	Miúdo	2 PO	1d4	x3	-	1,5 kg	Perfurante

Armas Exóticas - Ataque à Distância

Arma	Tamanho	Custo	Dano	Decisivo	Inc. de Distância	Peso	Tipo
Besta de Precisão	Médio	350 PO	1d8	19-20/x2	24 m	3,5 kg	Perfurante

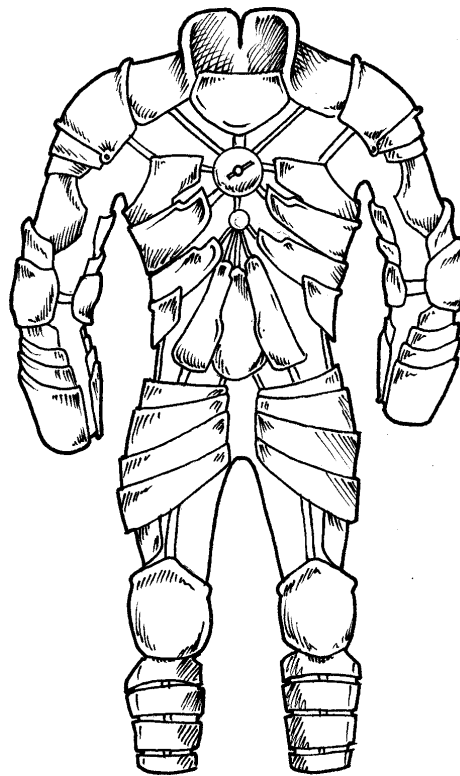
Armaduras

Enquanto grossas placas de aço ou sólidos escudos de madeira podem ser a diferença entre uma lâmina entre as costelas e um golpe de raspão, a maior parte dos ladinos despreza armaduras por causa de seu grande peso e tamanho. Velocidade e agilidade são as duas melhores defesas de um ladino. Ainda assim, poucos ladinos ignoram completamente a proteção oferecida por armaduras. Como cabe a uma classe reconhecida por sua inteligência, alguns ladinos desenvolveram armaduras que servem a vários usos além da simples proteção.

Armadura de Couro, Górgona: A pele dura como aço do górgona produz uma armadura firme mas flexível. Além disso, ela confere ao usuário +2 de bônus de circunstância em todos os testes de resistência contra ataques de petrificação.

Armadura de Couro, Pantera Deslocadora: A pele de uma pantera deslocadora possui propriedades bizarras que distorcem a luz e fazem com que seja difícil determinar a posição de seu usuário. Esta armadura concede 10% de chance de erro em todos os ataques contra o usuário e +1 de bônus de circunstância em testes de Esconder-se.

Robes-Armadura: Esta vestimenta de aparência comum aparenta ser o típico robe usado por um mago, clérigo ou outro escolástico. Pequenas placas de metal e uma grossa camada de couro costurados no interior do robe fornecem proteção sem atrair atenção indesejável ao usuário. Infelizmente, robes-armadura são pesados e desajeitados, limitando a velocidade e agilidade do usuário.



Armadura de Couro, Górgona

Armaduras

Armadura	Custo	Bônus de Armadura	Bônus Máximo de Destreza	Penalidade por Armadura	Falha de Magia Arcana	Velocidade (9 m) (6 m)	Peso
Armadura Leve							
Armadura de Couro, Górgona	2.500 PO	+5	+6	0	10%	9 m 6 m	10 kg
Armadura de Couro, Pantera Deslocadora	12.000 PO	+2	+6	0	10%	9 m 6 m	7,5 kg
Armadura Média							
Robes-Armadura	55 PO	+3	+3	-4	25%	6 m 4,5 m	15 kg

LICENÇAS

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