

Nível do Momento

Nível do Monge

$$\left\{ \right\} = \frac{\text{SAB}}{\text{Nível do Jogo}} + \left(\frac{\text{ } \div 4}{\text{(Arredonda para Baixo)}} \right)$$

Bonus only applied when unarmoured,
unencumbered and not helpless

Non-Monk Levels

STUNNING FIST (Arredonda para Baixo)
TODAY

Nível	Condição	Descrição
1	Stunned	Perde ação neste turno DES ônus para CA ; -2 CA
4	Fadiga	Cannot run or charge -2 Strength and Dexterity
8	Sickened	-2 to attack rolls, damage rolls, saving throws, skill and ability checks
12	Staggered	May make a standard or move action, but not both
16	Cego	Lose DEX bonus to AC ; -2 AC -4 on STR and DEX skills, opposed Perception
	ou	50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	Deafened	-4 initiative; 20% miss chance when attacking -4 on opposed Perception automatically fail Perception checks for sound
20	Paralizado	Perde ação neste turno DES bonus to AC ; -2 CA

Nível 20 Immune to Charm Person and other effects that target non-outsiders.
Damage reduction 10/chaotic

QUEDA CD 15 de Acrobacia ignora 3m de dano por queda