

JANISSARY

(MONGE)

Nível de
Monge

FLURRY OF BLOWS

FLURRY ATTACK BONUS

Nível de Monge

$$\boxed{} = - 2$$

UNARMED STRIKE

ATAQUE DESARMADO ROLAGEM DE DANO

□ d6 > □ d8 > □ d10 > □ 2d6 > □ 2d8 > □ 2d10

STUNNING FIST

STUNNING FIST PER DAY

Nível de
Monge

Non-Monk
Level

$$\boxed{} = + \left(\div 4 \right)$$

(Arredonda para Baixo)

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STUNNING FIST TODAY

Fortitude

Resistência CD

Nível de Monge

$$\boxed{} = 10 + \left(\div 2 \right) + \text{SAB}$$

Nível de Effects
Monge

- 1** Stunned No action this round
Lose DEX bonus to AC; -2 AC
- 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
50% miss chance when attacking
DC 10 Acrobatics to move more than half speed
ou
Deafened -4 initiative; 20% miss chance when attacking
-4 on opposed Perception
automatically fail Perception checks for sound
- 20** Paralizado No action this round
Lose DEX bonus to AC; -2 AC

MIND OVER MAGIC

INSIGHT BONUS

Nível

Nível de Monge

$$4 + \boxed{} = \div 2$$

COMMAND TRUCE

- 5** Intimidate check to impose a truce between warring parties.
The truce is broken if anyone in your group draws a weapon,
casts a spell or takes a threatening action.

INTEGRIDADE CORPORAL

PONTOS DE VIDA

Nível

Nível de Monge

$$7 \boxed{} = $$

ALMA DE DIAMANTE

MAGIA RESITÊNCIA

Nível

Nível de Monge

$$11 \boxed{} = 10 + $$

QUIVERING PALM

QUIVER DAYS

Nível de Monge

$$\boxed{} = $$

Nível

Fortitude Resistência CD

Nível de
Monge

$$\boxed{} = 10 + \left(\div 2 \right) + \text{SAB}$$

PERFECT SELF

Treated as an Outsider

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

Damage reduction 10/chaotic

MONGE

Nível deTalent
Monge Bônus

Bônus de Classe de Armadura

Rajada de Golpes
Ataque Desarmado
Stunning Fist
Psionic Aura

Use uma ação de ataque total para mais ataques
Treat hands as weapons
Stun (or other effects) target for one round
Unnerve non-sentient beings; Charm Person 1/day

1

2

■

Evasão

Avoid all damage on successful reflex save

3

Movimento Rápido +3m
Treino de Manobra
Still Mind

Use o nível do monge no lugar de BBA para calcular BMC
+2 saving throws against enchantment

4

Piscina de KI (Magia)
Mind Over Magic

Tratarataques desarmados como armas mágicas
Gain a bonus to saving throws - 1 ki point

5

Command Truce
Purity of Body

Impose a truce between fighting parties - 1 ki point / min
Imune a todas as doenças

6

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Movimento Rápido +6m
Queda Suave 9m

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

Queda Suave 40 ft

9

Evasão Aprimorada
Movimento Rápido +9m

Avoid half damage on failed reflex save

10

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Piscina de KI (leal)
Queda Suave 50 ft
Psionic Aura

Considera ataque desarmado como Arma Leal
Charm Person 2/day

11

Corpo de Diamante

Imune a todos os venenos

12

Abundant step
Movimento Rápido +12m
Slow Fall 18m

Slip magically between spaces - 2 ki points

13

Alma de Diamante

Resistência a Magia

14

■

Slow Fall 21m

15

Quivering Palm
Fast Movement +15m
Psionic Aura

Delayed death

Charm Person 3/day

16

Piscina de KI (adamante)
Queda Suave 80 ft

Trata o ataque desarmado como arma de adamante

17

Corpo Atemporal
Tongue of the Sun and Moon

No age penalties or artificial aging
Speak with any living creature

18

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Fast Movement +18m
Queda Suave 90 ft

19

Corpo Vazio

Assume ethereal state for 1 minute - 3 ki points

20

Perfect Self
Queda Suave Qualquer distancia
Psionic Aura

Treated as outsider
Charm Person 4/day

Piscina de KI

Reserva de KI CAPACIDADE

Nível de Monge

$$\boxed{} = \left(\div 2 \right) + \text{SAB}$$

Reserva de KI