

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 > □ d6 > □ d8 > □ d10

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

RESISTÊNCIA FORTITUDE 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 CURA

Nível

Nível de Monge

$$7 \boxed{} = $$

ALMA DE DIAMANTE

MAGIA RESISTÊNCIA

Nível

Nível de Monge

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

QUIVERING PALM

QUIVER DAYS

Nível de Monge

$$\boxed{} = $$

Nível

RESISTÊNCIA FORTITUDE CD

Nível de
Monge

$$15 \boxed{} = 10 + \left(\div 2 \right) + \text{SAB}$$

PERFECT SELF

Treated as an Outsider

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

MONGE

Nível de Bônus Monge

1	<p>Bônus de Classe de Armadura</p> <p>Rajada de Golpes</p> <p>Ataque Desarmado</p> <p>Stunning Fist</p> <p>Psionic Aura</p>	<p>Use uma ação de ataque total para mais ataques</p> <p>Treat hands as weapons</p> <p>Stun (or other effects) target for one round</p> <p>Unnerve non-sentient beings; Charm Person 1/day</p>
2	<p>■ Evasão</p>	<p>Avoid all damage on successful reflex save</p>
3	<p>Fast Movement +3m</p> <p>Treino de Manobra</p> <p>Still Mind</p>	<p>Use o nível do monge no lugar de BBA para calcular BMC</p> <p>+2 saving throws against enchantment</p>
4	<p>Piscina de KI (Magia)</p> <p>Mind Over Magic</p>	<p>Tratar ataques desarmados como armas mágicas</p> <p>Gain a bonus to saving throws - 1 ki point</p>
5	<p>Command Truce</p> <p>Purity of Body</p>	<p>Impose a truce between fighting parties - 1 ki point / min</p> <p>Imune a todas as doenças</p>
6	<p>■ Movimento Rápido +6m</p> <p>Slow Fall 9m</p>	
7	<p>Wholeness of Body</p>	<p>Heal your own wounds - 2 ki points</p>
8	<p>Queda Suave 40 ft</p>	
9	<p>Evasão Aprimorada</p> <p>Fast Movement +9m</p>	<p>Avoid half damage on failed reflex save</p>
10	<p>■ Piscina de KI (leal)</p> <p>Queda Suave 50 ft</p> <p>Psionic Aura</p>	<p>Considera ataque desarmado como Arma Leal</p> <p>Charm Person 2/day</p>
11	<p>Corpo de Diamante</p>	<p>Imune a todos os venenos</p>
12	<p>Abundant step</p> <p>Movimento Rápido +12m</p> <p>Slow Fall 18m</p>	<p>Slip magically between spaces - 2 ki points</p>
13	<p>Alma de Diamante</p>	<p>Resistência a Magia</p>
14	<p>■ Slow Fall 21m</p>	
15	<p>Quivering Palm</p> <p>Movimento Rápido 15m</p> <p>Psionic Aura</p>	<p>Delayed death</p> <p>Charm Person 3/day</p>
16	<p>Piscina de KI (adamante)</p> <p>Queda Suave 80 ft</p>	<p>Trata o ataque desarmado como arma de adamante</p>
17	<p>Corpo Atemporal</p> <p>Tongue of the Sun and Moon</p>	<p>No age penalties or artificial aging</p> <p>Speak with any living creature</p>
18	<p>■ Movimento Rápido +18m</p> <p>Queda Suave 90 ft</p>	
19	<p>Corpo Vazio</p>	<p>Assume ethereal state for 1 minute - 3 ki points</p>
20	<p>Perfect Self</p> <p>Queda Suave Qualquer distancia</p> <p>Psionic Aura</p>	<p>Treated as outsider</p> <p>Charm Person 4/day</p>

Piscina de KI

Reserva de KI CAPACIDADE

Nível de Monge

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

Reserva de KI