

WEAPON ADEPT

Nível de Monge

(MONK)

BÔNUS DE CLASSE DE ARMADURA

CA BONUS

+ CA

MDC BONUS

+ DMC

$$\left. \begin{array}{l} + CA \\ + DMC \end{array} \right\} = SAB + \left(\frac{\text{Nível de Monge}}{4} \right)$$

Bonus only applied when unarmoured, unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE PER DAY

Nível de Monge

Non-Monk Levels

$$\left[\frac{\text{Nível de Monge}}{4} \right] = \left[\frac{\text{Non-Monk Levels}}{4} \right] + \left(\frac{\text{Nível de Monge}}{4} \right)$$

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PERFECT STRIKE TODAY (Arredonda para Baixo)

Announce before making an attack using a kama, nunchaku, quarterstaff, sai or siangham. Roll the attack twice, and take the higher result. If one attack is within critical threat range, the other is the confirmation roll.

WAY OF THE WEAPON MASTER

Weapon

TALENTO BÔNUS

- Nível 1
- ☐ Catch off-guard
 - ☐ Reflexos em Combate
 - ☐ Desviar Objetos
 - ☐ Esquiva
 - ☐ Improved Grapple
 - ☐ Scorpion Style
 - ☐ Throw Anything

- Nível 6
- ☐ Gorgon's Fist
 - ☐ Improved Bull Rush
 - ☐ Improved Disarm
 - ☐ Improved Feint
 - ☐ Improved Trip
 - ☐ Mobilidade

- Nível 10
- ☐ Improved Critical
 - ☐ Medusa's Wrath
 - ☐ Snatch Arrows
 - ☐ Ataque em Movimento

INTEGRIDADE CORPORAL

PONTOS DE VIDA

Nível 7

$$\left[\frac{\text{Nível de Monge}}{4} \right] = \left[\frac{\text{Pontos de Vida}}{4} \right]$$

DIAMOND SOUL

SPELL RESISTANCE

$$\left[\frac{\text{Nível de Monge}}{4} \right] = 10 + \left[\frac{\text{Spell Resistance}}{4} \right]$$

QUIVERING PALM

QUIVER DAYS

$$\left[\frac{\text{Nível de Monge}}{4} \right] \text{ days} = \left[\frac{\text{Quivering Palm}}{4} \right]$$

Fortitude Resistência CD

$$\left[\frac{\text{Nível de Monge}}{4} \right] = 10 + \left(\frac{\text{Fortitude Resistência CD}}{4} \right) + SAB$$

PERFECT SELF

Treated as an Outsider

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

Damage reduction 10/chaotic

MONGE

Nível deTalent
Monge Bônus

Unarmed
Strike
Damage
peq / gde

1

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d6

d4 / d8

Armour Class Bonus
Rajada de Golpes
Ataque Desarmado
Perfect Strike

Use a full attack action for more attacks
Trata mãos, pés, joelhos e cotovelos como armas
Roll attack twice when using a monk weapon

2

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Way of the Weapon Master

Weapon Focus for one monk weapon

3

Fast Movement +3m
Manoeuvre Training
Still Mind

(which grants +4 to Acrobatics checks for jumping)
Use monk level in place of BAB for calculating CMB
+2 saving throws against enchantment

4

d8
d6 / d6

Piscina de KI (Magia)
Queda Leve 6m

Treat unarmed attacks as magic weapons
Reduce effective falling height using wall

5

High Jump
Purity of Body

Add monk level to Acrobatics checks for jumping
+20 to jump checks - 1 ki point
Immune to all diseases

6

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Fast Movement +6m
Queda Leve 9m
Way of the Weapon Master 2

(which grants +8 to Acrobatics checks for jumping)
Weapon Specialisation for the same monk weapon

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

d10
d8 / 2d8

Queda Leve 12m

Evasão
Fast Movement +9m
Avoid all damage on successful reflex save
(which grants +12 to Acrobatics checks for jumping)

10

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Piscina de KI (leal)
Queda Leve 15m

Considera ataque desarmado como Arma Leal

11

Diamond Body

Immune to all poisons

12

2d6
d10 / 3d6

Abundant step
Fast Movement +12m
Queda Leve 18m

Slip magically between spaces - 2 ki points
(which grants +16 to Acrobatics checks for jumping)

13

Diamond Soul

Spell resistance

14

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Queda Leve 21m

Quivering Palm
Fast Movement +15m
Delayed death
(which grants +20 to Acrobatics checks for jumping)

16

2d8
2d6 / 3d8

Piscina de KI (adamante)
Queda Leve 24m

Trata o ataque desarmado como arma de adamante

17

Uncanny Initiative
Tongue of the Sun and Moon

Choose your own initiative roll
Speak with any living creature

18

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Fast Movement +18m
Queda Leve 27m

(which grants +24 to Acrobatics checks for jumping)

19

Empty Body

Assume ethereal state for 1 minute - 3 ki points

20

2d10
2d8 / 4d8

Pure Power
Slow Fall Any distance

+2 to Strength, Dexterity and Wisdom score

Piscina de KI

PISCINA DE KI CAPACIDADE

Nível de Monge

$$\left[\frac{\text{Nível de Monge}}{4} \right] = \left(\frac{\text{Piscina de KI}}{2} \right) + SAB$$

Piscina de KI

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ACROBATICS

MOVER-SE POR QUADRADOS AMEAÇADOS

CD de Acrobacia = do Oponente MCD

com metade da velocidade

+3m ao mover-se em velocidade máxima

MOVER-SE PELO QUADRADO DO INIMIGO

CD de Acrobacia = 5 + do Oponente MCD

com metade da velocidade

+3m ao mover-se em velocidade máxima

	Distância	1.5m	3m	4.5m	6m	7.5m	10m	10.5m	12m	13.5	15m	16.5m
PULO LONGO	CD	5	10	15	20	25	30	35	40	45	50	55
	Distância	30cm	0.6m	1.2m	1.2m	1.5m	1.8m	2.1m	2.4m	2.7m	3m	3.3m
HIGH JUMP	CD	4	8	12	16	20	24	28	32	36	40	44

Acrobatics skill +4

for every 10ft of your standard move above 30ft

SEGURAR NA BORDA

20 Reflex save

se falhar o pulo em 4 ou menos

QUEDA

CD 15 de Acrobacia

ignora 3m de dano por queda