MANOEUVRE Nível de					MONGE											
Monge			Nível de	Гalento	Unarmed											
(MONK)					Bônus	Damage										
7	RÂNIIS I	DE CLASSE DE A	ADMADIIDA			peq / gde	Armour Class Flurry of Man		110	e a full at	tack actio	n for mo	re comb	nat mane	PAINTES	
CA B		DE CLASSE DE F	Nível de	1		d6 d4/d8	Ataque Desai Stunning Fist	rmado	Tr	ata mãos,	pés, joelh er effects)	os e coto	ovelos c	omo arn		
+ MDG	CA	Z = SAB +	Monge	2			Evasão		Av	oid all da	mage on s	uccessfu	ıl reflex	save		
	DMC	(Arre	edonda para Baixo)	3			Fast Moveme Manoeuvre T Manoeuvre D	raining	Ùs	se monk le	ts +4 to Acevel in place opportunity	e of BA	B for ca	alculatin		
`~		STUNNING FI	mbered and not helpless ST	4		d8 d6/2d6	Piscina de KI Reliable Man				ed attacks or CMB -			ons		
STUNNING FIST Nível de Non-Monk Levels = + (÷ A										Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Add WIS to CMB, once a round						
		STUNNING FIST	(Arredonda para Baixo)	6	-		Fast Moveme	ent +6m	(w	hich gran	ts +8 to Ac	crobatics	checks	for jum	ping)	
Fortitude Nível de Resistência CD Monge			7			Wholeness of	f Body	Не	eal your o	wn wounds	s - 2 ki p	oints				
Resis		= 10 + (÷ 2) + SAB	8		d10 d8/2d8										
Nível 1	Stunned			9			Evasão Aprimorada Fast Movement +9m			Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping						
,	Fadiga	Perde DES e ganha A Cannot run or charge	AC; -2 CA	10			Piscina de KI	l (leal)	Сс	nsidera a	taque desa	armado (como Ar	ma Leal		
8	Sickened	2 Strength and Dexterity 2 to attack rolls, damage rolls,		11			Sweeping Manoeuvre			Make a manoeuvre against two enemies OR two manoeuvres against the same enemy						
12	Staggered					2d6 d10 / 3d6	Abundant step Fast Movement +12m			Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)						
16	Blinded ou	-4 on STR , DEX skills, opposed Perception		13	13 Diamond Soul Spell resistance				ance							
	ou	DC 10 Acrobatics to m	nove more than half speed	14												
	Deafened	Deafened -4 initiative; 20% miss chance when attacking -4 on opposed Perception automatically fail Perception checks for sound		15			Whirlwind Manoeuvre Fast Movement +15m			Make one manoeuvre against all adjacent enemies (which grants +20 to Acrobatics checks for jumping)						
20	Paralysed Sem ação nesta rodada Perde DES e ganha AC ; -2 CA		16		2d8 2d6/3d8	Piscina de KI (adamante)			Trata o ataque desarmado como arma de adamante							
*	TALENTO BÔNUS ☐ Catch off-guard ☐ Reflexos em Combate			17			Corpo Atemp Tongue of the				alties or ar any living (geing			
	□ Desvia	•	□ Esquiva	18			Fast Moveme	ent +18m	(w	hich gran	ts +24 to <i>F</i>	Acrobatio	s check	cs for ju	mping)	
Nível 1	☐ Improv		orpion Style	19			Empty Body		As	sume eth	ereal state	for 1 m	nute - 3	3 ki poin	ts	
	□ Improv			20		2d10 2d8 / 4d8	Perfect Self		Tr	eated as o	outsider					
	☐ Improved ☐ Improved Bull Rush ☐ Improved Bull Rush				FLURRY OF MANOEUVRES											
	_	☐ Improved Disarm ☐ Improved Feint		Nível				ВМС			attack, ma	ke additi	onal			
Nível 6	□ Improv	Improved Trip		1		ombat mar		-2			vres at a p					
U	□ Greate			8 15		d combat n combat ma		-3 -7								
	☐ Greater			15	Tilliu (JUIIIJAL IIIA	iloeuvie		• 1	TZT		_	_	_	_	
N/ 1	☐ Improved Critical ☐ Medusa's Wrath			Piccin	A DE	727		Pis	cina de	: KI					#	
Nível 10	☐ Snatch	☐ Snatch Arrows ☐ Ataque em Movimento		PISCIN CAPAC			rel de Monge						Pi	scina d	le KI	
	INT			= (÷ 2	2)+	SAB									
	INTEGRIDADE CORPORAL PONTOS DE							AC	ROBAT	ICS						
Nível	VIDA Nível de Monge			MOVE	R-SE	POR OUA	DRADOS AI				netade da	velocida	de			
7		=		MOVER-SE POR QUADRADOS AMEAÇADOS CD de Acrobacia = do Oponente MCD com metade da velocidade +3m ao mover-se em velocidade máxima												
` .		DIAMOND SO		MOVE	R-SE		ADRADO DO				netade da ao mover-s			e máxim	а	
Nível	SPELL RE		e Monge			Distân	cia 1.5m 3m	4.5m	6m 7.	5m 10m	10.5m	12m	13.5	15m	16.5m	
13		= 10 +		PULO	LONG		CD 5 10	15	20 25		35	40	45	50	55	
×	Treated as a	PERFECT SEL	LF ,	HIGH	JUMF		cia 30cm 0.6r	12	16 20		28	2.4m 32	2.7m 36	3m 40	3.3m 44	
Missa							Acrobatics	SKIII +4	for every	TOTE OF YOU	ur standard	u iiiove a	nove 30	Лί		

SEGURAR NA BORDAD 20 Reflex save

CD 15 de Acrobacia

QUEDA

se falhar o pulo em 4 ou menos

ignora 3m de dano por queda

Nível Immune to Charm Person and other effects that

target non-outsiders. Damage reduction 10/chaotic