

KI MYSTIC

Nível de Monge

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

STUNNING FIST

STUNNING FIST PER DAY

Nível de Monge

Non-Monk Levels

$$\left[\text{Box} \right] = \left[\text{Box} \right] + \left(\frac{\text{Nível de Monge}}{4} \right)$$

Fortitude Resistência CD

STUNNING FIST TODAY

(Arredonda para Baixo)

Fortitude Resistência CD

Nível de Monge

$$\left[\text{Box} \right] = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

Nível

- | | | |
|----|-----------|--|
| 1 | Stunned | Sem ação nesta rodada
Perde DES e ganha AC ; -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 | Blinded | 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 | Paralysed | Sem ação nesta rodada
Perde DES e ganha AC ; -2 CA |

TALENTO BÔNUS

- | | | |
|-------|---|--|
| Nível | <input type="checkbox"/> Catch off-guard | <input type="checkbox"/> Reflexos em Combate |
| 1 | <input type="checkbox"/> Desviar Objetos | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Esquiva |
| | <input type="checkbox"/> Improved Grapple | <input type="checkbox"/> Scorpion Style |
| | <input type="checkbox"/> Throw Anything | |

- | | | |
|-------|--|---|
| Nível | <input type="checkbox"/> Gorgon's Fist | <input type="checkbox"/> Improved Bull Rush |
| 6 | <input type="checkbox"/> Improved Disarm | <input type="checkbox"/> Improved Feint |
| | <input type="checkbox"/> Improved Trip | <input type="checkbox"/> Mobilidade |

- | | | |
|-------|--|--|
| Nível | <input type="checkbox"/> Improved Critical | <input type="checkbox"/> Medusa's Wrath |
| 10 | <input type="checkbox"/> Snatch Arrows | <input type="checkbox"/> Ataque em Movimento |

INTEGRIDADE CORPORAL

PONTOS DE VIDA

Nível de Monge

$$\left[\text{Box} \right] = \left[\text{Box} \right]$$

QUIVERING PALM

QUIVER DAYS

Nível de Monge

$$\left[\text{Box} \right] \text{ days} = \left[\text{Box} \right]$$

Fortitude Resistência CD

Nível de Monge

$$\left[\text{Box} \right] = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

MYSTIC PERSISTENCE

As a swift action once a day, create a 20ft-radius aura of luck allowing yourself and all allies to take the better of two rolls for attacks and saving throws.
Aura lasts 1 round for every 2 ki points spent

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 de Monge	Talento Bônus	Unarmed Strike Damage	Armour Class Bonus	
1	■	d6 d4 / d8	Rajada de Golpes Ataque Desarmado Stunning Fist	Use a full attack action for more attacks Trata mãos, pés, joelhos e cotovelos como armas Stun (or other effects) target for one round
2	■		Evasão	Avoid all damage on successful reflex save
3			Fast Movement +3m Manoeuvre Training Ki Pool	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB Insight bonus to knowledge and skills
4		d8 d6 / 2d6	Piscina de KI (Magia) Queda Leve 6m	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5			High Jump Mystic Insight	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Ally may re-roll attack or save - 2 ki points
6	■		Fast Movement +6m Queda Leve 9m	(which grants +8 to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8 / 2d8	Queda Leve 12m	
9			Evasão Aprimorada Fast Movement +9m	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)
10	■		Piscina de KI (leal) Queda Leve 15m	Considera ataque desarmado como Arma Leal
11			Mystic Visions	Receive enlightenment while you rest - 2 ki points
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			Mystic Presence +2	Insight bonus to AC and CMD
14	■		Queda Leve 21m	
15			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 adamantite
17			Corpo Atemporal Tongue of the Sun and Moon	No age penalties or artificial ageing Speak with any living creature
18	■		Fast Movement +18m Queda Leve 27m	(which grants +24 to Acrobatics checks for jumping)
19			Mystic Persistence	6m de Aura da Sorte - 2 or more ki points
20		2d10 2d8 / 4d8	Perfect Self Slow Fall Any distance Mystic Presence +4	Treated as outsider

Piscina de KI

PISCINA DE KI CAPACIDADE

Nível 3

Nível 4

Nível de Monge

$$\left[\text{Box} \right] = SAB$$

$$= 2 + \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

Piscina de KI

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+2 to all Knowledge skills as long as you have at least 1 ki point in you pool
As a swift action, gain +4 insight bonus to any skill or ability check, at a cost of 1 ki point

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											
SEGUIR NA BORDA	20 Reflex save											
QUEDA	CD 15 de Acrobacia											

for every 10ft of your standard move above 30ft

se falhar o pulo em 4 ou menos

ignora 3m de dano por queda