

# JANISSARY

(MONK)

Nível de Monge

## FLURRY OF BLOWS

FLURRY ATTACK BONUS Nível de Monge

$$\boxed{\phantom{00}} = \phantom{00} - 2$$

## UNARMED STRIKE

UNARMED STRIKE DAMAGE ROLL

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

## STUNNING FIST

STUNNING FIST PER DAY Nível de Monge Non-Monk Level

$$\boxed{\phantom{00}} = \phantom{00} + \left( \phantom{00} \div 4 \right)$$

(Arredonda para Baixo)

STUNNING FIST TODAY

Fortitude Resistência CD

Nível de Monge

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + SAB$$

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** 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 No action this round  
Lose DEX bonus to AC; -2 AC

## MIND OVER MAGIC

INSIGHT BONUS

Nível de Monge

$$4 + \boxed{\phantom{00}} = \phantom{00} \div 2$$

## COMMAND TRUCE

Nível 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 de Monge

$$7 \boxed{\phantom{00}} = \phantom{00}$$

## DIAMOND SOUL

SPELL RESISTANCE Nível de Monge

$$11 \boxed{\phantom{00}} = 10 + \phantom{00}$$

## QUIVERING PALM

QUIVER DAYS Nível de Monge

$$\boxed{\phantom{00}} = \phantom{00}$$

Nível Fortitude Resistência CD Nível de Monge

$$15 \boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + SAB$$

## PERFECT SELF

Treated as an Outsider

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

20 Damage reduction 10/chaotic

## MONGE

Nível deTalentos Monge Bônus

1

Armor Class Bonus  
Rajada de Golpes  
Ataque Desarmado  
Stunning Fist  
Psionic Aura

Use a full attack action for more attacks  
Treat hands as weapons  
Stun (or other effects) target for one round  
Unnerve non-sentient beings; Charm Person 1/day

2



Evasão

Avoid all damage on successful reflex save

3

Fast Movement +3m  
Maneuvre Training  
Still Mind

Use monk level in place of BAB for calculating CMB  
+2 saving throws against enchantment

4

Piscina de KI (Magia)  
Mind Over Magic

Treat unarmed attacks as magic weapons  
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  
Immune to all diseases

6



Fast Movement +6m  
Queda Leve 9m

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

Queda Leve 12m

9

Evasão Aprimorada  
Fast Movement +9m

Avoid half damage on failed reflex save

10



Piscina de KI (leal)  
Queda Leve 15m  
Psionic Aura

Considera ataque desarmado como Arma Leal  
Charm Person 2/day

11

Diamond Body

Immune to all poisons

12

Abundant step  
Fast Movement +12m  
Queda Leve 18m

Slip magically between spaces - 2 ki points

13

Diamond Soul

Spell resistance

14



Queda Leve 21m

15

Quivering Palm  
Fast Movement +15m  
Psionic Aura

Delayed death  
Charm Person 3/day

16

Piscina de KI (adamante)  
Queda Leve 24m

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



Fast Movement +18m  
Queda Leve 27m

19

Empty Body

Assume ethereal state for 1 minute - 3 ki points

20

Perfect Self  
Slow Fall Any distance  
Psionic Aura

Treated as outsider  
Charm Person 4/day

## Piscina de KI

PISCINA DE KI CAPACIDADE

Nível de Monge

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + SAB$$

Ki Pool