

QINGGONG MONK

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

$$\left[\text{ } \right] = \left[\text{ } \right] + \left(\frac{\text{ } }{4} \right)$$

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STUNNING FIST TODAY (Arredonda para Baixo)

Fortitude Resistência CD

Nível de Monge

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

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 **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

Piscina de KI

PISCINA DE KI CAPACIDADE

Nível de Monge

$$\left[\text{ } \right] = \left(\frac{\text{ } }{2} \right) + SAB$$

Piscina de KI

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KI POWERS

KI POWER SAVE DC

Nível de Monge

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

MONGE

Nível de Talento Unarmed

Monge Bônus

Strike

peq / gde

Armour Class Bonus

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

1	■	d6 d4 / d8		
2	■	Evasão		Avoid all damage on successful reflex save
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 / 2d6	Piscina de KI (Magia)	Treat unarmed attacks as magic weapons
5		Purity of Body		Immune to all diseases
6	■	Fast Movement +6m Queda Leve 9m		(which grants +8 to Acrobatics checks for jumping)
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
12		2d6 d10 / 3d6	Fast Movement +12m Queda Leve 18m	(which grants +16 to Acrobatics checks for jumping)
14	■	Queda Leve 21m		
15		Fast Movement +15m		(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
18	■	Fast Movement +18m Queda Leve 27m		(which grants +24 to Acrobatics checks for jumping)
20		2d10 2d8 / 4d8	Slow Fall Any distance	

KI POWERS

Nível

4

Nível

5

Nível

7

Nível

11

Nível

12

Nível

13

Nível

15

Nível

17

Nível

17

Nível

19

Nível

20