

# SENSEI (MONK)

Nível de  
Monge

## STUNNING FIST

### STUNNING FIST PER DAY

Nível de  
Monge

Non-Monk  
Levels

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \left( \boxed{\phantom{000}} \div 4 \right)$$

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**STUNNING FIST** (Arredonda para Baixo)  
**TODAY**

**Fortitude**  
**Resistência** CD

Nível de  
Monge

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{SAB}$$

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

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

## ADVICE

**PERFORMANCE**  
**PER DAY**

Nível de  
Monge

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \text{SAB}$$

Nível

### INSPIRE COURAGE

- 1** + ☐ Bonus against charm and compulsion  
Bonus to attack and damage rolls

### INSPIRE COMPETENCE

Nível

- 3** + ☐

### INSPIRE GREATNESS MAX AFFECTED

Nível

- 9** ☐ 2 Bonus hit dice  
+ 2d10 (including CON)

## INTEGRIDADE CORPORAL

PONTOS DE

Nível

**VIDA**

Nível de Monge

$$\boxed{\phantom{000}} = \boxed{\phantom{000}}$$

## DIAMOND SOUL

**SPELL RESISTANCE** Nível de Monge

Nível

$$\boxed{\phantom{000}} = 10 + \boxed{\phantom{000}}$$

## QUIVERING PALM

**QUIVER DAYS** Nível de Monge

$$\boxed{\phantom{000}} \text{ days} = \boxed{\phantom{000}}$$

Nível

**Fortitude**  
**Resistência** CD

Nível de  
Monge

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{SAB}$$

## 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 deTalentos  
Monge Bônus

Unarmed  
Strike  
Damage

peq / gde

**1**

■

**d6**

d4 / d8

Armour Class Bonus  
Advice  
Ataque Desarmado  
Stunning Fist

Inspire Courage  
Trata mãos, pés, joelhos e cotovelos como armas  
Stun (or other effects) target for one round

**2**

Insightful Strike

Use **WIS** in place of **STR/DEX** for monk weapons

**3**

Advice 2  
Manoeuvre Training  
Still Mind

Inspire Competence  
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**

Mystic Wisdom  
Queda Leve 9m

Grant bonus to an ally - **1 ki point**

**7**

Wholeness of Body

Heal your own wounds - **2 ki points**

**8**

**d10**  
d8 / d8

Queda Leve 12m

**9**

Advice 3

Inspire Greatness

**10**

Piscina de KI (leal)  
Queda Leve 15m

Considera ataque desarmado como Arma Leal

**11**

Diamond Body

Immune to all poisons

**12**

**2d6**  
d10 / d6

Abundant step  
Mystic Wisdom 2  
Queda Leve 18m

Slip magically between spaces - **2 ki points**  
Grant bonus to allies in 30ft - **1 ki point**

**13**

Diamond Soul

Spell resistance

**14**

Queda Leve 21m

**15**

Quivering Palm

Delayed death

**16**

**2d8**  
d6 / d8

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**

Mystic Wisdom 3  
Queda Leve 27m

Grant more abilities to allies - **2 ki points**

**19**

Empty Body

Assume ethereal state for 1 minute - **3 ki points**

**20**

**2d10**  
d8 / d8

Perfect Self  
Slow Fall Any distance

Treated as outsider

## MYSTIC WISDOM

Nível

**6**

Grant a single ally within 30ft:

**1 ki point**

Nível

**12**

Grant all allies within 30ft:  
Grant a single ally within 30ft: Evasion, Fast Movement, High Jump, Purity of Body, Slow Fall

**1 ki point**

Nível

**18**

Grant all allies within 30ft: Evasion, Fast Movement, High Jump, Purity of Body, Slow Fall  
Grant a single ally within 30ft: Diamond Body, Diamond Soul, Improved Evasion

**2 ki points**  
**2 ki points**

## Piscina de KI

**PISCINA DE KI**  
**CAPACIDADE**

Nível de Monge

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \text{SAB}$$

**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

### PULO LONGO

Distância	1.5m	3m	4.5m	6m	7.5m	10m	10.5m	12m	13.5	15m	16.5m
CD	5	10	15	20	25	30	35	40	45	50	55

### HIGH JUMP

Distância	30cm	0.6m	1.2m	1.2m	1.5m	1.8m	2.1m	2.4m	2.7m	3m	3.3m
CD	4	8	12	16	20	24	28	32	36	40	44

### 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