

# MONGE

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

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] + \left( \frac{\text{Nível de Monge}}{4} \right)$$

### STUNNING FIST TODAY

(Arredonda para Baixo)

### Fortitude Resistência CD

Nível de Monge

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left( \frac{\text{Nível de Monge}}{2} \right) + SAB$$

Nível

- |           |           |  |
|-----------|-----------|--|
| <b>1</b>  | Stunned   | Sem ação nesta rodada<br>Perde <b>DES</b> e ganha <b>AC</b> ; -2 <b>CA</b>   |
| <b>4</b>  | Fadiga    | Cannot run or charge<br>-2 Strength and Dexterity  |
| <b>8</b>  | Sickened  | -2 to attack rolls, damage rolls, saving throws, skill and ability checks  |
| <b>12</b> | Staggered | May make a standard or move action, but not both   |
| <b>16</b> | Blinded   | Lose <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b><br>-4 on <b>STR</b> and <b>DEX</b> skills, opposed Perception<br>50% miss chance when attacking<br>DC 10 Acrobatics to move more than half speed |
| <b>ou</b> | Deafened  | -4 initiative; 20% miss chance when attacking<br>-4 on opposed Perception<br>automatically fail Perception checks for sound  |
| <b>20</b> | Paralysed | Sem ação nesta rodada<br>Perde <b>DES</b> e ganha <b>AC</b> ; -2 <b>CA</b>   |

## TALENTO BÔNUS

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

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

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

## INTEGRIDADE CORPORAL

### PONTOS DE VIDA

Nível de Monge

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] + \left( \frac{\text{Nível de Monge}}{2} \right) + SAB$$

## DIAMOND SOUL

### SPELL RESISTANCE

Nível de Monge

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left( \frac{\text{Nível de Monge}}{2} \right) + SAB$$

## QUIVERING PALM

### QUIVER DAYS

Nível de Monge

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] \text{ days} = \left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] + \left( \frac{\text{Nível de Monge}}{2} \right) + SAB$$

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left( \frac{\text{Nível de Monge}}{2} \right) + SAB$$

## 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

<b>1</b>	■	<b>d6</b> d4 / d8	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
<b>2</b>	■		Evasão	Avoid all damage on successful reflex save
<b>3</b>			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
<b>4</b>		<b>d8</b> d6 / 2d6	Piscina de KI (Magia) Queda Leve 6m	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
<b>5</b>			High Jump Purity of Body	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Immune to all diseases
<b>6</b>	■		Fast Movement +6m Queda Leve 9m	(which grants +8 to Acrobatics checks for jumping)
<b>7</b>			Wholeness of Body	Heal your own wounds - 2 ki points
<b>8</b>		<b>d10</b> d8 / 2d8	Queda Leve 12m	
<b>9</b>			Evasão Aprimorada Fast Movement +9m	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)
<b>10</b>	■		Piscina de KI (leal) Queda Leve 15m	Considera ataque desarmado como Arma Leal
<b>11</b>			Diamond Body	Immune to all poisons
<b>12</b>		<b>2d6</b> 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)
<b>13</b>			Diamond Soul	Spell resistance
<b>14</b>	■		Queda Leve 21m	
<b>15</b>			Quivering Palm Fast Movement +15m	Delayed death (which grants +20 to Acrobatics checks for jumping)
<b>16</b>		<b>2d8</b> 2d6 / 3d8	Piscina de KI (adamante) Queda Leve 24m	Trata o ataque desarmado como arma de adamantite
<b>17</b>			Corpo Atemporal Tongue of the Sun and Moon	No age penalties or artificial ageing Speak with any living creature
<b>18</b>	■		Fast Movement +18m Queda Leve 27m	(which grants +24 to Acrobatics checks for jumping)
<b>19</b>			Empty Body	Assume ethereal state for 1 minute - 3 ki points
<b>20</b>		<b>2d10</b> 2d8 / 4d8	Perfect Self Slow Fall Any distance	Treated as outsider

## Piscina de KI

### PISCINA DE KI CAPACIDADE

Nível de Monge

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left( \frac{\text{Nível de Monge}}{2} \right) + SAB$$

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

	Distância	1.5m	3m	4.5m	6m	7.5m	10m	10.5m	12m	13.5	15m	16.5m
<b>PULO LONGO</b>	CD	5	10	15	20	25	30	35	40	45	50	55
<b>HIGH JUMP</b>	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

Acrobatics skill +4

for every 10ft of your standard move above 30ft

### 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