DRUNKEN

Nível de Monge

(MONK)

BÔNUS DE CLASSE DE ARMADURA

CA BONUS Nível de Monge **MDC** BONUS (Arredonda para Baixo)

Bonus only applied when unarmoured, unencumbered and not helpless								
×	STUNNING	FIST						
STUNNING FIS PER DAY	T Nível de Monge	Non-Monk Levels						
STUNNING FIST (Arredonda para Baixo) TODAY								
Fortitude Nível de Resistência CD Monge								
	= 10 + (÷ 2) + SAB						
Nível 1 Stunned	Sem ação nesta roo Perde DES e ganh							
👍 Fadiga	Cannot run or charged							

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 ou	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
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-4 initiative; 20% miss chance when attacking Deafened -4 on opposed Perception automatically fail Perception checks for sound

Paralysed Sem ação nesta rodada 20 Perde DES bonus to AC; -2 CA

	TALENTO) BÔNUS
Nível 1	$\ \square$ 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	☐ Improved Critical	☐ Medusa's Wrath
10	☐ Snatch Arrows	☐ Ataque em Movimento

INTEGRIDADE CORPORAL PONTOS DE VIDA Nível de Monge Nível 7

QUIVERING PALM

QUIVER DAYS Nível de Monge days Nível **Fortitude** Nível de 15 Resistência CD Monge

PERFECT SELF

Treated as an Outsider

Immune to Charm Person and other effects that 20 target non-outsiders. Damage reduction 10/chaotic

``			MON	IGE
Nível de Monge	eTalento Bônus	Damage	Armour Class Bonus	
1	•	peq / gde 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 Drunken Ki	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +1 temporary ki point (for 1 hour) on drinking
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	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point
			Drunken Strength 1d6 Fast Movement +6m	Inflict extra damage - 1 ki point (which grants +8 to Acrobatics checks for jumping)
6			Queda Leve 9m	(Willow Grants To to Acrobatios 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 Drunken Strength 2d6	Considera ataque desarmado como Arma Leal 2 ki points
11			Drunken Courage	Immune to fear
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			Drunken Resilience 1/-	Damage reduction
14			Queda Leve 21m	
15			Quivering Palm Fast Movement +15m Drunken Strength 3d6	Delayed death (which grants +20 to Acrobatics checks for jumping) 3 ki points
16		2d8 2d6 / 3d8	Piscina de KI (adamante) Queda Leve 24m Drunken Resilience 2/—	Trata o ataque desarmado como arma de adamante
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			Firewater Breath Drunken Resilience 3/—	cone de fogo de 9m, dá 2d6 de dano - 4 ki points
20		2d10 2d8 / 4d8	Perfect Self Slow Fall Any distance	Treated as outsider

PISCINA DE KI DRUNKEN Piscina de KI Nível de Monge CAPACIDADE KI

4 ki points

ACROBATICS

MOVER-SE POR QUADRADOS AMEAÇADOS

com metade da velocidade +3m ao mover-se em velocidade máxima

CD de Acrobacia = do Oponente **MCD**

com metade da velocidade

MOVER-SE PELO QUADRADO DO INIMIGO CD de Acrobacia = 5 + do Oponente MCD +3m ao mover-se em velocidade máxima

Drunken Strength 4d6

	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
		Acrob	atics sk	ill +4	for every 10ft of your standard move above 30ft							

SEGURAR NA BORDAD 20 Reflex save QUEDA CD 15 de Acrobacia

se falhar o pulo em 4 ou menos ignora 3m de dano por queda