

BÔNUS DE CLASSE DE ARMADURA

CA BONUS

+ CA

MDC BONUS

+ DMC

Nível de Monge

SAB

+ (

÷ 4

)

(Arredonda para Baixo)

Bonus only applied when unarmoured, unencumbered and not helpless

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

☐ Mounted Combat

Avoid attacks on mount with Ride check

☐ Mounted Archery

Halve the penalty for ranged attacks

☐ Ride-by Attack

Move before and after a charge attack

☐ Spirited Charge

Double damage

☐ Trample

Overrun enemies

☐ Unseat

Knock opponents from their mounts

MONASTIC MOUNT

DURAÇÃO PER DAY

Nível de Bardo

rds

= 2 + (

× 2

) +

WEAPON TRAINING

Nível 5

Weapon type

☐ ☐ ☐ ☐

Nível 9

☐ ☐ ☐

Nível 13

☐ ☐

Nível 17

☐

INTEGRIDADE CORPORAL

PONTOS DE VIDA

Nível de Monge

7

=

DIAMOND SOUL

SPELL RESISTANCE

Nível de Monge

13

= 10 +

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 de Monge	Talento Bônus	Unarmed Strike Damage
1		d6 d4 / d8
2		Armour Class Bonus Rajada de Golpes Ataque Desarmado Devoted Guardian
3		Use a full attack action for more attacks Trata mãos, pés, joelhos e cotovelos como armas Always get to act in a surprise round Add ½ Monk level to initiative
4		Evasão
5		Avoid all damage on successful reflex save
6		Maneuvre Training Still Mind
7		Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
8		Piscina de KI (Magia) Monastic Mount Ki Weapon
9		Treat unarmed attacks as magic weapons Gain temporary hp, grant bonuses to mount Enhance weapon - 1 ki point per enhancement
10		High Jump
11		Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point
12		Purity of Body
13		Immune to all diseases
14		
15		Wholeness of Body
16		Heal your own wounds - 2 ki points
17		
18		Evasão Aprimorada
19		Avoid half damage on failed reflex save
20		Piscina de KI (leal)
21		Considera ataque desarmado como Arma Leal
22		Diamond Body
23		Immune to all poisons
24		
25		Diamond Soul
26		Spell resistance
27		
28		Quivering Palm
29		Delayed death
30		Piscina de KI (adamante)
31		Trata o ataque desarmado como arma de adamantite
32		Corpo Atemporal Tongue of the Sun and Moon
33		No age penalties or artificial ageing Speak with any living creature
34		
35		Empty Body
36		Assume ethereal state for 1 minute - 3 ki points
37		Perfect Self
38		Treated as outsider

Piscina de KI

PISCINA DE KI CAPACIDADE

Nível de Monge

= (

÷ 2

) +

SAB

Piscina de KI

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

☐ ☐ ☐ ☐

ACROBATICS

MOVER-SE POR QUADRADOS AMEAÇADOS

com metade da velocidade

CD de Acrobacia = do Oponente MCD

+3m ao mover-se em velocidade máxima

MOVER-SE PELO QUADRADO DO INIMIGO

com metade da velocidade

CD de Acrobacia = 5 + do Oponente MCD

+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	
	30cm	0.6m	1.2m	1.2m	1.5m	1.8m	2.1m	2.4m	2.7m	3m	3.3m	