MARTIAL ARTIST (MONK)

Nível de Monge

BÔNUS DE CLASSE DE ARMADURA

CA BONUS: + CA

MDC BONUS: + DMC

= SAB + (Nível de Monge ÷ 4) (Arredonda para Baixo)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY: = Nível de Monge + (Non-Monk Levels ÷ 4) (Arredonda para Baixo)

STUNNING FIST TODAY

Fortitude Resistência CD: = 10 + (Nível de Monge ÷ 2) + SAB (+ 1 from level 3)

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
	ou	50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	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	
6	☐ Gorgon's Fist	☐ Improved Bull Rush
	☐ Improved Disarm	☐ Improved Feint
	☐ Improved Trip	☐ Mobilidade
10	☐ Improved Critical	☐ Medusa's Wrath
	☐ Snatch Arrows	☐ Ataque em Movimento

INTEGRIDADE CORPORAL

Nível 7 — PONTOS DE VIDA: = Nível de Monge

DIAMOND SOUL

Nível 13 — SPELL RESISTANCE: = 10 + Nível de Monge

QUIVERING PALM

Nível 15 — QUIVER DAYS: = Nível de Monge days

Fortitude Resistência CD: = 11 + (Nível de Monge ÷ 2) + SAB

PERFECT SELF

Nível 20 — **Treated as an Outsider**
Immune to Charm Person and other effects that target non-outsiders.
Damage reduction **10/chaotic**

MONGE

Nível de Monge	Talento Bônus	Unarmed Strike Damage peq / gde		
1	■	d6 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
2	■		Evasão	Avoid all damage on successful reflex save
3			Fast Movement **+3m** Manoeuvre Training Pain Points	(which grants **+4** to Acrobatics checks for jumping) Use monk level in place of **BAB** for calculating **CMB** **+1** to confirm critical hits
4		d8 d6 / 2d6	Exploit Weakness Martial Arts Master	Gain +2 to attack, bypass DR, other bonuses Use monk level to take Fighter feats
5			High Jump Extreme Endurance	Add monk level to Acrobatics checks for jumping **+20** to jump checks - **1 ki point** † Immune to fatigue
6	■		Fast Movement **+6m** Queda Leve 9m	(which grants **+8** to Acrobatics checks for jumping)
7			Wholeness of Body Physical Resistance **-1**	Heal your own wounds - **2 ki points** † Reduced ability damage
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 Extreme Endurance **2** Physical Resistance **-2**	Considera ataque desarmado como Arma Leal Immune to exhaustion
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			Defensive Roll Physical Resistance **-3**	Reflex for half damage to avoid hitting 0hp
14	■		Queda Leve 21m	
15			Quivering Palm Fast Movement **+15m**	Delayed death (which grants **+20** to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Piscina de KI (adamante) Queda Leve 24m Physical Resistance **-4**	Trata o ataque desarmado como arma de adamante
17			Corpo Atemporal	No age penalties or artificial ageing
18	■		Fast Movement **+18m** Queda Leve 27m	(which grants **+24** to Acrobatics checks for jumping)
19			Greater Defensive Roll Physical Resistance **-5**	Reduced damage on Defensive Roll
20		2d10 2d8 / 4d8	Extreme Endurance **4** Slow Fall **Any distance**	Immune to death effects

† Martial Artist cannot use ki abilities without gaining a *ki pool* from another class

EXPLOIT WEAKNESS

WISDOM CHECK BONUS: + = Nível de Monge + SAB

WISDOM CHECK DC: = 10 + CR (Challenge Rating or object's hardness)

As a swift action, make a wisdom check (above). If successful, gain **+2** to attack until the end of your turn, and ignore damage reduction and hardness.
Alternatively, add half your level to Sense Motive, Reflex saves and a dodge bonus to **AC** until your next turn.

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
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

Acrobatics skill +4 for every 10ft of your standard move above 30ft

SEGURAR NA BORDA CD 20 Reflex save — se falhar o pulo em 4 ou menos

QUEDA CD 15 de Acrobacia — ignora 3m de dano por queda