MONK OF THE Nível de MONGE Nível deTalento Unarmed HEALING HAND Monge Bônus Damage 🔽 BÔNUS DE CLASSE DE ARMADURA **Armour Class Bonus** peq / gde **CA BONUS** Raiada de Golpes Use a full attack action for more attacks d6 1 Nível de Ataque Desarmado Trata mãos, pés, joelhos e cotovelos como armas Monae d4/d8 Stunning Fist Stun (or other effects) target for one round MDC BONUS Evasão Avoid all damage on successful reflex save 2 (Arredonda para Baixo) Fast Movement +3m (which grants +4 to Acrobatics checks for jumping) Bonus only applied when unarmoured, Manoeuvre Training Use monk level in place of BAB for calculating CMB 3 unencumbered and not helpless Still Mind +2 saving throws against enchantment STUNNING FIST d8 Piscina de KI (Magia) Treat unarmed attacks as magic weapons STUNNING FIST Nível de Non-Monk 4 Queda Leve 6m Reduce effective falling height using wall d6 / 2d6 PER DAY Monge Levels High Jump Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point 5 STUNNING FIST (Arredonda para Baixo) Purity of Body Immune to all diseases Fast Movement +6m (which grants +8 to Acrobatics checks for jumping) 6 Queda Leve 9m **Fortitude** Nível de Resistência CD Monge 7 **Ancient Healing Hand** Heal somebody else's wounds - 2 ki points = 10 + d10 8 Oueda Leve 12m Nível d8 / 2d8 Stunned Sem ação nesta rodada 1 Avoid half damage on failed reflex save Evasão Aprimorada Perde DES e ganha AC; -2 CA 9 Fast Movement +9m (which grants +12 to Acrobatics checks for jumping) Fadiga Cannot run or charge -2 Strength and Dexterity Piscina de KI (leal) Considera ataque desarmado como Arma Leal 10 Queda Leve 15m -2 to attack rolls, damage rolls Sickened saving throws, skill and ability checks Ki Sacrifice Bring a target back to life - all your ki points 11 12 Staggered May make a standard or move action, but not both Abundant step Slip magically between spaces - 2 ki points 2d6 Blinded Lose DEX bonus to AC; -2 AC 12 Fast Movement +12m (which grants +16 to Acrobatics checks for jumping) 16 d10 / 3d6 -4 on STR and DEX skills, opposed Perception Queda Leve 18m 50% miss chance when attacking ou DC 10 Acrobatics to move more than half speed 13 Diamond Soul Spell resistance -4 initiative; 20% miss chance when attacking Deafened Queda Leve 21m -4 on opposed Perception 14 automatically fail Perception checks for sound Ki Sacrifice Resurrect a target - all your kit points Sem ação nesta rodada 20 Paralysed 15 Fast Movement +15m (which grants +20 to Acrobatics checks for jumping) Perde DES e ganha AC; -2 CA TALENTO BÔNUS Piscina de KI (adamante) Trata o ataque desarmado como arma de adamante 2d8 **16** Queda Leve 24m 2d6/3d8 □ Catch off-quard □ Reflexos em Combate Corpo Atemporal No age penalties or artificial ageing Nível □ Desviar Objetos □ □ □ Esquiva 17 Tongue of the Sun and Moon Speak with any living creature 1 ☐ Improved Grapple □ Scorpion Style Fast Movement +18m (which grants +24 to Acrobatics checks for jumping) □ Throw Anything 18 Oueda Leve 27m □ Gorgon's Fist ☐ Improved Bull Rush Nível **Empty Body** Assume ethereal state for 1 minute - 3 ki points 19 ☐ Improved Disarm ☐ Improved Feint 6 ☐ Improved Trip □ Mobilidade True Sacrifice Give your life to revive allies within 50ft 2d10 20 Slow Fall Any distance 2d8 / 4d8 ☐ Improved Critical ☐ Medusa's Wrath Nível ☐ Snatch Arrows ☐ Ataque em Movimento INTEGRIDADE CORPORAL

Nível	VIDA	Nível de Monge
7] =

4

8

KI SACRIFICE

Spend an hour and sacrifice your entire ki pool (which must Nível be at least 6 ki points) to cast Raise Dead with a caster level 11 equal to your Monk level.

Nível As above, but cast Resurrection.

This requires that your ki pool contain at least 8 ki points. 15

×	DIAMOND SOUL								
Nível	SPELL RESISTANCE	Nível de Monge							
12	= 10	+							

TRUE SACRIFICE

All dead allies within 50ft are revived, as if the subject of a True Resurrection. Nível

The monk is utterly destroyed, and can never be revived. 20 His name can never be spoken or written down again, all all written mentions of his name become blank.

PISCINA DE KI CAPACIDADE	Nível de Monge	Piscina de KI
=	(÷ 2) + SAB	

ACROBATICS

	Titter de monge	
= ((÷ 2) + SAB	
	A CDOD A TICC	

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

CD 15 de Acrobacia

QUEDA

CD de Acrobacia = 5 + do Oponente MCD +3m ao mover-se em velocidade máxima

ignora 3m de dano por queda

com metade da velocidade

PULO LONGO	Distância CD	1.5m 5		4.5m 15				10.5m 35	12m 40	13.5 45	15m 50	16.5m 55
HIGH JUMP	Distância CD				1.2m 16					2.7m 36	3m 40	3.3m 44
Acrobatics skill +4			for every 10ft of your standard move above 30ft									
SEGURAR NA BORDAD		20 Reflex save		se falhar o pulo em 4 ou menos								