## Nível deTalento Unarmed **EMPTY 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 + Monge d4/d8 Stunning Fist Stun (or other effects) target for one round **MDC BONUS** 2 Evasão Avoid all damage on successful reflex save (Arredonda para Baixo) Fast Movement +3m (which grants +4 to Acrobatics checks for jumping) Manoeuvre Training Use monk level in place of BAB for calculating CMB 3 STUNNING FIST Use weapon of the wrong type Versatile Improvisation STUNNING FIST Non-Monk Nível de PER DAY Monge Piscina de KI (Magia) Treat unarmed attacks as magic weapons d8 Increase range of a thrown object 6m - 1 ki point 4 d6/2d6 ÷ 4 Oueda Leve 6m Reduce effective falling height using wall STUNNING FIST (Arredonda para Baixo) High Jump Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point 5 Ki Weapons Enhance improvised weapons Fortitude Nível de Resistência CD Monge Fast Movement +6m (which grants +8 to Acrobatics checks for jumping) 6 Queda Leve 9m = 10 + Wholeness of Body Heal your own wounds - 2 ki points 7 Nível Sem ação nesta rodada 1 Stunned d10 8 Queda Leve 12m Perde DES e ganha AC; -2 CA d8/2d8 Fadiga Cannot run or charge 4 Evasão Aprimorada Avoid half damage on failed reflex save -2 Strength and Dexterity 9 (which grants +12 to Acrobatics checks for jumping) Fast Movement +9m -2 to attack rolls, damage rolls, 8 Sickened saving throws, skill and ability checks Piscina de KI (leal) Considera ataque desarmado como Arma Leal 10 Queda Leve 15m Staggered May make a standard or move action, 12 but not both Abundant step Slip magically between spaces - 2 ki points Lose DEX bonus to AC; -2 AC 16 Blinded 2d6 Fast Movement +12m (which grants +16 to Acrobatics checks for jumping) 12 -4 on **STR** and **DEX** skills, opposed Perception d10 / 3d6 Oueda Leve 18m 50% miss chance when attacking ou DC 10 Acrobatics to move more than half speed Diamond Soul Spell resistance 13 -4 initiative; 20% miss chance when attacking Deafened -4 on opposed Perception Queda Leve 21m 14 automatically fail Perception checks for sound Sem ação nesta rodada 20 Paralysed Quivering Palm Delayed death 15 Perde DES e ganha AC; -2 CA Fast Movement +15m (which grants +20 to Acrobatics checks for jumping) TALENTO BÔNUS Piscina de KI (adamante) **2d8** Trata o ataque desarmado como arma de adamante 16 ☐ Catch off-guard ☐ Reflexos em Combate Queda Leve 24m 2d6 / 3d8 □ □ □ Esquiva Nível □ Desviar Objetos Corpo Atemporal No age penalties or artificial ageing 17 1 ☐ Improved Grapple ☐ Scorpion Style Tongue of the Sun and Moon Speak with any living creature ☐ Throw Anything ☐ Scorpion Style Fast Movement +18m (which grants +24 to Acrobatics checks for jumping) 18 ☐ Gorgon's Fist ☐ Improved Bull Rush Oueda Leve 27m ☐ Improved Dirty Trick ☐ Improved Disarm Nível **Empty Body** Assume ethereal state for 1 minute - 3 ki points 19 □ Improved Feint ☐ Improved Steal ☐ Improved Trip Improved Weapon 2d10 Perfect Self Treated as outside: 20 Mastery □ Mobilidade Slow Fall Any distance 2d8 / 4d8 □ Improved Critical ☐ Medusa's Wrath Nível Piscina de KI 10 □ Snatch Arrows □ Ataque em Movimento PISCINA DE KI INTEGRIDADE CORPORAL Piscina de KI CAPACIDADE Nível de Monae PONTOS DE **VIDA** Nível de Monae Nível 7 = **KI WEAPONS** DIAMOND SOUL Nível As a swift action, deal damage equal to your Unarmed Strike when using an improvised weapon 5 Damage bonus lasts for one round - 1 ki point SPELL RESISTANCE Nível de Monge Níve = 10 + 13 Spend up to 3 ki points to enhance an improvised weapon, granting magical enhancement or additional weapon effects. Enhancement lasts for one round, and does not require a suitable weapon. **OUIVERING PALM** QUIVER DAYS MOVER-SE POR QUADRADOS AMEAÇADOS com metade da velocidade Nível de Monae CD de Acrobacia = do Oponente MCD +3m ao mover-se em velocidade máxima days MOVER-SE PELO QUADRADO DO INIMIGO com metade da velocidade Nível CD de Acrobacia = 5 + do Oponente MCD +3m ao mover-se em velocidade máxima **Fortitude** Nível de 15 Resistência CD Monae Distância 1.5m 3m 10.5m 12m 16.5m ÷2)+ **PULO LONGO** 10 15 20 25 30 35 40 45 50 55 =10+ CD 5 Distância 30cm 0.6m 1.2m 1.2m 1.5m 1.8m 2.1m 2.4m 3m 3.3m PERFECT SELE 32 HIGH IUMP CD 4 8 12 20 24 28 40 44 16 36 Treated as an Outsider Acrobatics skill +4 for every 10ft of your standard move above 30ft Nível Immune to Charm Person and other effects that SEGURAR NA BORDAD 20 Reflex save se falhar o pulo em 4 ou menos 20 target non-outsiders. **OUEDA** ignora 3m de dano por gueda Damage reduction 10/chaotic CD 15 de Acrobacia

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