

FLOWING MONK

Nível de Monge

BÔNUS DE CLASSE DE ARMADURA

CA BONUS

+ CA

MDC BONUS

+ DMC

$$\left. \begin{array}{l} + CA \\ + DMC \end{array} \right\} = SAB + \left(\frac{\text{Nível de Monge}}{4} \right)$$

Bonus only applied when unarmoured, unencumbered and not helpless

REDIRECTION

REDIRECTION PER DAY

Nível de Monge

Redirection Today

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Once a round when attacked in melee, attempt a reposition or trip on the attacker, provided the enemy is within range. If combat manoeuvre is successful, target is sickened.

SICKENED DURATION

Nível de Monge

rds =

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$$\left(\frac{\text{Nível de Monge}}{4} \right) \text{ (Arredonda para Cima)}$$

Target may halve the duration with a reflex save:

REFLEX SAVE DC

Nível de Monge

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$$10 + \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

If target charged, gain +2 on **CMB** and +2 to the save DC

If target used Power Attack, +2 on **CMB** and +2 to the save DC

Nível 4 Use redirection on a target who melee attacks an ally

Nível 8 Make both reposition and trip attacks

Nível 12 Use redirection on any melee attacker

TALENTO BÔNUS

Nível 1 ☐ Agile Manoeuvres ☐ Reflexos em Combate
☐ Desviar Objetos ☐ ☐ ☐ Esquiva
☐ Improved Reposition ☐ Improved Trip
☐ Nimble Moves ☐ Weapon Finesse

Nível 6 ☐ Acrobatic Steps ☐ Bodyguard
☐ Improved Disarm ☐ Improved Feint
☐ Ki Throw ☐ Mobilidade
☐ Second Chance ☐ Sidestep

Nível 10 ☐ In Harm's Way ☐ Repositioning Strike
☐ Snatch Arrows ☐ Ataque em Movimento
☐ Tripping Strike

ELUSIVE TARGET

Nível 5 When successfully attacked, attempt a reflex save against the attack roll to halve the damage. You suffer all the other effects of the attack.

Nível 11 Take no damage on a successful reflex save, and only half damage on a failed save. If flanked, the attack is redirected to other attacker; if the attack is successful, they take half or full damage.

INTEGRIDADE CORPORAL

PONTOS DE VIDA

Nível

Nível de Monge

7

=

DIAMOND SOUL

SPELL RESISTANCE

Nível

Nível de Monge

13

=

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 Talento
Monge Bônus

Unarmed
Strike
Damage

peq / gde

1

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d6

d4 / d8

Armour Class Bonus
Rajada de Golpes
Ataque Desarmado
Redirection

Use a full attack action for more attacks
Trata mãos, pés, joelhos e cotovelos como armas
Reposition or trip when attacked

2

Evasão
Unbalancing counter

Avoid all damage on successful reflex save
Attacks of opportunity leave enemy flat-footed

3

Flowing Dodge
Manoeuvre Training
Still Mind

+1 dodge bonus for each adjacent enemy
Use monk level in place of **BAB** for calculating **CMB**
+2 saving throws against enchantment

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

Elusive Target

Add monk level to Acrobatics checks for jumping
+20 to jump checks - **1 ki point**
Reflex save to avoid damage - **2 ki points**

6

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Queda Leve 9m

7

Wholeness of Body

Heal your own wounds - **2 ki points**

8

d10

d8 / 2d8

Queda Leve 12m

9

Evasão Aprimorada

Avoid half damage on failed reflex save

10

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Piscina de KI (leal)
Queda Leve 15m

Considera ataque desarmado como Arma Leal

11

Elusive Target (2)

No damage on successful save, half on failure
Redirect damage to flanking attacker

12

2d6

d10 / 3d6

Abundant step
Queda Leve 18m

Slip magically between spaces - **2 ki points**

13

Diamond Soul

Spell resistance

14

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Queda Leve 21m

15

Volley Spell

Reflect a spell onto the caster - **half spell level**

16

2d8

2d6 / 3d8

Piscina de KI (adamante)
Queda Leve 24m

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

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Queda Leve 27m

19

Empty Body

Assume ethereal state for 1 minute - **3 ki points**

20

2d10

2d8 / 4d8

Perfect Self
Slow Fall Any distance

Treated as outsider

Piscina de KI

PISCINA DE KI CAPACIDADE

Nível de Monge

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Piscina de KI

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ACROBATICS

MOVER-SE POR QUADRADOS AMEAÇADOS

CD de Acrobacia = do Oponente **MCD**

com metade da velocidade

+3m ao mover-se em velocidade máxima

MOVER-SE PELO QUADRADO DO INIMIGO

CD de Acrobacia = 5 + do Oponente **MCD**

com metade da velocidade

+3m ao mover-se em velocidade máxima

	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

Acrobatics skill +4

for every 10ft of your standard move above 30ft

SEGURAR NA BORDA

20 Reflex save

se falhar o pulo em 4 ou menos

QUEDA

CD 15 de Acrobacia

ignora 3m de dano por queda