

MONK OF THE FOUR WINDS

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

ELEMENTAL FIST

ELEMENTAL FIST PER DAY

Nível de
Monge

Non-Monk
Levels

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] + \left(\frac{\text{Nível de Monge}}{4} \right)$$

ELEMENTAL FIST (Arredonda para Baixo)
TODAY

Declare an elemental damage type before making an attack:
Acid, Cold, Electricity or Fire

ELEMENTAL DAMAGE

Nível de
Monge

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = 1 + \left(\frac{\text{Nível de Monge}}{5} \right)$$

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

INTEGRIDADE CORPORAL

PONTOS DE VIDA

Nível 7

Nível de Monge

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right]$$

DIAMOND SOUL

SPELL RESISTANCE

Nível 13

Nível de Monge

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = 10 + \left(\frac{\text{Nível de Monge}}{2} \right)$$

QUIVERING PALM

QUIVER DAYS

Nível de Monge

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] \text{ days} = \left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right]$$

Nível 15

Fortitude Resistência CD

Nível de
Monge

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

ASPECT MASTER

Aspect

Special Abilities

Nível 17

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 deTalent
Monge Bônus

Unarmed
Strike
Damage

peq / gde

Armour Class Bonus
Rajada de Golpes
Ataque Desarmado
Elemental Fist

Use a full attack action for more attacks
Trata mãos, pés, joelhos e cotovelos como armas
Add elemental damage to an attack

1

■

d6

d4 / d8

2

■

Evasão

Avoid all damage on successful reflex save

3

Fast Movement +3m
Manoeuvre Training
Still Mind

(which grants +4 to Acrobatics checks for jumping)
Use monk level in place of **BAB** for calculating **CMB**
+2 saving throws against enchantment

4

d8

d6 / d6

Piscina de KI (Magia)
Queda Leve 6m

Treat unarmed attacks as magic weapons
Reduce effective falling height using wall

5

High Jump

Purity of Body

Add monk level to Acrobatics checks for jumping
+20 to jump checks - 1 ki point
Immune to all diseases

6

■

Fast Movement +6m
Queda Leve 9m

(which grants +8 to Acrobatics checks for jumping)

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

d10

d8 / d8

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

Considera ataque desarmado como Arma Leal

11

Diamond Body

Immune to all poisons

12

2d6

d10 / d6

Slow Time
Fast Movement +12m
Queda Leve 18m

Gain two extra standard actions - 6 ki points
(which grants +16 to Acrobatics checks for jumping)

13

Diamond Soul

Spell resistance

14

■

Queda Leve 21m

15

Quivering Palm
Fast Movement +15m

Delayed death
(which grants +20 to Acrobatics checks for jumping)

16

2d8

d6 / d8

Piscina de KI (adamante)
Queda Leve 24m

Trata o ataque desarmado como arma de adamantite

17

Aspect Master
Tongue of the Sun and Moon

Choose an aspect of the natural world
Speak with any living creature

18

■

Fast Movement +18m
Queda Leve 27m

(which grants +24 to Acrobatics checks for jumping)

19

Empty Body

Assume ethereal state for 1 minute - 3 ki points

20

2d10

d8 / d8

Immortality
Slow Fall Any distance

Never age, spontaneously reincarnate

Piscina de KI

PISCINA DE KI CAPACIDADE

Nível de Monge

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

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