

Nível de Monge

CA BONUS
$$\} = \text{SAB} + \left(\frac{\text{Nível de Monge}}{4} \right)$$

(Arredonda para Baixo)

MDC BONUS

(Arredonda para Baixo)

**PUNISHING KICK
PER DAY**

Nível de Monge	Non-Monk Levels
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PUNISHING KICK (Arredonda para Baixo)
TODAY

DISTANCE
PUSHED

Nível de
Monge

$$\boxed{} \text{ m} = \left(\div 5 \right) \times 1.5 \text{ m}$$

Fortitude
Resistência CD

Nível de
Monge

$$\boxed{} = 10 + \left(\div 2 \right) + \text{SAB}$$

Fortitude save to avoid being knocked prone

Nível **15** Push a target back 5ft and knock them prone with the same attack

Nível 5 On a confirmed critical hit, or on reducing a target to 0hp, regain 1 ki point up to your maximum.

Nível 11 For each point regained, gain an immediate saving throw against one disease.

Nível 1	<input type="checkbox"/> Catch off-guard	<input type="checkbox"/> Reflexos em Combate
	<input type="checkbox"/> Desviar Objetos	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Esquiva
	<input type="checkbox"/> Improved Grapple	<input type="checkbox"/> Scorpion Style
	<input type="checkbox"/> Throw Anything	

Nível 6

- ☐ Gorgon's Fist
- ☐ Improved Disarm
- ☐ Improved Trip
- ☐ Improved Bull Rush
- ☐ Improved Feint
- ☐ Mobilidade

Nível	<input type="checkbox"/> Improved Critical	<input type="checkbox"/> Medusa's Wrath
10	<input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Ataque em Movimento

On a confirmed critical hit, or on reducing a target to 0hp, regain health.

Nível **PONTOS DE**
7 VIDA Nível de Monge

$$\square = \square$$

	Gain 1hp on a successful melee attack
Nível	Gain WIS hp on a confirmed critical attack
13	You may gain up to your monk level in temporary hit points. They disappear after 1 hour

QUIVER DAYS Nível de Monge

days =

$$\text{Nível } 15 \text{ Fortitude Resistência } CD = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

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

Nível de Talento	Strike	Bônus	Damage	Armour Class Bonus	
1	■	d6	d4 / d8	Rajada de Golpes Ataque Desarmado Punishing Kick	Use a full attack action for more attacks Trata mãos, pés, joelhos e cotovelos como armas Push targets away from you
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 / 2d6	Piscina de KI (Magia) Queda Leve 6m	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5				High Jump Steal Ki	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Take ki from other creatures
6	■			Fast Movement +6m Queda Leve 9m	(which grants +8 to Acrobatics checks for jumping)
7				Life Funnel	Take hp from other creatures
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	Considera ataque desarmado como Arma Leal
11				Life from a Stone	Take ki or hp from any creature at all
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				Sipping Demon	Gain temporary hp on melee attacks
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	Trata o ataque desarmado como arma de adamantite
17				Corpo Atemporal Tongue of the Sun and Moon	No age penalties or artificial ageing 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 / 4d8	Perfect Self Slow Fall Any distance	Treated as outsider

PISCINA DE KI
CAPACIDADE

Nível de Monge

$\boxed{} = \left(\div 2 \right) + \text{SAB}$

Piscina de KI

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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	20	Reflex save se falhar o pulo em 4 ou menos										
QUEDA	CD	15 de Acrobacia ignora 3m de dano por queda										