MONK OF THE **LOTUS**

Nível de Monge

BÔNUS DE CLASSE DE ARMADURA



Bonus only applied when unarmoured, unencumbered and not helpless

×	STUNNIN	G FIST	*	
TOUCH OF SERENITY PER DAY	Nível de Monge	Non-Monk Levels		
=	+	÷4)		
	TOUCH OF SERENITY TODAY	(Arredonda para Bai:	ко)	

Declare before making an attack; if successful, the attack deals no damage, but target cannot attack or cast spells. Target may attempt a will save to end the effect.

Nível de

SERENITY

DURATION	Monge
rds = 1 + (÷ 6)
VONTADE RESISTÊNCIA CD	Nível de Monge
= 10 +	(÷ 2) + SAB

``	TALENTO) BÔNUS
Nível	□ Catch off-guard	☐ Reflexos em Combate
	□ Desviar Objetos	□ □ □ Esquiva
1	☐ Improved Grapple	□ Scorpion Style
	☐ Throw Anything	
N/ I	☐ Gorgon's Fist	☐ Improved Bull Rush
Nível 6	☐ Improved Disarm	☐ Improved Feint
	☐ Improved Trip	□ Mobilidade
Nível	☐ Improved Critical	☐ Medusa's Wrath

☐ Snatch Arrows ☐ Ataque em Movimento INTEGRIDADE CORPORAL PONTOS DE Nível **VIDA** Nível de Monge

TOUCH OF SURRENDER

When an attack would reduce a target to Ohp or below, opt to make the target surrender. Target is reduced to Ohp, Nível is disabled and charmed. No saving throw.

Effect lasts until dismissed, used on another target or target is next reduced to Ohn

	target is next reduced to one.	
*	DIAMOND SOUL	,
Nível	SPELL RESISTANCE Nível de Monge	
13	= 10 +	
	TOUGH OF DEAGE	

TOUCH OF PEACE

Once a day, announce before making a melee attack. On a hit, the attack deals no damage but target is charmed. 15 No saving throw.

PERFECT SELF

Treated as an Outsider

Nível Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

*		MON	GE .
Nível deT Monge E	 Strike	Armour Class Bonus	
1	d6 d4/d8	Rajada de Golpes Ataque Desarmado Touch of Serenity	Use a full attack action for more attacks Trata mãos, pés, joelhos e cotovelos como armas Stun (or other effects) target for one round
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 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 d8/2d8	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		Diamond Body	Immune to all poisons
12	2d6 d10 / 3d6	Touch of Surrender Fast Movement +12m Queda Leve 18m	Target of an attack surrenders - 6 ki points (which grants +16 to Acrobatics checks for jumping)
13		Diamond Soul	Spell resistance
14		Queda Leve 21m	
15		Touch of Peace 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 adamante
17		Corpo Atemporal Learned Master	No age penalties or artificial ageing Linguistics and Knowledge are class skills using WIS
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 2d8 / 4d8	Perfect Self Slow Fall Any distance	Treated as outsider

Piscina de KI

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

ACROBATICS MOVER-SE POR QUADRADOS AMEAÇADOS com metade da velocidade

MOVER-SE PELO QUADRADO DO INIMIGO

CD de Acrobacia = do Oponente **MCD**

+3m ao mover-se em velocidade máxima

com metade da velocidade

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

PULO LONGO	Distância CD										16.5m 55
HIGH JUMP	Distância CD	4	8	12	16	20	24	28	32	40	3.3m 44

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