# (MONK)

Nível de Monge

## **BÔNUS DE CLASSE DE ARMADURA**

**CA** BONUS



Bonus only applied when unarmoured, unencumbered and not helpless

*	STUNNING FIST

STUNNING FIST PER DAY	Nível de I Monge	Non-Monk Levels
=	+ (	÷4)
	STUNNING FIS	(Arredonda para Baixo)

Fortitude Nível de

Resistência CD Monge = 10 +

Nível

1 Stunned Sem ação nesta rodada Perde DES e ganha AC; -2 CA

Fadiga Cannot run or charge 4 -2 Strength and Dexterity

-2 to attack rolls, damage rolls, 8 Sickened saving throws, skill and ability checks

May make a standard or move action, 12 Staggered but not both

Lose DEX bonus to AC; -2 AC 16 Blinded

-4 on **STR** and **DEX** skills, opposed Perception 50% miss chance when attacking DC 10 Acrobatics to move more than half speed

-4 initiative; 20% miss chance when attacking Deafened -4 on opposed Perception

automatically fail Perception checks for sound

Paralysed Sem ação nesta rodada 2.0 Perde DES e ganha AC; -2 CA

#### TALENTO BÔNUS

Nível 1

ou

- ☐ Improved Grapple
- □ Crushing Embrace 2
- □ Greater Grapple 6
- □ Twin Lock
- □ Choke Hold 14
- □ Backbreaker 18

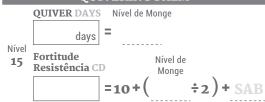
## INTEGRIDADE CORPORAL

PONTOS DE VIDA Nível de Monge Nível 7

#### **FORM LOCK**

Nível de Monge Caster Level Nível 13 SAB ≥ 11 +

#### QUIVERING PALM



#### PERFECT SELF

Treated as an Outsider

Immune to Charm Person and other effects that

target non-outsiders. 20 Damage reduction 10/chaotic

*		IN.	MONGE
Nível de Monge <b>1</b>	Unarmed Strike Damage peq / gde d6 d4 / d8	Armour Class Bonus Graceful Grappler Ataque Desarmado Stunning Fist	Use monk level in place of <b>BAB</b> when grappling 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 <b>+3m</b> 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) Counter-grapple Graceful Grappler	Treat unarmed attacks as magic weapons Make attack of opportunity when grapple attempted No attack penalty, may attack of opportunity when grappling Keep <b>DEX</b> bonus when pinning or grappled
5		Break Free Purity of Body	Add monk level to checks for escaping a grapple Retry failed saves against entanglement - <b>1 ki point</b> Immune to all diseases
6		Fast Movement <b>+6m</b> Counter-grapple	(which grants +8 to Acrobatics checks for jumping) Make attack of opportunity even through total concealment
7		Wholeness of Body	Heal your own wounds - 2 ki points
8	<b>d10</b> d8/2d8	Graceful Grappler Counter-grapple	Heal your own wounds - <b>2 ki points</b> Make attack of opportunity even when flat-footed
9		Inescapable Grasp Fast Movement <b>+9m</b>	Suppress foe's magical bonus to escape - 1 ki point (which grants +12 to Acrobatics checks for jumping)
10		Piscina de KI (leal) Counter-grapple	Considera ataque desarmado como Arma Leal Make attack of opportunity when foe has exceptional reach
11		Diamond Body	Immune to all poisons
12	2d6 d10 / 3d6	Fast Movement +12m	(which grants +16 to Acrobatics checks for jumping)
13		Form Lock Inescapable Grasp	Negate a polymorph attempt by touch - <b>2 ki points</b> Dimensional anchor when using inescapable grasp
15		Quivering Palm Fast Movement <b>+15m</b> Graceful Grappler	Delayed death (which grants <b>+20</b> to Acrobatics checks for jumping) Deals unarmed strike damage on a successful grapple
16	2d8 2d6/3d8	Piscina de KI (adamante)	Trata o ataque desarmado como arma de adamante
17		Inescapable Grasp	Ghost touch when using inescapable grasp Incroporeal creatures grappled on touch
18		Fast Movement +18m	(which grants +24 to Acrobatics checks for jumping)
19		Iron Body	Gain effect of <i>Iron Body</i> spell for 1 min - <b>3 ki points</b>
20	2d10 2d8 / 4d8	Perfect Self	Treated as outsider

### Piscina de KI

**PISCINA DE KI CAPACIDADE** 

Nível de Monge

Piscina de KI

#### **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 com metade da velocidade

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

Distância 15m 3m 4.5m 6m 7.5m 10m 10.5m 12m 13.5 15m 16.5m **PULO LONGO** CD 5 10 15 30 Distância 30cm 0.6m 1.2m 1.2m 1.5m 1.8m 2.1m 2.4m 3.3m 3m **HIGH JUMP** CD 4 8 12 16 20 24 28 32 Acrobatics skill +4 for every 10ft of your standard move above 30ft

SEGURAR NA BORDAD 20 Reflex save

se falhar o pulo em 4 ou menos

**QUEDA** CD 15 de Acrobacia ignora 3m de dano por queda