

# MASTER OF MANY STYLES (MONK)

Nível de Monge

## BÔNUS DE CLASSE DE ARMADURA

### CA BONUS

+ CA

### MDC BONUS

+ DMC

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

(Arredonda para Baixo)

Bonus only applied when unarmoured, unencumbered and not helpless

## STUNNING FIST

### STUNNING FIST PER DAY

$$\left[ \frac{\text{Nível de Monge}}{4} \right] = \left[ \frac{\text{Non-Monk Levels}}{4} \right] + \left( \frac{\text{Nível de Monge}}{4} \right)$$

(Arredonda para Baixo)

Fortitude Resistência CD

### STUNNING FIST TODAY

Fortitude Resistência CD

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

Nível		
1	Stunned	Sem ação nesta rodada Perde <b>DES</b> e ganha <b>AC</b> ; -2 <b>CA</b>
4	Fadiga	Cannot run or charge -2 Strength and Dexterity
8	Sickened	-2 to attack rolls, damage rolls, saving throws, skill and ability checks
12	Staggered	May make a standard or move action, but not both
16	Blinded	Lose <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b> -4 on <b>STR</b> and <b>DEX</b> skills, opposed Perception 50% miss chance when attacking DC 10 Acrobatics to move more than half speed
ou		
	Deafened	-4 initiative; 20% miss chance when attacking -4 on opposed Perception automatically fail Perception checks for sound
20	Paralysed	Sem ação nesta rodada Perde <b>DES</b> e ganha <b>AC</b> ; -2 <b>CA</b>

## TALENTO BÔNUS

Nível	
1	
2	
6	
10	
14	
18	

## INTEGRIDADE CORPORAL

### PONTOS DE VIDA

$$\left[ \frac{\text{Nível de Monge}}{7} \right] = \left[ \frac{\text{Nível de Monge}}{7} \right]$$

## DIAMOND SOUL

### SPELL RESISTANCE

$$\left[ \frac{\text{Nível de Monge}}{13} \right] = 10 + \left( \frac{\text{Nível de Monge}}{13} \right)$$

## QUIVERING PALM

### QUIVER DAYS

$$\left[ \frac{\text{Nível de Monge}}{15} \right] = \left[ \frac{\text{Nível de Monge}}{15} \right]$$

### Fortitude Resistência CD

$$\left[ \frac{\text{Nível de Monge}}{15} \right] = 10 + \left( \frac{\text{Nível de Monge}}{15} \right) + SAB$$

## MONGE

Nível deTalentos	Monge	Bônus	Unarmed Strike Damage peq / gde	Armour Class Bonus	
1	■	d6 d4 / d8	Fuse Style 2 Ataque Desarmado Stunning Fist	Use two styles at once 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 Fuse Style 3	Enter up to 3 stances as a swift action	
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	Abundant step Fast Movement +12m Queda Leve 18m	Slip magically between spaces - 2 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 Fuse Style 4	Delayed death (which grants +20 to Acrobatics checks for jumping) Enter up to 4 stances immediately - 1 ki point	
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 2d8 / 4d8	Perfect Style Slow Fall Any distance	Use 5 styles at once, enter 5 stances as a free action	

## Piscina de KI

### PISCINA DE KI CAPACIDADE

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

### Piscina de KI

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## ACROBATICS

### MOVER-SE POR QUADRADOS AMEAÇADOS

CD de Acrobacia = do Oponente **MCD** com metade da velocidade

### MOVER-SE PELO QUADRADO DO INIMIGO

CD de Acrobacia = 5 + do Oponente **MCD** com metade da velocidade

	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
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