

MONK OF THE EMPTY HAND

Nível de
Monge

BÔNUS DE CLASSE DE ARMADURA

CA BÔNUS

+ CA

MDC Bônus

+ DMC

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

(Arredonda para Baixo)

STUNNING FIST

STUNNING FIST PER DAY

Nível de
Monge

Non-Monk
Levels

$$\left\{ \begin{array}{l} \text{STUNNING FIST PER DAY} \\ \text{Fortitude Resistência CD} \end{array} \right\} = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + \text{SAB}$$

Fortitude
Resistência CD

STUNNING FIST
TODAY

(Arredonda para Baixo)

Fortitude
Resistência CD

Nível de
Monge

$$\left\{ \begin{array}{l} \text{Fortitude Resistência CD} \\ \text{STUNNING FIST TODAY} \end{array} \right\} = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + \text{SAB}$$

Nível	Stunned	Sem ação nesta rodada Perde DESe ganha CA; -2 CA
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 DEX bonus to AC; -2 AC -4 on STR and DEX 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 DESe ganha CA; -2 CA

TALENTO BÔNUS

Nível	Catch off-guard	Reflexos em Combate
1	Desviar Objetos	Esquiva
	Improved Grapple	Scorpion Style
	Throw Anything	Scorpion Style
Nível	Gorgon's Fist	Improved Bull Rush
6	Improved Dirty Trick	Improved Disarm
	Improved Feint	Improved Steal
	Improved Trip	Improved Weapon Mastery
	Mobilidade	
Nível	Improved Critical	Medusa's Wrath
10	Flechas Arrebatadoras	Ataque em Movimento

INTEGRIDADE CORPORAL

PONTOS DE VIDA

$$\left\{ \begin{array}{l} \text{PONTOS DE VIDA} \\ \text{Fortitude Resistência CD} \end{array} \right\} = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + \text{SAB}$$

DIAMOND SOUL

SPELL RESISTANCE

$$\left\{ \begin{array}{l} \text{SPELL RESISTANCE} \\ \text{Fortitude Resistência CD} \end{array} \right\} = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + \text{SAB}$$

QUIVERING PALM

QUIVER DAYS

$$\left\{ \begin{array}{l} \text{QUIVER DAYS} \\ \text{Fortitude Resistência CD} \end{array} \right\} = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + \text{SAB}$$

$$\left\{ \begin{array}{l} \text{Fortitude Resistência CD} \\ \text{QUIVER DAYS} \end{array} \right\} = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + \text{SAB}$$

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 de Talento Monge	Bônus	Dano de Ataque Desarmado	Armour Class Bonus	Use a full attack action for more attacks Trata mãos, pés, joelhos e cotovelos como armas Stun (or other effects) target for one round
1	■	d6 d4 / d8	Rajada de Golpes Ataque Desarmado Stunning Fist	
2	■		Evasão	Avoid all damage on successful reflex save
3			Fast Movement +3m Manoeuvre Training Versatile Improvisation	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB Use weapon of the wrong type
4		d8 d6 / 2d6	Piscina de KI (Magia) Slow Fall 6m	Treat unarmed attacks as magic weapons Increase range of a thrown object 6m - 1 ki point Reduce effective falling height using wall
5			High Jump Ki Weapons	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Enhance improvised weapons
6	■		Fast Movement +6m Slow Fall 9m	(which grants +8 to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8 / 2d8	Slow Fall 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) Slow Fall 15m	Considera ataque desarmado como Arma Leal
12		2d6 d10 / 3d6	Abundant step Fast Movement +12m Slow Fall 18m	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14	■		Slow Fall 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) Slow Fall 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 Slow Fall 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

PISCINA DE KI

CAPACIDADE

Nível de Monge

$$\left\{ \begin{array}{l} \text{PISCINA DE KI CAPACIDADE} \\ \text{Fortitude Resistência CD} \end{array} \right\} = \left(\frac{\text{Nível de Monge}}{2} \right) + \text{SAB}$$

Piscina de KI

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KI WEAPONS

Nível 5 As a swift action, deal damage equal to your Unarmed Strike when using an improvised weapon
Damage bonus lasts for one round - 1 ki point

Nível 11 Spend up to 3 ki points to enhance an improvised weapon, granting magical enhancement or additional weapon effects. Enhancement lasts for one round, and does not require a suitable weapon.

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
	Acrobacia +4											
SEGURAR NA BORDA	20 Reflexos											
QUEDA	CD 15 de Acrobacia											

se falhar o pulo em 4 ou menos

ignora 3m de dano por queda