

MONK OF THE HEALING HAND

Nível de Monge

BÔNUS DE CLASSE DE ARMADURA

CA BÔNUS

+ CA

MDC Bônus

+ DMC

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

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Nível de Monge

Non-Monk Levels

$$\left\lfloor \frac{\text{Nível de Monge}}{4} \right\rfloor = \left\lfloor \frac{\text{Non-Monk Levels}}{4} \right\rfloor$$

Fortitude Resistência CD

Nível de Monge

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

Nível		
1	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	<input type="checkbox"/> Catch off-guard	<input type="checkbox"/> Reflexos em Combate
1	<input type="checkbox"/> Desviar Objetos	<input type="checkbox"/> <input type="checkbox"/> Esquiva
	<input type="checkbox"/> Improved Grapple	<input type="checkbox"/> Scorpion Style
	<input type="checkbox"/> Throw Anything	
Nível	<input type="checkbox"/> Gorgon's Fist	<input type="checkbox"/> Improved Bull Rush
6	<input type="checkbox"/> Improved Disarm	<input type="checkbox"/> Improved Feint
	<input type="checkbox"/> Improved Trip	<input type="checkbox"/> Mobilidade
Nível	<input type="checkbox"/> Improved Critical	<input type="checkbox"/> Medusa's Wrath
10	<input type="checkbox"/> Flechas Arrebatadora	<input type="checkbox"/> Ataque em Movimento

INTEGRIDADE CORPORAL

PONTOS DE VIDA

$$\left\lfloor \frac{\text{Pontos de Vida}}{2} \right\rfloor = \left\lfloor \frac{\text{Nível de Monge}}{2} \right\rfloor$$

KI SACRIFICE

Nível	Spend an hour and sacrifice your entire ki pool (which must be at least 6 ki points) to cast <i>Raise Dead</i> with a caster level equal to your Monk level.
11	
Nível	As above, but cast <i>Resurrection</i> . This requires that your ki pool contain at least 8 ki points.
15	

DIAMOND SOUL

SPELL RESISTANCE

$$\left\lfloor \frac{\text{Spell Resistance}}{2} \right\rfloor = 10 + \left(\frac{\text{Nível de Monge}}{2} \right)$$

TRUE SACRIFICE

Nível	All dead allies within 50ft are revived, as if the subject of a <i>True Resurrection</i> .
20	The monk is utterly destroyed, and can never be revived. His name can never be spoken or written down again, all all written mentions of his name become blank.

MONGE

Nível de Monge	Dano de Ataque Desarmado	peq / gde	Armour Class Bonus	
1	d6 d4 / d8		Rajada de Golpes Ataque Desarmado Stunning Fist	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 / d6		Piscina de KI (Magia) Slow Fall 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 Slow Fall 9m	(which grants +8 to Acrobatics checks for jumping)
7			Ancient Healing Hand	Heal somebody else's wounds - 2 ki points
8	d10 d8 / d8		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
11			Ki Sacrifice	Bring a target back to life - all your ki points
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			Ki Sacrifice Fast Movement +15m	Resurrect a target - all your kit points (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		True Sacrifice Slow Fall Any distance	Give your life to revive allies within 50ft

Piscina de KI

PISCINA DE KI CAPACIDADE

Nível de Monge

$$\left\lfloor \frac{\text{Capacidade de Ki}}{2} \right\rfloor = \left\lfloor \frac{\text{Nível de Monge}}{2} \right\rfloor + SAB$$

Piscina de KI

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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

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

for every 10ft of your standard move above 30ft

SEGURAR NA BORDA

20 Reflexos

se falhar o pulo em 4 ou menos

QUEDA

CD 15 de Acrobacia

ignora 3m de dano por queda