HUNGRY GHOST Nível de **MONGE** Monge Nível deTalento Dano de MONK Monge Bônus Desarmado BÔNUS DE CLASSE DE ARMADURA **Armour Class Bonus** peq / gde **CA** BÔNUS Raiada de Golpes Use a full attack action for more attacks d6 1 Nível de Ataque Desarmado Trata mãos, pés, joelhos e cotovelos como armas d4/d8 Monae Punishing Kick Push targets away from you **MDC** Bônus Evasão Avoid all damage on successful reflex save 2 (Arredonda para Baixo) Fast Movement +3m (which grants +4 to Acrobatics checks for jumping) Manoeuvre Training Use monk level in place of BAB for calculating CMB 3 PUNISHING KICK Still Mind +2 saving throws against enchantment Non-Monk PUNISHING KICK Nível de d8 Piscina de KI (Magia) Treat unarmed attacks as magic weapons PER DAY Monge Levels 4 Slow Fall 6m Reduce effective falling height using wall d6 / 2d6 ÷ 4 High Jump Add monk level to Acrobatics checks for jumping PUNISHING KICK (Arredonda para Baixo) +20 to jump checks - 1 ki point 5 Steal Ki Take ki from other creatures Fast Movement +6m (which grants +8 to Acrobatics checks for jumping) DISTANCE Nível de 6 Slow Fall 9m **PUSHED** Monae 7 Life Funnel Take hp from other creatures d10 8 Slow Fall 12m **Fortitude** Nível de d8 / 2d8 Resistência CD Monge Avoid half damage on failed reflex save Evasão Aprimorada 9 = 10 + Fast Movement +9m (which grants +12 to Acrobatics checks for jumping) Fortitude save to avoid being knocked prone Piscina de KI (leal) Considera ataque desarmado como Arma Leal 10 Slow Fall 15m Push a target back 5ft and knock them prone 15 with the same attack Life from a Stone Take ki or hp from any creature at all 11 STEAL KI Abundant step Slip magically between spaces - 2 ki points 2d6 Nível 12 Fast Movement +12m (which grants +16 to Acrobatics checks for jumping) On a confirmed critical hit, or on reducing a target to Ohp, d10 / 3d6 5 Slow Fall 18m regain 1 ki point up to your maximum. Nível For each point regained, gain an immediate saving throw 13 Sipping Demon Gain temporary hp on melee attacks 11 against one disease Slow Fall 21m 14 TALENTO BÔNUS ☐ Catch off-guard ☐ Reflexos em Combate Quivering Palm Delayed death 15 Fast Movement +15m (which grants +20 to Acrobatics checks for jumping) Nível □ Desviar Objetos □ □ □ Esquiva 1 ☐ Improved Grapple □ Scorpion Style Piscina de KI (adamante) Trata o ataque desarmado como arma de adamante 248 **16** Slow Fall 24m ☐ Throw Anything 2d6/3d8 Corpo Atemporal No age penalties or artificial ageing ☐ Gorgon's Fist ☐ Improved Bull Rush 17 Nível Tongue of the Sun and Moon Speak with any living creature ☐ Improved Disarm ☐ Improved Feint 6 Fast Movement +18m (which grants +24 to Acrobatics checks for jumping) □ Improved Trip ☐ Mobilidade 18 Slow Fall 27m ☐ Improved Critical ☐ Medusa's Wrath Nível **Empty Body** Assume ethereal state for 1 minute - 3 ki points 10 ☐ Flechas Arrebatadora Ataque em Movimento 19 LIFE FUNNEL Perfect Self Treated as outsider 2d10 20 Slow Fall Any distance On a confirmed critical hit, or on reducing a target to Ohp, 2d8 / 4d8 regain health. Piscina de KI Nível **PONTOS DE** VIDA Nível de Monge 7 PISCINA DE KI Nível de Monge Piscina de KI SIPPING DEMON Gain 1hp on a successful melee attack **ACROBATICS** Nível Gain WIS hp on a confirmed critical attack MOVER-SE POR OUADRADOS AMEACADOS com metade da velocidade You may gain up to your monk level in temporary hit points. +3m ao mover-se em velocidade máxima CD de Acrobacia = do Oponente MCD They disappear after 1 hour com metade da velocidade MOVER-SE PELO QUADRADO DO INIMIGO **OUIVERING PALM** CD de Acrobacia = 5 + do Oponente MCD +3m ao mover-se em velocidade máxima **QUIVER DAYS** Nível de Monge Distância 1.5m 3m 4.5m 6m 7.5m 10m 10.5m 12m 13.5 15m 16.5m days PULO LONGO CD 5 10 15 20 25 30 35 40 45 50 55 Nível 1.5m 1.8m **Fortitude** Distância 30cm 0.6m 1.2m 1.2m 2.1m 2.4m 2.7m 3m 3.3m Nível de 15 HIGH JUMP Resistência CD 8 16 20 24 28 32 36 44 Monge

Acrobacia +4

CD 15 de Acrobacia

SEGURAR NA BORDAD 20 Reflexos

QUEDA

for every 10ft of your standard move above 30ft

se falhar o pulo em 4 ou menos

ignora 3m de dano por queda

PERFECT SELF
Treated as an Outsider

Nível Immune to Charm Person and other effects that 20 target non-outsiders.

=104

Damage reduction 10/chaotic