DRUNKEN MASTER

Nível de Monge

(MONK)

BÔNUS DE CLASSE DE ARMADURA

CA BÔNUS Nível de + Monge **MDC** Bônus (Arredonda para Baixo)

> Bonus only applied when unarmoured, unencumbered and not helpless

		unchicul	indered and not helpless
T.	STUNN	ING FI	ST
STUNNING FIST PER DAY	Nível de Monge		n-Monk .evels
=		+ (÷ 4)
	STUNNIN TODAY	IG FIST	(Arredonda para Baixo)
Fortitude		Nível de	

Resistência C	D		Monge					
	= 10	+ (•	2)	+	SAB

Nível 1	Stunned	Sem ação nesta rodada
		Perde DES e 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 Pe

ou	-4 on STR and DEX skills, opposed Perception 50% miss chance when attacking DC 10 Acrobatics to move more than half speed
Deafened	-4 initiative; 20% miss chance when attacking

atened	-4 initiative; 20% miss chance when attacking
	-4 on opposed Perception
	automatically fail Perception checks for sound
	,

20	Paralysed	Sem ação nesta rodada
		Perde DES bonus to AC; -2 CA

ì	*	TALENTO BÔNUS
		Catch off-guard Reflexos em Combate
Nível	Desviar Objetos 🗆 🗆 🗆 Esquiva	
	1	Improved Grapple Scorpion Style
		Throw Anything
		Gorgon's Fist
	Nível 6	Improved Disarm
Ü	Improved Trip Mobilidade	
Nível	Improved Critical Medusa's Wrath	
10		Flechas Arrebatadoras Ataque em Movimento

•	INTEG	RIDADE CORPORAL
Nível 7	PONTOS DE VIDA	Nível de Monge

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QUIVERING PALM QUIVER DAYS Nível de Monge days Nível **Fortitude** Nível de 15 Resistência CD Monge

=10+ PERFECT SELF

Treated as an Outsider

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

Damage reduction 10/chaotic

*			MON	GE ,
Nível de Monge	Talent Bônus	S Desarmado	Armour Class Bonus	
1	-	peq / gde 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 Drunken Ki	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +1 temporary ki point (for 1 hour) on drinking
4		d8 d6/2d6	Piscina de KI (Magia) Slow Fall 6m	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5			High Jump	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point
6			Drunken Strength 1d6 Fast Movement +6m Slow Fall 9m	Inflict extra damage - 1 ki point (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 Drunken Strength 2d6	Considera ataque desarmado como Arma Leal 2 ki points
11			Drunken Courage	Immune to fear
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			Drunken Resilience 1/-	Damage reduction
14			Slow Fall 21m	
15			Quivering Palm Fast Movement +15m Drunken Strength 3d6	Delayed death (which grants +20 to Acrobatics checks for jumping) 3 ki points
16		2d8 2d6/3d8	Piscina de KI (adamante) Slow Fall 24m Drunken Resilience 2/ –	Trata o ataque desarmado como arma de adamante
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			Firewater Breath Drunken Resilience 3/—	cone de fogo de 9m, dá 2d6 de dano - 4 ki points
20		2d10	Perfect Self Slow Fall Any distance	Treated as outsider
		2d8 / 4d8	Drunken Strength 4d6	4 ki points

PISCINA DE KI CAPACIDADE	Nível de Monge	Piscina de KI	DRUNKEN KI
=	(÷ 2) + SAB	000 000 +	

ACROBATICS

MOVER-SE POR QUADRADOS AMEAÇADOS	com metade da velocidade
CD de Acrobacia = do Oponente MCD	+3m ao mover-se em veloci
MOVER-SE PELO QUADRADO DO INIMIGO	com metade da velocidade

metade da velocidade ao mover-se em velocidade máxima

MOVER-SE PELO QUADRADO DO INIMIGO CD de Acrobacia = 5 + do Oponente MCD +3m ao mover-se em velocidade máxima

PULO LONGO	Distância CD							10.5m 35	12m 40	13.5 45	15m 50	16.5m 55
HIGH JUMP	Distância CD		0.6m 8							2.7m 36	3m 40	3.3m 44
		Acrobacia +4			for every 10ft of your standard move above 30ft							

SEGURAR NA BORDAD 20 Reflexos se falhar o pulo em 4 ou menos CD 15 de Acrobacia ignora 3m de dano por queda QUEDA