

MONGE

UNCHAINED

Nível de Monge

STUNNING FIST

STUNNING FIST PER DAY

Nível de Monge

Non-Monk Levels

$$\boxed{} = \boxed{} + \left(\boxed{} \div 4 \right)$$

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STUNNING FIST TODAY

(Arredonda para Baixo)

Fortitude Resistência CD

Nível de Monge

$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + SAB$$

Nível

- | | | |
|-----------|-----------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Stunned | Sem ação nesta rodada
Perde DE Se 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 |
| ou | | DC 10 Acrobatics to move more than half speed |
| | Deafened | -4 initiative; 20% miss chance when attacking
-4 on opposed Perception
automatically fail Perception checks for sound |
| 20 | Paralysed | No action for 1d6 rounds
Lose DEX bonus to AC ; -2 AC |

TALENTO BÔNUS

- | | |
|-------------------------------------------|----------------------------------------------|
| <input type="checkbox"/> Catch off-guard | <input type="checkbox"/> Reflexos em Combate |
| <input type="checkbox"/> Desviar Objetos | <input type="checkbox"/> Esquiva |
| <input type="checkbox"/> Improved Grapple | <input type="checkbox"/> Scorpion Style |
| <input type="checkbox"/> Throw Anything | |

- | | |
|------------------------------------------|---------------------------------------------|
| <input type="checkbox"/> Gorgon's Fist | <input type="checkbox"/> Improved Bull Rush |
| <input type="checkbox"/> Improved Disarm | <input type="checkbox"/> Improved Feint |
| <input type="checkbox"/> Improved Trip | <input type="checkbox"/> Mobilidade |

- | | |
|-----------------------------------------------|----------------------------------------------|
| <input type="checkbox"/> Improved Critical | <input type="checkbox"/> Medusa's Wrath |
| <input type="checkbox"/> Flechas Arrebatadora | <input type="checkbox"/> Ataque em Movimento |

Piscina de KI

PISCINA DE KI CAPACIDADE

Nível de Monge

$$\boxed{} = \left(\boxed{} \div 2 \right) + SAB$$

KI STRIKE

KI POOL ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

- 3** As long as you have at least 1 ki point left, treat unarmed attacks as magic weapons
- 7** Treat unarmed attacks as cold iron and silver weapons
- 10** Considera ataque desarmado como Arma Leal
- 16** Trata o ataque desarmado como arma de adamantite

STYLE STRIKE

Nível **5** _____

Nível **9** _____

Nível **13** _____

Nível **15** Apply two unarmed style strikes each round

Nível **17** _____

MONGE

Nível de Talento Monge	Bônus	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 an extra attack 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	(which grants +4 to Acrobatics checks for jumping)
4		d8 d6 / 2d6	Still Mind	+2 to saves against enchantment
5			Purity of Body	Immune to all diseases
6	■		Fast Movement +6m	(which grants +8 to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8 / 2d8		
9			Evasão Aprimorada Fast Movement +9m	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)
10	■			
11			Flurry of blows (second)	Additional attack
12		2d6 d10 / 3d6	Fast Movement +12m	(which grants +16 to Acrobatics checks for jumping)
13			Tongue of the Sun and Moon	Speak with any living creature
14	■			
15			Fast Movement +15m	(which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8		
17			Corpo Atemporal	No age penalties or artificial ageing
18	■		Fast Movement +18m	(which grants +24 to Acrobatics checks for jumping)
19			Flawless Mind	Take the better of 2 will saves
20		2d10 2d8 / 4d8	Perfect Self	Treated as outsider

KI POWERS

Nível **4** _____

Nível **6** _____

Nível **8** _____

Nível **10** _____

Nível **12** _____

Nível **14** _____

Nível **16** _____

Nível **18** _____

Nível **20** _____