FLOWING MONK Nível de Monga Nível deTalento Dano de **BÔNUS DE CLASSE DE ARMADURA** Monge Bônus Desarmado **CA BÔNUS Armour Class Bonus** peq / gde Nível de Raiada de Golpes Use a full attack action for more attacks d6 Monge Ataque Desarmado Trata mãos, pés, joelhos e cotovelos como armas d4/d8 Redirection Reposition or trip when attacked **MDC** Bônus Avoid all damage on successful reflex save (Arredonda para Baixo) 2. Unbalancing counter Attacks of opportunity leave enemy flat-footed Bonus only applied when unarmoured, Flowing Dodge +1 dodge bonus for each adjacent enemy unencumbered and not helpless Use monk level in place of BAB for calculating CMB 3 Manoeuvre Training REDIRECTION Still Mind +2 saving throws against enchantment REDIRECTION Nível de Redirection PER DAY Piscina de KI (Magia) Monge Today Treat unarmed attacks as magic weapons 48 4 Slow Fall 6m Reduce effective falling height using wall d6/2d6 Add monk level to Acrobatics checks for jumping High Jump Once a round when attacked in melee, attempt a reposition or +20 to jump checks - 1 ki point 5 trip on the attacker, provided the enemy is within range. **Elusive Target** Reflex save to avoid damage - 2 ki points If combat manoeuvre is successful, target is sickened. Slow Fall 9m **SICKENED** Nível de 6 DURATION Monae Wholeness of Body Heal your own wounds - 2 ki points 7 rds (Arredonda para Cima) **d10** 8 Slow Fall 12m Target may halve the duration with a reflex save: d8/2d8 REFLEX Nível de 9 Evasão Aprimorada Avoid half damage on failed reflex save SAVE DC Monae = 10 + Piscina de KI (leal) Considera ataque desarmado como Arma Leal 10 Slow Fall 15m If target charged, gain +2 on CMB and +2 to the save DC Elusive Target (2) No damage on successful save, half on failure If target used Power Attack, +2 on CMB and +2 to the save DC 11 Redirect damage to flanking attacker Use redirection on a target who melee attacks an ally Slip magically between spaces - 2 ki points Abundant sten 4 2d6 12 Nível d10 / 3d6 Slow Fall 18m Make both reposition and trip attacks 8 Diamond Soul 13 Spell resistance Nível Use redirection on any melee attacker 12 Slow Fall 21m 14 TALENTO BÔNUS ☐ Agile Manoeuvres Volley Spell ☐ Reflexos em Combate 15 Reflect a spell onto the caster - half spell level Nível Desviar Objetos □ □ □ Esquiva Piscina de KI (adamante) 2d8 Trata o ataque desarmado como arma de adamante 16 ☐ Improved Reposition ☐ Improved Trip 2d6/3d8 Slow Fall 24m □ Nimble Moves □ Weapon Finesse No age penalties or artificial ageing Corpo Atemporal 17 □ Acrobatic Steps □ Bodyquard Tongue of the Sun and Moon Speak with any living creature Nível □ Improved Disarm ☐ Improved Feint Slow Fall 27m 18 6 ☐ Ki Throw □ Mobilidade □ Second Chance □ Sidestep Empty Body Assume ethereal state for 1 minute - 3 ki points 19 ☐ In Harm's Way ☐ Repositioning Strike Perfect Self Treated as outsider Nível 2d10 ☐ Flechas Arrebatadoras Ataque em Movimento 20 2d8 / 4d8 Slow Fall Any distance 10 ☐ Tripping Strike Piscina de KI **ELUSIVE TARGET** PISCINA DE KI When successfully attacked, attempt a reflex save against Piscina de KI Nível CAPACIDADE Nível de Monge the attack roll to halve the damage. 5 You suffer all the other effects of the attack Take no damage on a successful reflex save, and only half Nível damage on a failed save. **ACROBATICS** If flanked, the attack is redirected to other attacker; if the attack is successful, they take half or full damage. MOVER-SE POR QUADRADOS AMEAÇADOS com metade da velocidade CD de Acrobacia = do Oponente MCD +3m ao mover-se em velocidade máxima INTEGRIDADE CORPORAL MOVER-SE PELO QUADRADO DO INIMIGO com metade da velocidade PONTOS DE CD de Acrobacia = 5 + do Oponente MCD +3m ao mover-se em velocidade máxima **VIDA** Nível de Monge Nível 7 = 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 DIAMOND SOUL Distância 30cm 0.6m 1.2m 1.2m 1.5m 1.8m 2.1m 2.4m 2.7m 3m 3.3m HIGH JUMP SPELL RESISTANCE Nível de Monge 8 16 20 24 28 32 36 44 Nível Acrobacia +4 for every 10ft of your standard move above 30ft 13 = 10 + SEGURAR NA BORDAD 20 Reflexos se falhar o pulo em 4 ou menos PERFECT SELF OUEDA CD 15 de Acrobacia ignora 3m de dano por queda Treated as an Outsider Nível Immune to Charm Person and other effects that 20 target non-outsiders.

Damage reduction 10/chaotic

MONGE