

MONGE

Nível de Monge

FLURRY OF BLOWS

FLURRY ATTACK BONUS

INTEGRIDADE CORPORAL

HEALING POINTS PER DAY

Nível de Monge

 = × 2

Points Healed

hp

ABUNDANT STEP

CASTER LEVEL Nível de Monge

 = ÷ 2 (Arredonda para Baixo)

DIAMOND SOUL

SPELL RESISTANCE Nível de Monge

 = 10 +

QUIVERING PALM

QUIVER DAYS Nível de Monge

 =

SAVE DC Nível de Monge

 = 10 + (÷ 2) + SAB

CORPO VAZIO

ETHERIAL ROUNDS

Nível de Monge

Rounds Today

rds =

☐☐☐☐☐
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☐☐☐☐☐

PERFECT SELF

Treated as an Outsider

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

Damage reduction 10/magic

MONGE

Nível de Monge

1

☐ { Rajada de Golpes
Ataque Desarmado

Use a full attack action for more attacks
Treat hands as weapons

2

☐ Evasão

Avoid all damage on successful reflex

3

☐ Still Mind

+2 to saves against enchantments

4

☐ { Ki Strike (magic)
Queda Leve 6m

Treat unarmed attacks as magic weapons
Reduce effective falling height using wall

5

☐ Purity of Body

Immune to all diseases

6

☐ Queda Leve 9m

7

☐ Wholeness of Body

Heal wounds

8

☐ Queda Leve 12m

9

☐ Evasão Aprimorada

Take only half damage even on failed reflex

10

☐ { Ki Strike (lawful)
Queda Leve 15m

Treat unarmed attacks as lawful weapons

11

☐ { Diamond Body
Greater Flurry

Immune to all poisons

12

☐ { Abundant Step
Queda Leve 18m

Use dimension door once per day

13

☐ Diamond Soul

Spell resistance

14

☐ Queda Leve 21m

15

☐ Quivering Palm

Delayed death by days equal to monk level, once a week

16

☐ { Ki Strike (adamantine)
Queda Leve 24m

Trata o ataque desarmado como arma de adamantite

17

☐ { Corpo Atemporal
Tongue of the Sun and Moon

No age penalties or artificial aging
Speak with any living creature

18

☐ Queda Leve 27m

19

☐ Empty Body

Assume ethereal state

20

☐ { Perfect Self
Slow Fall any distance

Treated as outsider