

TETORI (MONK)

Nível de Monge

BÔNUS DE CLASSE DE ARMADURA

CA BÔNUS

+ CA

MDC Bônus

+ DMC

$$\left. \begin{array}{l} + CA \\ + DMC \end{array} \right\} = SAB + \left(\frac{\text{Nível de Monge}}{4} \right)$$

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Nível de Monge

Non-Monk Levels

$$\left[\frac{\text{Nível de Monge}}{4} \right] = \left[\frac{\text{Non-Monk Levels}}{4} \right]$$

STUNNING FIST TODAY

(Arredonda para Baixo)

Fortitude Resistência CD

Nível de Monge

$$\left[\frac{\text{Nível de Monge}}{2} \right] + SAB$$

- Nível
- 1 Stunned Sem ação nesta rodada
Perde DESe 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
ou 50% miss chance when attacking
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 Sem ação nesta rodada
Perde DESe ganha CA; -2 CA

TALENTO BÔNUS

- Nível
- 1 ☐ Improved Grapple
 - 2 ☐ Crushing Embrace
 - 6 ☐ Greater Grapple
 - 10 ☐ Twin Lock
 - 14 ☐ Choke Hold
 - 18 ☐ Backbreaker

INTEGRIDADE CORPORAL

PONTOS DE VIDA

Nível de Monge

$$7 \left[\frac{\text{Nível de Monge}}{4} \right]$$

FORM LOCK

Nível de Monge + SAB ≥ 11 + Caster Level

QUIVERING PALM

QUIVER DAYS

Nível de Monge

$$\left[\frac{\text{Nível de Monge}}{4} \right] \text{ days}$$

Fortitude Resistência CD

Nível de Monge

$$\left[\frac{\text{Nível de Monge}}{2} \right] + SAB$$

PERFECT SELF

Treated as an Outsider

- Nível
- 20 Immune to Charm Person and other effects that target non-outsiders.
Damage reduction 10/chaotic

MONGE

Nível de Monge	Dano de Ataque Desarmado	Armour Class Bonus	
1	d6 d4 / d8	Graceful Grappler Ataque Desarmado Stunning Fist	Use monk level in place of BAB when grappling 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 Still Mind	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
4	d8 d6 / 2d6	Piscina de KI (Magia) Counter-grapple Graceful Grappler	Treat unarmed attacks as magic weapons Make attack of opportunity when grapple attempted No attack penalty, may attack of opportunity when grappling Keep DEX bonus when pinning or grappled
5		Break Free Purity of Body	Add monk level to checks for escaping a grapple Retry failed saves against entanglement - 1 ki point Immune to all diseases
6		Fast Movement +6m Counter-grapple	(which grants +8 to Acrobatics checks for jumping) Make attack of opportunity even through total concealment
7		Wholeness of Body	Heal your own wounds - 2 ki points
8	d10 d8 / 2d8	Graceful Grappler Counter-grapple	Heal your own wounds - 2 ki points Make attack of opportunity even when flat-footed
9		Inescapable Grasp Fast Movement +9m	Suppress foe's magical bonus to escape - 1 ki point (which grants +12 to Acrobatics checks for jumping)
10		Piscina de KI (leal) Counter-grapple	Considera ataque desarmado como Arma Leal Make attack of opportunity when foe has exceptional reach
11		Diamond Body	Immune to all poisons
12	2d6 d10 / 3d6	Fast Movement +12m	(which grants +16 to Acrobatics checks for jumping)
13		Form Lock Inescapable Grasp	Negate a polymorph attempt by touch - 2 ki points Dimensional anchor when using inescapable grasp
15		Quivering Palm Fast Movement +15m Graceful Grappler	Delayed death (which grants +20 to Acrobatics checks for jumping) Deals unarmed strike damage on a successful grapple
16	2d8 2d6 / 3d8	Piscina de KI (adamante)	Trata o ataque desarmado como arma de adamantite
17		Inescapable Grasp	Ghost touch when using inescapable grasp Incorporeal creatures grappled on touch
18		Fast Movement +18m	(which grants +24 to Acrobatics checks for jumping)
19		Iron Body	Gain effect of Iron Body spell for 1 min - 3 ki points
20	2d10 2d8 / 4d8	Perfect Self	Treated as outsider

Piscina de KI

PISCINA DE KI CAPACIDADE

$$\left[\frac{\text{Nível de Monge}}{2} \right] + SAB$$

Piscina de KI

□□□□ □□□□
□□□□ □□□□
□□□□ □□□□

ACROBATICS

MOVER-SE POR QUADRADOS AMEAÇADOS

CD de Acrobacia = do Oponente MCD

com metade da velocidade

+3m ao mover-se em velocidade máxima

MOVER-SE PELO QUADRADO DO INIMIGO

CD de Acrobacia = 5 + do Oponente MCD

com metade da velocidade

+3m ao mover-se em velocidade máxima

	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
	Distância	30cm	0.6m	1.2m	1.2m	1.5m	1.8m	2.1m	2.4m	2.7m	3m	3.3m
HIGH JUMP	CD	4	8	12	16	20	24	28	32	36	40	44

Acrobacia +4

for every 10ft of your standard move above 30ft

SEGURAR NA BORDA

20 Reflexos

se falhar o pulo em 4 ou menos

QUEDA

CD 15 de Acrobacia

ignora 3m de dano por queda