MARTIAL ARTIST Nível de (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 STUNNING FIST STUNNING FIST Nível de Non-Monk PER DAY Monge Levels ÷ 4 (Arredonda para Baixo) STUNNING FIST Fortitude Nível de from Resistência CD Monge level 3 Nível Sem ação nesta rodada 1 Stunned Perde DESe ganha CA; -2 CA Cannot run or charge Fadiga 4 -2 Strength and Dexterity 8 -2 to attack rolls, damage rolls, Sickened saving throws, skill and ability checks May make a standard or move action, Staggered 12 but not both Lose DEX bonus to AC; -2 AC Blinded 16 -4 on STR and DEX skills, opposed Perception 50% miss chance when attacking DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking Deafened -4 on opposed Perception automatically fail Perception checks for sound Paralysed Sem ação nesta rodada 20 Perde DESe ganha CA; -2 CA TALENTO BÔNUS □ Catch off-guard ☐ Reflexos em Combate Nível □ Desviar Objetos ☐ Esquiva ☐ Improved Grapple ☐ Scorpion Style ☐ Throw Anything ☐ Gorgon's Fist ☐ Improved Bull Rush Nível ☐ Improved Disarm ☐ Improved Feint 6 ☐ Improved Trip □ Mobilidade Nível ☐ Improved Critical ☐ Medusa's Wrath 10 ☐ Flechas Arrebatadoras Ataque em Movimento **OUIVERING PALM QUIVER DAYS** Nível de Monge days Nível Fortitude Nível de Resistência CD

1			MON	GE .					
Nível de Monge	Talent Bônu	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 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 Pain Points	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +1 to confirm critical hits					
4		d8 d6/2d6	Exploit Weakness Martial Arts Master	Gain +2 to attack, bypass DR, other bonuses Use monk level to take Fighter feats					
5			High Jump Extreme Endurance	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Immune to fatique					
6			Fast Movement +6m	(which grants +8 to Acrobatics checks for jumping)					
7			Physical Resistance -1	Reduced ability damage					
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	-		Piscina de KI (leal) Extreme Endurance 2 Physical Resistance - 2	Considera ataque desarmado como Arma Leal Immune to exhaustion					
12	-	2d6 d10/3d6	Fast Movement +12m	(which grants +16 to Acrobatics checks for jumping)					
13			Defensive Roll Physical Resistance -3	Reflex for half damage to avoid hitting 0hp					
14									
15			Quivering Palm Fast Movement +15m	Delayed death (which grants +20 to Acrobatics checks for jumping)					
16		2d8 2d6/3d8	Piscina de KI (adamante) Physical Resistance -4	Trata o ataque desarmado como arma de adamante					
18			Fast Movement +18m	(which grants +24 to Acrobatics checks for jumping)					
19			Greater Defensive Roll Physical Resistance -5	Reduced damage on Defensive Roll					
20		2d10 2d8 / 4d8	Extreme Endurance 4	Immune to death effects					

† Martial Artist cannot use ki abilities without gaining a ki pool from another class

EXPLOIT WEAKNESS WISDOM WISDOM Challenge Nível de **CHECK BONUS** CHECK DO Monge Rating = 10 + or object's As a swift action, make a wisdom check (above). If successful, gain +2 to attack hardness

until the end of your turn, and ignore damage reduction and hardness. Alternatively, add half your level to Sense Motive, Reflex saves and a dodge bonus to AC until your next turn.

IV

IV

ACRODATICS									
,	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								

PULO LONGO	Distância CD			4.5m 15		7.5m 25	10m 30	10.5m 35	12m 40	13.5 45	15m 50	16.5m 55
HIGH JUMP	Distância CD		0.6m 8	1.2m 12	1.2m 16	1.5m 20	1.8m 24	2.1m 28	2.4m 32	2.7m 36	3m 40	3.3m 44
Acrobacia +4					for every 10ft of your standard move above 30ft							
SEGURAR NA	20 Reflexos			se falhar o pulo em 4 ou menos								
QUEDA	15 de Acrobacia			ignora 3m de dano por queda								