

# SENSEI (MONK)

Nível de Monge

## STUNNING FIST

**STUNNING FIST**  
PER DAY

Nível de Monge

Non-Monk Levels

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \left( \boxed{\phantom{000}} \div 4 \right)$$

Fortitude Resistência CD

**STUNNING FIST**  
TODAY

(Arredonda para Baixo)

Fortitude Resistência CD

Nível de Monge

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + SAB$$

Nível

- |           |           |  |
|-----------|-----------|--|
| <b>1</b>  | Stunned   | Sem ação nesta rodada<br>Perde <b>DE</b> Se ganha <b>CA</b> ; -2 <b>CA</b>   |
| <b>4</b>  | Fadiga    | Cannot run or charge<br>-2 Strength and Dexterity  |
| <b>8</b>  | Sickened  | -2 to attack rolls, damage rolls,<br>saving throws, skill and ability checks   |
| <b>12</b> | Staggered | May make a standard or move action,<br>but not both  |
| <b>16</b> | Blinded   | Lose <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b><br>-4 on <b>STR</b> and <b>DEX</b> skills, opposed Perception<br>50% miss chance when attacking<br>DC 10 Acrobatics to move more than half speed |
| <b>ou</b> | Deafened  | -4 initiative; 20% miss chance when attacking<br>-4 on opposed Perception<br>automatically fail Perception checks for sound  |
| <b>20</b> | Paralysed | Sem ação nesta rodada<br>Perde <b>DE</b> Se ganha <b>CA</b> ; -2 <b>CA</b>   |

## TALENTO BÔNUS

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

## ADVICE

**PERFORMANCE**  
PER DAY

Nível de Monge

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + SAB$$

**INSPIRE COURAGE**

Nível

- 1** ☐ Bonus against charm and compulsion  
Bonus to attack and damage rolls

**INSPIRE COMPETENCE**

Nível

- 3** ☐

**INSPIRE GREATNESS** MAX AFFECTED

Nível

- 9** ☐ 2 Bonus hit dice  
+ 2d10 (including CON)

## INTEGRIDADE CORPORAL

PONTOS DE

Nível

Nível de Monge

$$\boxed{\phantom{000}} = \boxed{\phantom{000}}$$

## DIAMOND SOUL

**SPELL RESISTANCE** Nível de Monge

Nível

$$\boxed{\phantom{000}} = 10 + \boxed{\phantom{000}}$$

## QUIVERING PALM

**QUIVER DAYS** Nível de Monge

$$\boxed{\phantom{000}} \text{ days} = \boxed{\phantom{000}}$$

Nível

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + SAB$$

## 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 Talento Monge

Dano de Ataque Desarmado

peq / gde

**1** ☐ **d6**

Armour Class Bonus  
Advice  
Ataque Desarmado  
Stunning Fist

Inspire Courage

Trata mãos, pés, joelhos e cotovelos como armas  
Stun (or other effects) target for one round

**2**

Insightful Strike

Use **WIS** in place of **STR/DEX** for monk weapons

**3**

Advice 2  
Manoeuvre Training  
Still Mind

Inspire Competence

Use monk level in place of **BAB** for calculating **CMB**  
+2 saving throws against enchantment

**4**

**d8**  
**d6 / 2d6**

Piscina de KI (Magia)  
Slow Fall 6m

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

**5**

High Jump

Purity of Body

Add monk level to Acrobatics checks for jumping  
+20 to jump checks - **1 ki point**  
Immune to all diseases

**6**

Mystic Wisdom  
Slow Fall 9m

Grant bonus to an ally - **1 ki point**

**7**

Wholeness of Body

Heal your own wounds - **2 ki points**

**8**

**d10**  
**d8 / 2d8**

Slow Fall 12m

**9**

Advice 3

Inspire Greatness

**10**

Piscina de KI (leal)  
Slow Fall 15m

Considera ataque desarmado como Arma Leal

**11**

Diamond Body

Immune to all poisons

**12**

**2d6**  
**d10 / 3d6**

Abundant step  
Mystic Wisdom 2  
Slow Fall 18m

Slip magically between spaces - **2 ki points**  
Grant bonus to allies in 30ft - **1 ki point**

**13**

Diamond Soul

Spell resistance

**14**

Slow Fall 21m

**15**

Quivering Palm

Delayed death

**16**

**2d8**  
**2d6 / 3d8**

Piscina de KI (adamante)  
Slow Fall 24m

Trata o ataque desarmado como arma de adamantite

**17**

Corpo Atemporal  
Tongue of the Sun and Moon

No age penalties or artificial ageing  
Speak with any living creature

**18**

Mystic Wisdom 3  
Slow Fall 27m

Grant more abilities to allies - **2 ki points**

**19**

Empty Body

Assume ethereal state for 1 minute - **3 ki points**

**20**

**2d10**  
**2d8 / 4d8**

Perfect Self  
Slow Fall Any distance

Treated as outsider

## MYSTIC WISDOM

Nível

**6**

Grant a single ally within 30ft:

**1 ki point**

Nível

**12**

Grant all allies within 30ft:

Grant a single ally within 30ft: Evasion, Fast Movement, High Jump, Purity of Body, Slow Fall

**1 ki point**

Nível

**18**

Grant all allies within 30ft: Evasion, Fast Movement, High Jump, Purity of Body, Slow Fall

Grant a single ally within 30ft: Diamond Body, Diamond Soul, Improved Evasion

**2 ki points**

**2 ki points**

## Piscina de KI

**PISCINA DE KI**

**CAPACIDADE**

Nível de Monge

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + SAB$$

**Piscina de KI**

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## ACROBATICS

**MOVER-SE POR QUADRADOS AMEAÇADOS**

com metade da velocidade

CD de Acrobacia = do Oponente **MCD**

+3m ao mover-se em velocidade máxima

**MOVER-SE PELO QUADRADO DO INIMIGO**

com metade da velocidade

CD de Acrobacia = 5 + do Oponente **MCD**

+3m ao mover-se em velocidade máxima

**PULO LONGO**

Distância	1.5m	3m	4.5m	6m	7.5m	10m	10.5m	12m	13.5	15m	16.5m
CD	5	10	15	20	25	30	35	40	45	50	55

**HIGH JUMP**

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

**SEGURAR NA BORDA**

20 Reflexos

se falhar o pulo em 4 ou menos

**QUEDA**

CD 15 de Acrobacia

ignora 3m de dano por queda