

MONGE

Nível de
Monge

BÔNUS DE CLASSE DE ARMADURA

CA BÔNUS

+ CA

MDC Bônus

+ DMC

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

(Arredonda para Baixo)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Nível de Monge

Non-Monk Levels

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] + \left(\frac{\text{Nível de Monge}}{4} \right)$$

(Arredonda para Baixo)

STUNNING FIST TODAY

Fortitude Resistência CD

Nível de Monge

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

Nível

- | | | |
|-----------|-----------|--|
| 1 | Stunned | Sem ação nesta rodada
Perde DE Se 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
50% miss chance when attacking
DC 10 Acrobatics to move more than half speed |
| ou | 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 DE Se ganha CA ; -2 CA |

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 | |

- | | |
|--|---|
| <input type="checkbox"/> Gorgon's Fist | <input type="checkbox"/> Improved Bull Rush |
| <input type="checkbox"/> Improved Disarm | <input type="checkbox"/> Improved Feint |
| <input type="checkbox"/> Improved Trip | <input type="checkbox"/> Mobilidade |

- | | |
|---|--|
| <input type="checkbox"/> Improved Critical | <input type="checkbox"/> Medusa's Wrath |
| <input type="checkbox"/> Flechas Arrebatadora | <input type="checkbox"/> Ataque em Movimento |

INTEGRIDADE CORPORAL

PONTOS DE VIDA

Nível de Monge

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] + \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

DIAMOND SOUL

SPELL RESISTANCE

Nível de Monge

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

QUIVERING PALM

QUIVER DAYS

Nível de Monge

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] \text{ days} = \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] + \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

Fortitude Resistência CD

Nível de Monge

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

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 Talento
Monge Bônus

Dano de Ataque Desarmado
peq / gde

Armour Class Bonus
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

1



d6

d4 / d8

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 / d6

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



Fast Movement +6m
Slow Fall 9m

(which grants +8 to Acrobatics checks for jumping)

7

Wholeness of Body

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

8

d10
d8 / d8

Slow Fall 12m

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)
Slow Fall 15m

Considera ataque desarmado como Arma Leal

11

Diamond Body

Immune to all poisons

12

2d6
d10 / d6

Abundant step
Fast Movement +12m
Slow Fall 18m

Slip magically between spaces - **2 ki points**
(which grants +16 to Acrobatics checks for jumping)

13

Diamond Soul

Spell resistance

14



Slow Fall 21m

15

Quivering Palm
Fast Movement +15m

Delayed death
(which grants +20 to Acrobatics checks for jumping)

16

2d8
d6 / d8

Piscina de KI (adamante)
Slow Fall 24m

Trata o ataque desarmado como arma de adamante

17

Corpo Atemporal
Tongue of the Sun and Moon

No age penalties or artificial ageing
Speak with any living creature

18



Fast Movement +18m
Slow Fall 27m

(which grants +24 to Acrobatics checks for jumping)

19

Empty Body

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

20

2d10
d8 / d8

Perfect Self
Slow Fall Any distance

Treated as outsider

Piscina de KI

PISCINA DE KI CAPACIDADE

Nível de Monge

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

Piscina de KI

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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
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

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