	MAI	NOEU	VRI	R Nível de	\mathbb{\mathbb{\pi}}	MONGE											
MASTER						Talent	Dano de										
	14.	(MONK)	10		Monge	Bônus	Ataque Desarmado										
BÔNUS DE CLASSE DE ARMADURA CA BÔNUS  Nível de							peq / gde <b>d6</b> <b>d4 / d8</b>	Armour Clas Flurry of Mar Ataque Desa Stunning Fis	noeuvres rmado	Т	rata mãos	attack acti s, pés, joel her effects	lhos e co	tovelos	como ar		
+	CA			Monge	2			Evasão		А	void all da	amage on	success	ful reflex	x save		
+ DMC  SAB + (-74)  (Arredonda para Baixo)  Bonus only applied when unarmoured,								Fast Movement <b>+3m</b> Manoeuvre Training Manoeuvre Defence			(which grants +4 to Acrobatics checks for jumping) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> Attacks of opportunity against manoeuvres						
unencumbered and not helpless STUNNING FIST							<b>d8</b> d6/2d6	Piscina de KI (Magia) Reliable Manoeuvre			Treat unarmed attacks as magic weapons Roll twice for <b>CMB</b> - <b>1 ki point</b>						
STUNNING FIST Nível de Monge Levels  = + ( ÷ 4)					5			High Jump  Meditative Manoeuvre			Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Add WIS to CMB, once a round						
STUNNING FIST (Arredonda para Baixo)						-		Fast Movement +6m			(which grants +8 to Acrobatics checks for jumping)						
Fortitude Nível de Resistência CD Monge								Wholeness of Body			Heal your own wounds - <b>2 ki points</b>						
		= 10 + (		÷ 2 ) + SAB	8		<b>d10</b> d8/2d8										
Nível 1	Stunned	Sem ação nes			9			Evasão Aprimorada Fast Movement <b>+9m</b>			Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)						
4	Fadiga	Perde <b>DES</b> e ganha <b>CA</b> ; -2 <b>CA</b> adiqa Cannot run or charge			10			Piscina de K	I (leal)	С	Considera ataque desarmado como Arma Leal						
8	Sickened	-2 to attack re	2 Strength and Dexterity 2 to attack rolls, damage rolls, saving throws, skill and ability checks					Sweeping Ma	anoeuvre		Make a manoeuvre against two enemies OR two manoeuvres against the same enemy						
12	Staggered	May make a s but not both	May make a standard or move action, but not both		12		2d6 d10/3d6	Abundant sto Fast Movemo	•	Slip magically between space (which grants <b>+16</b> to Acrobat						ımping)	
16	Blinded ou	Lose <b>DEX</b> bonus to <b>AC</b> ; -4 on <b>STR</b> , <b>DEX</b> skills, o 50% miss chance when at		ills, opposed Perception en attacking	13			Diamond Soul			Spell resistance						
	Deafened	DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking			14												
		-4 on oppose automatically	-4 on opposed Perception automatically fail Perception checks for sou		15			Whirlwind M Fast Moveme		Make one manoeuvre against all adjacent en (which grants <b>+20</b> to Acrobatics checks for j							
20	Paralysed	Perde <b>DES</b> e ganha <b>CA</b> ; -2 <b>CA</b>			16		2d8 2d6/3d8	Piscina de KI (adamante)			Trata o ataque desarmado como arma de adamante						
•	TALENTO BÔNUS  Catch off-guard  Reflexos em Combate						2007 300				No age penalties or artificial ageing						
	□ Catch o	3		eflexos em Combate □ □ Esquiva	17				e Sun and Mo		•	any living					
Nível	□ Improv	ed Grapple		Scorpion Style	18	, ,					o Acrobatics checks for jumping) ate for 1 minute - <b>3 ki points</b>						
1	□ Throw	, ,			19								ninute -	3 KI POII	nts		
	□ Improved			20		2d10 2d8/4d8	Perfect Self		Т	reated as	outsider						
	☐ Gorgon's Fist ☐ Improved Bull Rush					FLURRY OF MANOEUVRES											
Nível	□ Improv	ed Disarm	□ Ir	Improved Feint Mobilidade	Nível <b>1</b>	Eiret	combat man				part of a full attack, make additional						
6	□ Improv				8	Second combat m		nanoeuvre -3		comb	combat manoeuvres at a penalty to CMB.						
	☐ Greate				15	Third	combat mai										
				ledusa's Wrath	*				Pisc	ina d	e KI					*	
Nível	☐ Improved Critical ☐ Medusa's Wrath ☐ Flechas Arrebatadoras Ataque em Movimento					PISCINA DE KI CAPACIDADE Nível de Monge Piscina de										de KI	
10	INT	EGRIDAD	E CO	Strike			= (	er de Morige	2 ) + SA	AB							
	PONTOS I		E CO	RPORAL					A CD	ODAT	TCC						
Nível	VIDA Nível de Monge					ACROBATICS  MOVER-SE POR QUADRADOS AMEAÇADOS com metade da velocidade											
7	CD de Acrobacia = do Oponente MCD +3m ao mover-se em velocid										elocidad	le máxin	na				
×	CDELL	DIAMON			MOV	MOVER-SE PELO QUADRADO DO INIMIGO com metade da velocidade CD de Acrobacia = 5 + do Oponente MCD +3m ao mover-se em velocidade máxima									na		
Nível 13	SPELL RE	SISTANCE = 10		de Monge	F34.44			ia 1.5m 3m			.5m 10i		m 12m	13.5	15m	16.5m	
-5		= 10 +				LON		D 5 10 ia 30cm 0.6			5 30 .5m 1.8		40 n 2.4m	45 2.7m	50 3m	55 3.3m	
×		PERFEC	JI SE	LF /	HICH	I IIIM	D (	טוט ווע פ			0 24	28	32	36	40	11	

Acrobacia +4

CD 15 de Acrobacia

SEGURAR NA BORDAD 20 Reflexos

QUEDA

for every 10ft of your standard move above 30ft

se falhar o pulo em 4 ou menos

ignora 3m de dano por queda

Treated as an Outsider

target non-outsiders.

Damage reduction 10/chaotic

Nível Immune to Charm Person and other effects that