

KI MYSTIC

Nível de Monge

BÔNUS DE CLASSE DE ARMADURA

CA BÔNUS

+ CA

MDC Bônus

+ DMC

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

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Nível de Monge

Non-Monk Levels

$$\left[\text{Box} \right] = \left[\text{Box} \right] + \left(\frac{\text{Nível de Monge}}{4} \right)$$

Fortitude Resistência CD

STUNNING FIST TODAY

(Arredonda para Baixo)

Fortitude Resistência CD

$$\left[\text{Box} \right] = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

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
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

Catch off-guard

Reflexos em Combate

Desviar Objetos

Esquiva

Improved Grapple

Scorpion Style

Throw Anything

Gorgon's Fist

Improved Bull Rush

Improved Disarm

Improved Feint

Improved Trip

Mobilidade

Improved Critical

Medusa's Wrath

Flechas Arrebatadora

Ataque em Movimento

INTEGRIDADE CORPORAL

PONTOS DE VIDA

Nível

Nível de Monge

$$7 \left[\text{Box} \right] = \left[\text{Box} \right]$$

QUIVERING PALM

QUIVER DAYS

Nível de Monge

$$\left[\text{Box} \right] \text{ days} = \left[\text{Box} \right]$$

Nível

15

Fortitude Resistência CD

Nível de Monge

$$\left[\text{Box} \right] = 10 + \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

MYSTIC PERSISTENCE

As a swift action once a day, create a 20ft-radius aura of luck allowing yourself and all allies to take the better of two rolls for attacks and saving throws.

Aura lasts 1 round for every 2 ki points spent

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

d4 / d8

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

2

■

Evasão

Avoid all damage on successful reflex save

3

Fast Movement +3m
Manoeuvre Training
Ki Pool

(which grants +4 to Acrobatics checks for jumping)
Use monk level in place of BAB for calculating CMB
Insight bonus to knowledge and skills

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
Mystic Insight

Add monk level to Acrobatics checks for jumping
+20 to jump checks - 1 ki point
Ally may re-roll attack or save - 2 ki points

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

Mystic Visions

Receive enlightenment while you rest - 2 ki points

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

Mystic Presence +2

Insight bonus to AC and CMD

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

Mystic Persistence

6m de Aura da Sorte - 2 or more ki points

20

2d10
d8 / d8

Perfect Self
Slow Fall Any distance
Mystic Presence +4

Treated as outsider

Piscina de KI

PISCINA DE KI CAPACIDADE

Nível

3

Nível

4

Nível de Monge

$$\left[\text{Box} \right] = SAB$$

$$= 2 + \left(\frac{\text{Nível de Monge}}{2} \right) + SAB$$

Piscina de KI

Fortitude Resistência CD

+2 to all Knowledge skills as long as you have at least 1 ki point in you pool

As a swift action, gain +4 insight bonus to any skill or ability check, at a cost of 1 ki point

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