MONK OF THE SACRED MOUNTAIN

Nível de Monge

BÔNUS DE CLASSE DE ARMADURA

CA BÔNUS

+ CA

MDC Bônus

+ DMC

= SAB + (Nível de Monge ÷ 4)

(Arredonda para Baixo)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

= Nível de Monge + (Non-Monk Levels ÷ 4)

(Arredonda para Baixo)

STUNNING FIST TODAY

Fortitude Resistência CD

= 10 + (Nível de Monge ÷ 2) + SAB

Nível		
1	Stunned	Sem ação nesta rodada Perde **DES**e 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 **DES**e ganha **CA**; -2 **CA**

TALENTO BÔNUS

Nível		
1	☐ Catch off-guard	☐ Reflexos em Combate
	☐ Desviar Objetos	☐ ☐ ☐ Esquiva
	☐ Improved Grapple	☐ Scorpion Style
	☐ Throw Anything	
6	☐ Gorgon's Fist	☐ Improved Bull Rush
	☐ Improved Disarm	☐ Improved Feint
	☐ Improved Trip	☐ Mobilidade
10	☐ Improved Critical	☐ Medusa's Wrath
	☐ Flechas Arrebatadoras	☐ Ataque em Movimento

INTEGRIDADE CORPORAL

Nível 7

PONTOS DE VIDA

= Nível de Monge

DIAMOND SOUL

Nível 13

SPELL RESISTANCE

= 10 + Nível de Monge

QUIVERING PALM

QUIVER DAYS

days = Nível de Monge

Nível 15

Fortitude Resistência CD

= 10 + (Nível de Monge ÷ 2) + SAB

PERFECT SELF

Nível 20

Treated as an Outsider

Immune to Charm Person and other effects that target non-outsiders.

Damage reduction **10/chaotic**

MONGE

Nível de Monge	Talento Bônus	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	■		Iron Monk	Toughness and **+1** natural armour
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 / 2d6	Piscina de KI (Magia) Bastion Stance	Treat unarmed attacks as magic weapons Cannot be knocked prone or moved while stationary
5			Iron Limb Defence Purity of Body	**+2** shield bonus to **AC** and **CMD** while stationary Increase bonus to **+4** - **1 ki point** Immune to all diseases
6	■		Fast Movement **+6m**	(which grants **+8** to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - **2 ki points**
8		d10 d8 / 2d8		
9			Adamantine Monk Fast Movement **+9m**	Damage reduction Double damage reduction - **1 ki point** (which grants **+12** to Acrobatics checks for jumping)
10	■		Piscina de KI (leal)	Considera ataque desarmado como Arma Leal
11			Diamond Body	Immune to all poisons
12		2d6 d10 / 3d6	Abundant step Fast Movement **+12m**	Slip magically between spaces - **2 ki points** (which grants **+16** to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
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) Bastion Stance **2**	Trata o ataque desarmado como arma de adamante Cannot be moved, even by teleportation
17			Corpo Atemporal Vow of Silence	No age penalties or artificial ageing **+2** insight to **AC** and **CMD** +4 to Sense Motive, Stealth, Perception
18	■		Fast Movement **+18m**	(which grants **+24** to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - **3 ki points**
20		2d10 2d8 / 4d8	Perfect Self	Treated as outsider

Piscina de KI

PISCINA DE KI CAPACIDADE

= (Nível de Monge ÷ 2) + 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

Acrobacia +4 — for every 10ft of your standard move above 30ft

SEGURAR NA BORDA — CD 20 Reflexos — se falhar o pulo em 4 ou menos

QUEDA — CD 15 de Acrobacia — ignora 3m de dano por queda