MASTER OF MANY STYLES

Nível de Monge

(MONK)

BÔNUS DE CLASSE DE ARMADURA



Bonus only applied when unarmoured,

unencumbered and not helpless						
``	STUNNING FIST					
	STUNNING FIST Nível de Non-Monk PER DAY Monge Levels					
		= +(÷ 4)			
	STUNNING FIST (Arredonda para Baixo) TODAY					
	Fortitude Nível de Resistência CD Monge					
	:	= 10 + (÷ 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				
	ou	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 DES e ganha CA ; -2 CA				
		TALENTO BÔ	NUS			

Nível 1	
2	
6	
10	
14	

18			
×	INTEG	RIDADE CORPORAL	-
Nível 7	PONTOS DE VIDA	Nível de Monge	
` .	DIAMOND SOUL		

SPELL RESISTANCE Nível de Monge

Nível

13	= 10 +
*	QUIVERING PALM
	QUIVER DAYS Nível de Monge
Nível 15	Fortitude Nível de Resistência CD Monge
	=10+(÷2)+ SAB

MONGE				
Nível de Monge	Talento Bônus _l	Dano de Ataque Desarmado peq / gde	Armour Class Bonus	
1		d6 d4/d8	Fuse Style 2 Ataque Desarmado Stunning Fist	Use two styles at once 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 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) 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 d8/2d8	Slow Fall 12m Fuse Style 3	Enter up to 3 stances as a swift action
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 d10/3d6	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 Fuse Style 4	Delayed death (which grants +20 to Acrobatics checks for jumping) Enter up to 4 stances immediately - 1 ki point
16		2d8 2d6 / 3d8	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 2d8 / 4d8	Perfect Style Slow Fall Any distance	Use 5 styles at once, enter 5 stances as a free action

Piscina de KI

CAPACIDADE Nível de Monge ÷2) = (

ACROBATICS

MOVER-SE POR QUADRADOS AMEAÇADOS

PISCINA DE KI

CD de Acrobacia = do Oponente **MCD**

com metade da velocidade

com metade da velocidade

+3m ao mover-se em velocidade máxima

Piscina de KI

MOVER-SE PELO QUADRADO DO INIMIGO

CD de Acrobacia = 5 + do Oponente MCD +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 Distância 30cm 0.6m 1.2m 1.2m 1.5m 1.8m 2.1m 2.4m 2.7m 3m 3.3m **HIGH JUMP** CD 4 8 12 16 20 24 28 32 36 Acrobacia +4 for every 10ft of your standard move above 30ft

SEGURAR NA BORDAD 20 Reflexos se falhar o pulo em 4 ou menos CD 15 de Acrobacia ignora 3m de dano por queda QUEDA