

MONK OF THE LOTUS

Nível de Monge

BÔNUS DE CLASSE DE ARMADURA

CA BÔNUS

+ CA

MDC Bônus

+ DMC

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

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

TOUCH OF SERENITY PER DAY

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

TOUCH OF SERENITY TODAY

Declare before making an attack; if successful, the attack deals no damage, but target cannot attack or cast spells. Target may attempt a will save to end the effect.

SERENITY DURATION

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] \text{ rds} = 1 + \left(\frac{\text{Nível de Monge}}{6} \right)$$

VONTADE RESISTÊNCIA CD

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

TALENTO BÔNUS

- Nível 1
- ☐ Catch off-guard
 - ☐ Reflexos em Combate
 - ☐ Desviar Objetos
 - ☐ ☐ ☐ Esquiva
 - ☐ Improved Grapple
 - ☐ Scorpion Style
 - ☐ Throw Anything

- Nível 6
- ☐ Gorgon's Fist
 - ☐ Improved Bull Rush
 - ☐ Improved Disarm
 - ☐ Improved Feint
 - ☐ Improved Trip
 - ☐ Mobilidade

- Nível 10
- ☐ Improved Critical
 - ☐ Medusa's Wrath
 - ☐ Flechas Arrebatadora
 - ☐ Ataque em Movimento

INTEGRIDADE CORPORAL

PONTOS DE VIDA

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

TOUCH OF SURRENDER

Nível 12

When an attack would reduce a target to 0hp or below, opt to make the target surrender. Target is reduced to 0hp, is disabled and charmed. No saving throw.

Effect lasts until dismissed, used on another target or target is next reduced to 0hp.

DIAMOND SOUL

SPELL RESISTANCE

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

TOUCH OF PEACE

Nível 15

Once a day, announce before making a melee attack. On a hit, the attack deals no damage but target is charmed. No saving throw.

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 Monge	Talento Bônus	Dano de Ataque Desarmado	Armour Class Bonus	
1	■	d6 d4 / d8	Rajada de Golpes Ataque Desarmado Touch of Serenity	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 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	
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	Touch of Surrender Fast Movement +12m Slow Fall 18m	Target of an attack surrenders - 6 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14	■		Slow Fall 21m	
15			Touch of Peace Fast Movement +15m	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Piscina de KI (adamante) Slow Fall 24m	Trata o ataque desarmado como arma de adamante
17			Corpo Atemporal Learned Master	No age penalties or artificial ageing Linguistics and Knowledge are class skills using WIS
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 Self Slow Fall Any distance	Treated as outsider

Piscina de KI

PISCINA DE KI CAPACIDADE

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

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
	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	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