MARTIAL ARTIST
(MONK)

Monk Level

ARMOUR CLASS BONUS

AC BONUS: + PK

CMD BONUS: + CMD

= WIS + (Monk Level ÷ 4)

(Naar beneden afgerond)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY = Monk Level + (Non-Monk Levels ÷ 4)

(Naar beneden afgerond)

STUNNING FIST TODAY

FORTITUDE SAVE DC = 10 + (Monk Level ÷ 2) + WIS (+ 1) from level 3

Level		
1	Stunned	Geen actie deze ronde BEHbonus aan PK; -2 PK
4	Fatigued	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
	or	
	Deafened	-4 initiative; 20% miss chance when attacking -4 on opposed Perception automatically fail Perception checks for sound
20	Paralysed	Geen actie deze ronde BEHbonus aan PK; -2 PK

BONUS PRESTATIES

Level 1	☐ Catch off-guard	☐ Combat Reflexes
	☐ Deflect Arrows	☐ Dodge
	☐ Improved Grapple	☐ Scorpion Style
	☐ Throw Anything	
Level 6	☐ Gorgon's Fist	☐ Improved Bull Rush
	☐ Improved Disarm	☐ Improved Feint
	☐ Improved Trip	☐ Mobility
Level 10	☐ Improved Critical	☐ Medusa's Wrath
	☐ Snatch Arrows	☐ Spring Attack

QUIVERING PALM

Level 15

QUIVER DAYS = Monk Level days

FORTITUDE SAVE DC = 11 + (Monk Level ÷ 2) + WIS

MONK

Monk Level	Bonus Prestaties	Unarmed Strike Damage Sml / Lrg		
1	■	d6 d4 / d8	Armour Class Bonus Flurry of Blows Unarmed Strike Stunning Fist	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round
2	■		Evasion	Avoid all damage on successful reflex save
3			Fast Movement +10 ft Manoeuvre Training Pain Points	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +1 to confirm critical hits
4		d8 d6 / 2d6	Exploit Weakness Martial Arts Master	Gain +2 to attack, bypass DR, other bonuses Use monk level to take Fighter feats
5			High Jump Extreme Endurance	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point † Immune to fatigue
6	■		Fast Movement +20 ft	(which grants +8 to Acrobatics checks for jumping)
7			Physical Resistance -1	Reduced ability damage
8		d10 d8 / 2d8		
9			Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)
10	■		Ki Pool (lawful) Extreme Endurance 2 Physical Resistance -2	Treat unarmed attacks as lawful weapons Immune to exhaustion
12	■	2d6 d10 / 3d6	Fast Movement +40 ft	(which grants +16 to Acrobatics checks for jumping)
13			Defensive Roll Physical Resistance -3	Reflex for half damage to avoid hitting 0hp
14	■			
15			Quivering Palm Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Physical Resistance -4	Treat unarmed attacks as adamantine weapons
18	■		Fast Movement +60 ft	(which grants +24 to Acrobatics checks for jumping)
19			Greater Defensive Roll Physical Resistance -5	Reduced damage on Defensive Roll
20		2d10 2d8 / 4d8	Extreme Endurance 4	Immune to death effects

† Martial Artist cannot use ki abilities without gaining a *ki pool* from another class

EXPLOIT WEAKNESS

WISDOM CHECK BONUS + = Monk Level + WIS

WISDOM CHECK DC = 10 + CR (Challenge Rating or object's hardness)

As a swift action, make a wisdom check (above). If successful, gain +2 to attack until the end of your turn, and ignore damage reduction and hardness.
Alternatively, add half your level to Sense Motive, Reflex saves and a dodge bonus to AC until your next turn.

ACROBATICS

MOVE THROUGH THREATENED SQUARE
Acrobatics DC = Opponent's CMD
aan halve snelheid
+10 om aan volledige snelheid te bewegen

MOVE THROUGH ENEMY'S OWN SQUARE
Acrobatics DC = 5 + Opponent's CMD
aan halve snelheid
+10 om aan volledige snelheid te bewegen

LONG JUMP	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
	DC	5	10	15	20	25	30	35	40	45	50	55
HIGH JUMP	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
	DC	4	8	12	16	20	24	28	32	36	40	44

Acrobatics skill +4 for every 10ft of your standard move above 30ft

CATCH LEDGE	DC	20 Reflex save	if you fail a jump by 4 or less
FALL	DC	15 Acrobatics	to ignore 10ft of falling damage