Monk MONK KI MYSTIC Level Unarmed Monk Bonus ARMOUR CLASS BONUS Strike Feats Level Damage AC BONUS **Armour Class Bonus** Sml / Lrg Monk Flurry of Blows Use a full attack action for more attacks d6 Level 1 **Unarmed Strike** Treat hands, feet, knees and elbows as weapons d4 / d8 Stunning Fist Stun (or other effects) target for one round CMD BONUS (Round down) 2 Evasion Avoid all damage on successful reflex save Bonus only applied when unarmoured, Fast Movement +10 ft (which grants +4 to Acrobatics checks for jumping) unencumbered and not helpless Manoeuvre Training Use monk level in place of BAB for calculating CMB 3 STUNNING FIST Ki Pool Insight bonus to knowledge and skills STUNNING FIST Monk Non-Monk d8 Ki Pool (magic) Treat unarmed attacks as magic weapons PER DAY Level Levels 4 Slow Fall 20 ft Reduce effective falling height using wall d6 / 2d6 ÷ 4 High Jump Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point 5 (Round down) STUNNING FIST Mystic Insight Ally may re-roll attack or save - 2 ki points Fast Movement +20 ft (which grants +8 to Acrobatics checks for jumping) FORTITUDE Monk 6 Slow Fall 30 ft SAVE DO Level 7 Wholeness of Body Heal your own wounds - 2 ki points Level d10 8 Slow Fall 40 ft Stunned No action this round 1 d8 / 2d8 Lose DEX bonus to AC; -2 AC Avoid half damage on failed reflex save Improved Evasion 9 Cannot run or charge Fatiqued 4 Fast Movement +30 ft (which grants +12 to Acrobatics checks for jumping) -2 Strength and Dexterity Ki Pool (lawful) Treat unarmed attacks as lawful weapons -2 to attack rolls, damage rolls, 8 Sickened 10 Slow Fall 50 ft saving throws, skill and ability checks 12 Staggered May make a standard or move action, Mystic Visions Receive enlightenment while you rest - 2 ki points 11 but not both 16 Blinded Lose DEX bonus to AC; -2 AC Abundant step Slip magically between spaces - 2 ki points 2d6 -4 on STR and DEX skills, opposed Perception 12 Fast Movement +40 ft (which grants +16 to Acrobatics checks for jumping) d10 / 3d6 50% miss chance when attacking or Slow Fall 60 ft DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking 13 Mystic Presence +2 Insight bonus to AC and CMD Deafened -4 on opposed Perception automatically fail Perception checks for sound Slow Fall 70 ft 14 20 Paralysed No action this round Lose DEX bonus to AC; -2 AC Quivering Palm Delayed death 15 Fast Movement +50 ft (which grants +20 to Acrobatics checks for jumping) **BONUS FEATS** Ki Pool (adamantine) Treat unarmed attacks as adamantine weapons **2d8** □ Catch off-quard □ Combat Reflexes 16 Slow Fall 80 ft 2d6 / 3d8 Level Deflect Arrows □ □ □ Dodge Timeless Body No age penalties or artificial ageing ☐ Improved Grapple □ Scorpion Style 17 Tongue of the Sun and Moon Speak with any living creature □ Throw Anything Fast Movement +60 ft (which grants +24 to Acrobatics checks for jumping) 18 ☐ Gorgon's Fist ☐ Improved Bull Rush Slow Fall 90 ft Level □ Improved Disarm ☐ Improved Feint 6 19 Mystic Persistence 20ft aura of luck - 2 or more ki points ☐ Improved Trip ☐ Mobility ☐ Improved Critical ☐ Medusa's Wrath Perfect Self Treated as outsider Level 2d10 20 Slow Fall Any distance 10 □ Snatch Arrows ☐ Spring Attack 2d8 / 4d8 Mystic Presence +4 WHOLENESS OF BODY KI POOL HEALING **POINTS** Monk Level Level Level Level KI POOL 7 3 4 KI POOL CAPACITY Monk Level ÷ 2) = 2 + **QUIVERING PALM** QUIVER DAYS Monk Level +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 days Level **ACROBATICS FORTITUDE** Monk 15 SAVE DC at half speed MOVE THROUGH THREATENED SQUARE Level Acrobatics DC = Opponent's CMD +10 to move at full speed = 10 + (MOVE THROUGH ENEMY'S OWN SQUARE at half speed Acrobatics DC = 5 + Opponent's CMD +10 to move at full speed **MYSTIC PERSISTENCE** As a swift action once a day, create a 20ft-radius aura of Distance 5ft 10ft 15ft 20ft 25ft 30ft 35ft 40ft 45ft 50ft 55ft luck allowing yourself and all allies to take the better of two LONG JUMP DC 5 10 15 20 25 30 35 40 45 50 55

Distance

HIGH JUMP

CATCH LEDGE

FALL

1ft 2ft

8

DC 20 Reflex save

DC 15 Acrobatics

Acrobatics skill +4

DC 4

3ft

12

4ft

16

5ft

20

6ft

24

if you fail a jump by 4 or less

to ignore 10ft of falling damage

7ft

28

for every 10ft of your standard move above 30ft

8ft

32

9ft

36

10ft

40

11ft

44

rolls for attacks and saving throws.

Treated as an Outsider

target non-outsiders.

Damage reduction 10/chaotic

Aura lasts 1 round for every 2 ki points spent

Level Immune to Charm Person and other effects that

PERFECT SELF

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