

JANISSARY

(MONK)

Monk
Level

FLURRY OF BLOWS

FLURRY ATTACK BONUS

Monk Level

$$\boxed{} = - 2$$

UNARMED STRIKE

UNARMED STRIKE DAMAGE ROLL

□ d6 > □ d8 > □ d10 > □ 2d6 > □ 2d8 > □ 2d10

STUNNING FIST

STUNNING FIST PER DAY

Monk
Level

Non-Monk
Level

$$\boxed{} = + \left(\div 4 \right)$$

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STUNNING FIST TODAY

(Round down)

FORTITUDE SAVE DC

Monk Level

$$\boxed{} = 10 + \left(\div 2 \right) + \text{WIS}$$

Monk Effects
Level

- | | | |
|-----------|-----------|--|
| 1 | Stunned | No action this round
Lose DEX bonus to AC; -2 AC |
| 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 | No action this round
Lose DEX bonus to AC; -2 AC |

MIND OVER MAGIC

INSIGHT BONUS

Level Monk Level

$$4 + \boxed{} = \div 2$$

COMMAND TRUCE

- Level Intimidate check to impose a truce between warring parties.
5 The truce is broken if anyone in your group draws a weapon, casts a spell or takes a threatening action.

WHOLENESS OF BODY

HEALING POINTS

Level Monk Level

$$7 \boxed{} = $$

DIAMOND SOUL

SPELL RESISTANCE

Monk Level

$$\text{Level } 11 \boxed{} = 10 + $$

QUIVERING PALM

QUIVER DAYS

Monk Level

$$\boxed{} = $$

FORTITUDE SAVE DC

Level
15

Monk
Level

$$\boxed{} = 10 + \left(\div 2 \right) + \text{WIS}$$

PERFECT SELF

Treated as an Outsider

- Level Immune to Charm Person and other effects that
20 target non-outsiders.
Damage reduction 10/chaotic

MONK

Monk Bonus
Level Feats

1

Armor Class Bonus
Flurry of Blows
Unarmed Strike
Stunning Fist
Psionic Aura

Use a full attack action for more attacks
Treat hands as weapons
Stun (or other effects) target for one round
Unnerve non-sentient beings; Charm Person 1/day

2



Evasion

Avoid all damage on successful reflex save

3

Fast Movement +10 ft
Maneuvre Training
Still Mind

Use monk level in place of BAB for calculating CMB
+2 saving throws against enchantment

4

Ki Pool (magic)
Mind Over Magic

Treat unarmed attacks as magic weapons
Gain a bonus to saving throws - 1 ki point

5

Command Truce
Purity of Body

Impose a truce between fighting parties - 1 ki point / min
Immune to all diseases

6



Fast Movement +20 ft
Slow Fall 30 ft

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

Slow Fall 40 ft

9

Improved Evasion
Fast Movement +30 ft

Avoid half damage on failed reflex save

10



Ki Pool (lawful)
Slow Fall 50 ft
Psionic Aura

Treat unarmed attacks as lawful weapons
Charm Person 2/day

11

Diamond Body

Immune to all poisons

12

Abundant step
Fast Movement +40 ft
Slow Fall 60 ft

Slip magically between spaces - 2 ki points

13

Diamond Soul

Spell resistance

14



Slow Fall 70 ft

15

Quivering Palm
Fast Movement +50 ft
Psionic Aura

Delayed death
Charm Person 3/day

16

Ki Pool (adamantine)
Slow Fall 80 ft

Treat unarmed attacks as adamantite weapons

17

Timeless Body
Tongue of the Sun and Moon

No age penalties or artificial aging
Speak with any living creature

18



Fast Movement +60 ft
Slow Fall 90 ft

19

Empty Body

Assume ethereal state for 1 minute - 3 ki points

20

Perfect Self
Slow Fall Any distance
Psionic Aura

Treated as outsider
Charm Person 4/day

KI POOL

KI POOL CAPACITY

Monk Level

$$\boxed{} = \left(\div 2 \right) + \text{WIS}$$

Ki Pool