

WEAPON ADEPT

Monk
Level

(MONK)

ARMOUR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

$$\left. \begin{array}{l} + AC \\ + CMD \end{array} \right\} = WIS + \left(\frac{\text{Monk Level}}{4} \right)$$

Bonus only applied when unarmoured, unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE PER DAY

Monk Level

Non-Monk Levels

$$\left[\frac{\text{Monk Level}}{4} \right] = \left[\frac{\text{Non-Monk Levels}}{4} \right] + \left(\frac{\text{Monk Level}}{4} \right)$$

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PERFECT STRIKE TODAY

Announce before making an attack using a kama, nunchaku, quarterstaff, sai or siangham. Roll the attack twice, and take the higher result. If one attack is within critical threat range, the other is the confirmation roll.

WAY OF THE WEAPON MASTER

Weapon

BONUS FEATS

- 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

WHOLENESS OF BODY

HEALING POINTS

$$\left[\frac{\text{Monk Level}}{4} \right] = \left[\frac{\text{Monk Level}}{4} \right]$$

DIAMOND SOUL

SPELL RESISTANCE

$$\left[\frac{\text{Monk Level}}{4} \right] = 10 + \left[\frac{\text{Monk Level}}{4} \right]$$

QUIVERING PALM

QUIVER DAYS

$$\left[\frac{\text{Monk Level}}{4} \right] \text{ days} = \left[\frac{\text{Monk Level}}{4} \right]$$

FORTITUDE SAVE DC

$$\left[\frac{\text{Monk Level}}{4} \right] = 10 + \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

PERFECT SELF

Treated as an Outsider

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

MONK

Monk Level Bonus Feats

Unarmed Strike Damage Sml / Lrg

Armour Class Bonus
Flurry of Blows
Unarmed Strike
Perfect Strike

Use a full attack action for more attacks
Treat hands, feet, knees and elbows as weapons
Roll attack twice when using a monk weapon

1

■

d6
d4 / d8

Way of the Weapon Master

Weapon Focus for one monk weapon

2

■

Fast Movement +10 ft
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

3

■

d8
d6 / 2d6

Ki Pool (magic)
Slow Fall 20 ft

Treat unarmed attacks as magic weapons
Reduce effective falling height using wall

4

■

High Jump
Purity of Body

Add monk level to Acrobatics checks for jumping
+20 to jump checks - 1 ki point
Immune to all diseases

5

■

Fast Movement +20 ft
Slow Fall 30 ft
Way of the Weapon Master 2

(which grants +8 to Acrobatics checks for jumping)
Weapon Specialisation for the same monk weapon

6

■

Wholeness of Body

Heal your own wounds - 2 ki points

7

■

d10
d8 / 2d8

Slow Fall 40 ft

Evasion
Fast Movement +30 ft
Avoid all damage on successful reflex save (which grants +12 to Acrobatics checks for jumping)

8

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Ki Pool (lawful)
Slow Fall 50 ft

Treat unarmed attacks as lawful weapons

9

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Diamond Body

Immune to all poisons

10

■

2d6
d10 / 3d6

Abundant step
Fast Movement +40 ft
Slow Fall 60 ft

Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)

11

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Diamond Soul

Spell resistance

12

■

Slow Fall 70 ft

Quivering Palm
Fast Movement +50 ft
Delayed death (which grants +20 to Acrobatics checks for jumping)

13

■

2d8
2d6 / 3d8

Ki Pool (adamantine)
Slow Fall 80 ft

Treat unarmed attacks as adamantite weapons

14

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Uncanny Initiative
Tongue of the Sun and Moon

Choose your own initiative roll
Speak with any living creature

15

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Fast Movement +60 ft
Slow Fall 90 ft

(which grants +24 to Acrobatics checks for jumping)

16

■

Empty Body

Assume ethereal state for 1 minute - 3 ki points

17

■

2d10
2d8 / 4d8

Pure Power
Slow Fall Any distance

+2 to Strength, Dexterity and Wisdom score

KI POOL

KI POOL CAPACITY

$$\left[\frac{\text{Monk Level}}{2} \right] = \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

KI POOL

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ACROBATICS

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

at half speed
+10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's CMD

at half speed
+10 to move at full speed

| | Distance | 5ft | 10ft | 15ft | 20ft | 25ft | 30ft | 35ft | 40ft | 45ft | 50ft | 55ft |
|-----------|----------|-----|------|------|------|------|------|------|------|------|------|------|
| LONG JUMP | DC | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 |
| | Distance | 1ft | 2ft | 3ft | 4ft | 5ft | 6ft | 7ft | 8ft | 9ft | 10ft | 11ft |
| HIGH JUMP | 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