

MONK

UNCHAINED

Monk
Level

STUNNING FIST

STUNNING FIST PER DAY

Monk
Level

Non-Monk
Levels

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

☐☐☐☐
☐☐☐☐
☐☐☐☐

STUNNING FIST (Naar beneden afgerond)
TODAY

FORTITUDE SAVE DC

Monk
Level

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

Level

- 1** Stunned Geen actie deze ronde **BEH**bonus 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
or DC 10 Acrobatics to move more than half speed
- Deafened -4 initiative; 20% miss chance when attacking
-4 on opposed Perception
automatically fail Perception checks for sound
- 20** Paralysed No action for 1d6 rounds
Lose **DEX** bonus to **AC**; -2 **AC**

BONUS PRESTATIES

- ☐ Catch off-guard ☐ Combat Reflexes
- Level ☐ Deflect Arrows ☐ Dodge
- 1** ☐ Improved Grapple ☐ Scorpion Style
- ☐ Throw Anything

- ☐ Gorgon's Fist ☐ Improved Bull Rush
- Level ☐ Improved Disarm ☐ Improved Feint
- 6** ☐ Improved Trip ☐ Mobility

- Level ☐ Improved Critical ☐ Medusa's Wrath
- 10** ☐ Snatch Arrows ☐ Spring Attack

KI POOL

KI POOL CAPACITY

Monk
Level

$$\text{Level } 3 \quad \boxed{} = \left(\boxed{} \div 2 \right) + \text{WIS}$$

KI STRIKE

KI ☐☐☐☐
POOL ☐☐☐☐

- 3** As long as you have at least 1 ki point left,
treat unarmed attacks as magic weapons
- 7** Treat unarmed attacks as cold iron and silver weapons
- 10** Treat unarmed attacks as lawful weapons
- 16** Treat unarmed attacks as adamantite weapons

STYLE STRIKE

Level **5** _____

Level **9** _____

Level **13** _____

Level **15** Apply two unarmed style strikes each round

Level **17** _____

MONK

Monk Bonus
Level Prestaties
Unarmed
Strike
Damage
Sml / Lrg

Armour Class Bonus
Flurry of Blows
Unarmed Strike
Stunning Fist

Use a full attack action for an extra attack
Treat hands, feet, knees and elbows as weapons
Stun (or other effects) target for one round

1



d6
d4 / d8

2



Evasion

Avoid all damage on successful reflex save

3

Fast Movement **+10 ft**

(which grants **+4** to Acrobatics checks for jumping)

4

d8
d6 / 2d6

Still Mind

+2 to saves against enchantment

5

Purity of Body

Immune to all diseases

6



Fast Movement **+20 ft**

(which grants **+8** to Acrobatics checks for jumping)

7

Wholeness of Body

Heal your own wounds - **2 ki points**

8

d10
d8 / 2d8

Improved Evasion
Fast Movement **+30 ft**

Avoid half damage on failed reflex save
(which grants **+12** to Acrobatics checks for jumping)

10



Flurry of blows (second)

Additional attack

12

2d6
d10 / 3d6

Fast Movement **+40 ft**

(which grants **+16** to Acrobatics checks for jumping)

13

Tongue of the Sun and Moon

Speak with any living creature

14



Fast Movement **+50 ft**

(which grants **+20** to Acrobatics checks for jumping)

16

2d8
2d6 / 3d8

Timeless Body

No age penalties or artificial ageing

18



Fast Movement **+60 ft**

(which grants **+24** to Acrobatics checks for jumping)

19

Flawless Mind

Take the better of 2 will saves

20

2d10
2d8 / 4d8

Perfect Self

Treated as outsider

KI POWERS

Level

4

Level

6

Level

8

Level

10

Level

12

Level

14

Level

16

Level

18

Level

20