

# WEAPON ADEPT

(MONK)

Monk  
Level

## ARMOUR CLASS BONUS

AC BONUS

+ PK

CMD BONUS

+ CMD

Monk  
Level

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

(Naar beneden afgerond)

Bonus only applied when unarmoured, unencumbered and not helpless

## PERFECT STRIKE

PERFECT STRIKE  
PER DAY

Monk  
Level

Non-Monk  
Levels

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

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PERFECT STRIKE  
TODAY

(Naar beneden afgerond)

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 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

## WHOLENESS OF BODY

HEALING  
POINTS

Level 7

Monk Level

$$\text{[Box]} = \text{[Box]}$$

## DIAMOND SOUL

SPELL RESISTANCE

Monk Level

Level 13

$$\text{[Box]} = 10 + \text{[Box]}$$

## QUIVERING PALM

QUIVER DAYS

Monk Level

$$\text{[Box]} \text{ days} = \text{[Box]}$$

Level 15

FORTITUDE  
SAVE DC

Monk  
Level

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

## 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 Bonus Unarmed  
LevelPrestaties Strike  
Damage

1

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d6  
d4 / d8

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

2

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Way of the Weapon Master

Weapon Focus for one monk weapon

3

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

4

d8  
d6 / 2d6

Ki Pool (magic)  
Slow Fall 20 ft

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

5

High Jump  
Purity of Body

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

6

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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

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

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)

10

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Ki Pool (lawful)  
Slow Fall 50 ft

Treat unarmed attacks as lawful weapons

11

Diamond Body

Immune to all poisons

12

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)

13

Diamond Soul

Spell resistance

14

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Slow Fall 70 ft

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

16

2d8  
2d6 / 3d8

Ki Pool (adamantine)  
Slow Fall 80 ft

Treat unarmed attacks as adamantite weapons

17

Uncanny Initiative  
Tongue of the Sun and Moon

Choose your own initiative roll  
Speak with any living creature

18

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Fast Movement +60 ft  
Slow Fall 90 ft

(which grants +24 to Acrobatics checks for jumping)

19

Empty Body

Assume ethereal state for 1 minute - 3 ki points

20

2d10  
2d8 / 4d8

Pure Power  
Slow Fall Any distance

+2 to Strength, Dexterity and Wisdom score

## KI POOL

KI POOL  
CAPACITY

Monk Level

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

KI POOL

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## 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

	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