MONK OF THE HEALING HAND

Monk Level

ARMOUR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

= WIS + (Monk Level ÷ 4) (Round down)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

= Monk Level + (Non-Monk Levels ÷ 4) (Round down)

STUNNING FIST TODAY

FORTITUDE SAVE DC

= 10 + (Monk Level ÷ 2) + WIS

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**

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

Level 7 — HEALING POINTS = Monk Level

KI SACRIFICE

Level 11 — Spend an hour and sacrifice your entire ki pool (which must be at least 6 ki points) to cast *Raise Dead* with a caster level equal to your Monk level.

Level 15 — As above, but cast *Resurrection*. This requires that your ki pool contain at least 8 ki points.

DIAMOND SOUL

Level 13 — SPELL RESISTANCE = 10 + Monk Level

TRUE SACRIFICE

Level 20 — All dead allies within 50ft are revived, as if the subject of a *True Resurrection*.
The monk is utterly destroyed, and can never be revived.
His name can never be spoken or written down again, all all written mentions of his name become blank.

MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg		
1	■	d6 d4 / d8	Armour Class Bonus Flurry of Blows Unarmed Strike Stunning Fist	 Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round
2	■		Evasion	Avoid all damage on successful reflex save
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	■		Fast Movement **+20 ft** Slow Fall **30 ft**	(which grants **+8** to Acrobatics checks for jumping)
7			Ancient Healing Hand	Heal somebody else's wounds - **2 ki points**
8		d10 d8 / 2d8	Slow Fall **40 ft**	
9			Improved Evasion Fast Movement **+30 ft**	Avoid half damage on failed reflex save (which grants **+12** to Acrobatics checks for jumping)
10	■		Ki Pool (lawful) Slow Fall **50 ft**	Treat unarmed attacks as lawful weapons
11			Ki Sacrifice	Bring a target back to life - **all your ki points**
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	■		Slow Fall **70 ft**	
15			Ki Sacrifice Fast Movement **+50 ft**	Resurrect a target - **all your kit points** (which grants **+20** to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall **80 ft**	Treat unarmed attacks as adamantine weapons
17			Timeless Body Tongue of the Sun and Moon	No age penalties or artificial ageing Speak with any living creature
18	■		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	True Sacrifice Slow Fall **Any distance**	Give your life to revive allies within 50ft

KI POOL

KI POOL CAPACITY = (Monk Level ÷ 2) + WIS

KI POOL

ACROBATICS

MOVE THROUGH THREATENED SQUARE — at half speed
Acrobatics DC = Opponent's **CMD** — +10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE — at half speed
Acrobatics DC = 5 + Opponent's **CMD** — +10 to move at full speed

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