

MONK

UNCHAINED

Monk
Level

STUNNING FIST

STUNNING FIST PER DAY

Monk
Level

Non-Monk
Levels

$$\boxed{} = \boxed{} + \left(\boxed{} \div 4 \right) \quad (\text{Round down})$$

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STUNNING FIST TODAY

FORTITUDE SAVE DC

Monk
Level

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

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
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 FEATS

- 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 □□□ □□□
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- 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 adamantine weapons

STYLE STRIKE

- Level **5** _____
- Level **9** _____
- Level **13** _____
- Level **15** Apply two unarmed style strikes each round
- Level **17** _____

MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus	
1	■	d6 d4 / d8	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
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		
9			Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)
10	■			
11			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	■			
15			Fast Movement +50 ft	(which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8		
17			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** _____