

SOHEI

Monk
Level

ARMOUR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

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

Bonus only applied when unarmoured, unencumbered and not helpless

BONUS FEATS

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

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

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

- ☐ **Mounted Combat** Avoid attacks on mount with Ride check
- ☐ **Mounted Archery** Halve the penalty for ranged attacks
- ☐ **Ride-by Attack** Move before and after a charge attack
- ☐ **Spirited Charge** Double damage
- ☐ **Trample** Overrun enemies
- ☐ **Unseat** Knock opponents from their mounts

MONASTIC MOUNT

DURATION
PER DAY

Bard
Level

$$\text{rds} = 2 + \left(\frac{\text{Bard Level}}{2} \right) +$$

WEAPON TRAINING

Level 5 Weapon type

5 ☐ ☐ ☐ ☐

9 ☐ ☐ ☐

13 ☐ ☐

17 ☐

WHOLENESS OF BODY

HEALING
POINTS

Level 7 Monk Level

$$7 \text{ } =$$

DIAMOND SOUL

SPELL RESISTANCE

Monk Level

$$\text{Level 13 } = 10 +$$

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 | |
|------------|-------------|------------------------------------|---|--|
| 1 | ■ | d6 d4 / d8 | Flurry of Blows Unarmed Strike Devoted Guardian | Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Always get to act in a surprise round Add ½ Monk level to initiative |
| 2 | ■ | | Evasion | Avoid all damage on successful reflex save |
| 3 | | | Maneuvre Training Still Mind | Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment |
| 4 | | | Ki Pool (magic) Monastic Mount Ki Weapon | Treat unarmed attacks as magic weapons Gain temporary hp, grant bonuses to mount Enhance weapon - 1 ki point per enhancement |
| 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 | ■ | | | |
| 7 | | | Wholeness of Body | Heal your own wounds - 2 ki points |
| 9 | | | Improved Evasion | Avoid half damage on failed reflex save |
| 10 | ■ | | Ki Pool (lawful) | Treat unarmed attacks as lawful weapons |
| 11 | | | Diamond Body | Immune to all poisons |
| 12 | | | | |
| 13 | | | Diamond Soul | Spell resistance |
| 14 | ■ | | | |
| 15 | | | Quivering Palm | Delayed death |
| 16 | | | Ki Pool (adamantine) | 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 | ■ | | | |
| 19 | | | Empty Body | Assume ethereal state for 1 minute - 3 ki points |
| 20 | | | Perfect Self | Treated as outsider |

KI POOL

KI POOL
CAPACITY

Monk Level

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

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

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 |
| Distance | 1ft | 2ft | 3ft | 4ft | 5ft | 6ft | 7ft | 8ft | 9ft | 10ft | 11ft |