# WEAPON ADEPT
## (MONK)

Monk Level ☐

## ARMOUR CLASS BONUS

**AC BONUS**

+ AC

**CMD BONUS**

+ CMD

} = WIS + ( _____ ÷ 4 )   Monk Level

(Round down)

*Bonus only applied when unarmoured, unencumbered and not helpless*

## PERFECT STRIKE

**PERFECT STRIKE PER DAY**

_____ = _____ + ( _____ ÷ 4 )

Monk Level / Non-Monk Levels

(Round down)

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☐☐☐ ☐☐☐   **PERFECT STRIKE TODAY**
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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 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

## WHOLENESS OF BODY

**Level 7**

**HEALING POINTS**

_____ = _____   Monk Level

## DIAMOND SOUL

**Level 13**

**SPELL RESISTANCE**

_____ = 10 + _____   Monk Level

## QUIVERING PALM

**Level 15**

**QUIVER DAYS**

_____ days = _____   Monk Level

**FORTITUDE SAVE DC**

_____ = 10 + ( _____ ÷ 2 ) + WIS   Monk Level

## PERFECT SELF

**Level 20**

**Treated as an Outsider**
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 | | |
|---|---|---|---|---|
| 1 | ■ | 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 | ■ | | 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 | ■ | | 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 | |
| 9 | | | Evasion Fast Movement +30 ft | Avoid all damage on successful 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 | | | 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 | ■ | | Slow Fall 70 ft | |
| 15 | | | 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 adamantine weapons |
| 17 | | | Uncanny Initiative Tongue of the Sun and Moon | Choose your own initiative roll 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 | Pure Power Slow Fall **Any distance** | +2 to Strength, Dexterity and Wisdom score |

## KI POOL

**KI POOL CAPACITY**

_____ = ( _____ ÷ 2 ) + WIS   Monk Level

**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

| | | 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 | | | | | | | | |