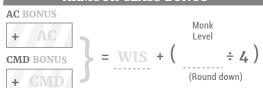
# MONK OF THE LOTUS

Monk Level

## ARMOUR CLASS BONUS



Bonus only applied when unarmoured, unencumbered and not helpless

#### STUNNING FIST

•	STUNNING	F15.1	
TOUCH OF SERENITY PER DAY	Monk Level	Non-Monk Levels	<u>.</u> , )
	TOUCH OF SERENITY TODAY		(Round down)

Declare before making an attack; if successful, the attack deals no damage, but target cannot attack or cast spells. Target may attempt a will save to end the effect.

DURATION	Level	
rds	= 1 + (	÷ 6 )
WILL SAVE DC	Monk Level	
	= 10 + (	÷ 2 ) + WIS

SERENITY

#### BONUS FEATS

	□ Catch off-guard	□ Combat Reflexes
Level 1	□ Deflect Arrows	□ □ □ Dodge
	☐ Improved Grapple	□ Scorpion Style
	☐ Throw Anything	
	☐ Gorgon's Fist	☐ Improved Bull Rush
Level	☐ Improved Disarm	☐ Improved Feint
O	☐ Improved Trip	□ Mobility
Level	☐ Improved Critical	□ Medusa's Wrath
	☐ Snatch Arrows	□ Spring Attack

# WHOLENESS OF BODY

Level	POINTS		Monk Level					
7		=						

### TOUCH OF SURRENDER

When an attack would reduce a target to 0hp or below, opt to make the target surrender. Target is reduced to 0hp, is disabled and charmed. No saving throw.

Effect lasts until dismissed, used on another target or target is next reduced to 0hp.

### DIAMOND SOUL

Level 13	SPELL RESIST		Monk Level					
		=	10	+				

#### TOUCH OF PEACE

Level Once a day, announce before making a melee attack.

15 On a hit, the attack deals no damage but target is charmed.

No saving throw.

## PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

``			MON	IK ,
	Bonus Feats	STILKE	Armour Class Bonus Flurry of Blows Unarmed Strike	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons
		d4 / d8	Touch of Serenity	Stun (or other effects) target for one round
2			Evasion	Avoid all damage on successful reflex save
3			Fast Movement <b>+10 ft</b> 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		<b>d8</b> d6 / 2d6	Ki Pool (magic) Slow Fall <b>20 ft</b>	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			Wholeness of Body	Heal your own wounds - <b>2 ki points</b>
8		<b>d10</b> d8 / 2d8	Slow Fall <b>40 ft</b>	
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 <b>50 ft</b>	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immune to all poisons
12		<b>2d6</b> d10 / 3d6	Touch of Surrender Fast Movement +40 ft Slow Fall 60 ft	Target of an attack surrenders - <b>6 ki points</b> (which grants <b>+16</b> to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14			Slow Fall <b>70 ft</b>	
15			Touch of Peace Fast Movement <b>+50 ft</b>	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		<b>2d8</b> 2d6 / 3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b>	Treat unarmed attacks as adamantine weapons
17			Timeless Body Learned Master	No age penalties or artificial ageing Linguistics and Knowledge are class skills using <b>WIS</b>
18			Fast Movement +60 ft Slow Fall 90 ft	(which grants <b>+24</b> to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points
20		<b>2d10</b> 2d8 / 4d8	Perfect Self Slow Fall <b>Any distance</b>	Treated as outsider

### KI POOL

KI POOL CAPACITY	Monk Level	KI POOL
=	$(\dot{z}) + WIS$	

= ( ÷ 2) + WIS	
ACROBATIO	CS
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						ИD	at half s		full spe	ed		
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
HIGH JUMP	Distance DC		2ft 8	3ft 12	4ft 16	5ft 20	6ft 24	7ft 28	8ft 32	9ft 36	10ft 40	11ft 44
Acrobatics skill +4				for every 10ft of your standard move above 30ft								
CATCH LEDGE DC 20 Reflex save if you fail a					fail a ju	jump by 4 or less						
FALL DC 15 Acrobatics to ignore 10ft of falling							ng dama	ge				