

QINGGONG MONK

Monk
Level

ARMOUR CLASS BONUS

AC BONUS

+ PK

CMD BONUS

+ CMD

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

(Naar beneden afgerond)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Monk
Level

Non-Monk
Levels

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] + \left(\frac{\text{Monk Level}}{4} \right)$$

STUNNING FIST (Naar beneden afgerond)
TODAY

FORTITUDE SAVE DC

Monk
Level

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

- Level
- 1** Stunned Geen actie deze ronde **BEH**bonus aan PK; -2 PK
- 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 Geen actie deze ronde **BEH**bonus aan PK; -2 PK

BONUS PRESTATIES

- 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

KI POOL

KI POOL CAPACITY

Monk Level

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left(\frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

KI POOL

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KI POWERS

KI POWER SAVE DC

Monk
Level

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

MONK

Monk Bonus Unarmed
LevelPrestats Strike

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)

Treat unarmed attacks as magic weapons

5

Purity of Body

Immune to all diseases

6

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Fast Movement +20 ft
Slow Fall 30 ft

(which grants +8 to Acrobatics checks for jumping)

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

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Ki Pool (lawful)
Slow Fall 50 ft

Treat unarmed attacks as lawful weapons

12

2d6
d10 / 3d6

Fast Movement +40 ft
Slow Fall 60 ft

(which grants +16 to Acrobatics checks for jumping)

14

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Slow Fall 70 ft

15

Fast Movement +50 ft

(which grants +20 to Acrobatics checks for jumping)

16

2d8
2d6 / 3d8

Ki Pool (adamantine)
Slow Fall 80 ft

Treat unarmed attacks as adamantite weapons

18

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Fast Movement +60 ft
Slow Fall 90 ft

(which grants +24 to Acrobatics checks for jumping)

20

2d10
2d8 / 4d8

Slow Fall Any distance

KI POWERS

Level

4

Level

5

Level

7

Level

11

Level

12

Level

13

Level

15

Level

17

Level

17

Level

19

Level

20