

Monk
Level

ARMOR CLASS BONUS

AC BONUS

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

(Round down)

Bonus only applied when unarmored, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY	Monk Level	Non-Monk Levels
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$$\boxed{} = \underline{} + \left(\underline{} \div 4 \right)$$

STUNNING FIST (Round down)

STUNNING FIST
TODAY

FORTITUDE	Monk
SAVE DC	Level

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

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
	or	50% miss chance when attacking 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	Paralyzed	No action this round Lose DEX bonus to AC ; -2 AC

BONUS FEATS

Level 1	<input type="checkbox"/> Catch off-guard <input type="checkbox"/> Deflect Arrows <input type="checkbox"/> Improved Grapple <input type="checkbox"/> Throw Anything	<input type="checkbox"/> Combat Reflexes <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dodge <input type="checkbox"/> Scorpion Style
Level 6	<input type="checkbox"/> Gorgon's Fist <input type="checkbox"/> Improved Disarm <input type="checkbox"/> Improved Trip	<input type="checkbox"/> Improved Bull Rush <input type="checkbox"/> Improved Feint <input type="checkbox"/> Mobility
Level 10	<input type="checkbox"/> Improved Critical <input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Medusa's Wrath <input type="checkbox"/> Spring Attack

KI POOL

KI POOL
CAPACITY Monk Level

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

KI POOL

KI POWERS

KI POWER Monk
SAVE DC Level

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

MONK

Monk Level	Bonus Feats	Unarmed Strike Sm / Lg	Armor Class Bonus	
1	■	d6 d4 / d8	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 Maneuver Training Still Mind	(which grants +4to Acrobatics checks for jumping) Use monk level in place of BABfor calculating CMB +2saving 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	■		Fast Movement +20 ft Slow Fall 30 ft	(which grants +8to 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 +12to Acrobatics checks for jumping)
10	■		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 +16to Acrobatics checks for jumping)
14	■		Slow Fall 70 ft	
15			Fast Movement +50 ft	(which grants +20to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantite weapons
18	■		Fast Movement +60 ft Slow Fall 90 ft	(which grants +24to 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		