MONK OF THE **LOTUS**

Monk Level

ARMOR CLASS BONUS



Bonus only applied when unarmored, unencumbered and not helpless

STUNNING FIST

	21 OIMMING	1191	
TOUCH OF SERENITY PER DAY	Monk Level	Non-Monk Levels	
	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.

CERENITY

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

BONUS FEATS

		Catch off-guard	Combat Reflexes
Level	Deflect Arrows	□ □ Dodge	
	1	Improved Grapple	Scorpion Style
		Throw Anything	
	Level 6	Gorgon's Fist	Improved Bull Rush
		Improved Disarm	Improved Feint
		Improved Trip	Mobility
	Level	Improved Critical	Medusa's Wrath
	10	Snatch Arrows	Spring Attack

WHOLENESS OF BODY

Level	POINTS		Monk Level
7		=	

TOUCH OF SURRENDER

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

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

DIAMOND SOUL

Level	SPELL RESIST	PANCE		M	or	ık		Le	V	el
13		= 10	+							
				-		-	-			

TOUCH OF PEACE

Level Once a day, announce before making a melee attack. On a hit, the attack deals no damage but target is charmed. 15 No saving throw.

PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

target non-outsiders.

Damage reduction 10/chaotic

`			MO	NK
	Bonus Feats	STRIKE	Armor Class Bonus	
1	•	d6	Flurry of Blows Unarmed Strike Touch of Serenity	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) 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 +20to jump checks - 1 ki point Immune to all diseases
6			Fast Movement +20 ft Slow Fall 30 ft	(which grants +8to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
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
11			Diamond Body	Immune to all poisons
12		2d6 d10 / 3d6	Touch of Surrender Fast Movement +40 ft Slow Fall 60 ft	Target of an attack surrenders - 6 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14			Slow Fall 70 ft	
15			Touch of Peace 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			Timeless Body Learned Master	No age penalties or artificial aging Linguistics and Knowledge are class skills using WIS
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	Perfect Self Slow Fall Any distance	Treated as outsider

KI POOL

KI POOL CAPACITY	Monk Level	KI POOL
	$= (\div 2) + WIS$	

ACROBATICS

CAPACITY		Monk Level	KI POOL
	=	÷ 2) + WIS	

	Acropatics DC = Opponent's CMD	+
MOVE THROUGH	ENEMY'S OWN SOUARE	6

MOVE THROUGH THREATENED SQUARE

FALL

Acrobatics DC = 5 + Opponent's CMD

DC 15 Acrobatics

+10 to move at full speed at half speed +10 to move at full speed

at half speed

to ignore 10ft of falling damage

LONG JUMP	Distance DC		10ft 10	15ft 15	20ft 20	25ft 25	30ft 30	35ft 35	40ft 40	45ft 45	50ft 50	55ft 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
	Acro	Acrobatics skill +4			for every 10ft of your standard move above 30ft							
CATCH LEDGE DC 20 Reflex save			ve	if you fail a jump by 4 or less								