Monk WEAPON ADEPT Level (MONK) **ARMOUR CLASS BONUS** AC BONUS Monk Level CMD BONUS (Round down) Bonus only applied when unarmoured, unencumbered and not helpless PERFECT STRIKE PERFECT STRIKE Monk Non-Monk Level Levels (Round down) PERFECT STRIKE 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** ☐ Catch off-guard ☐ Combat Reflexes □ □ □ Dodge Level □ Deflect Arrows 1 ☐ Improved Grapple □ Scorpion Style □ Throw Anything ☐ Improved Bull Rush ☐ Gorgon's Fist Level ☐ Improved Disarm ☐ Improved Feint 6 ☐ Improved Trip □ Mobility Level Improved Critical ☐ Medusa's Wrath ☐ Snatch Arrows 10 ☐ Spring Attack WHOLENESS OF BODY **HEALING** POINTS Monk Level Level 7 **DIAMOND SOUL** SPELL RESISTANCE Monk Level Level 13 = 10 + QUIVERING PALM **QUIVER DAYS** Monk Level days Level **FORTITUDE** Monk 15 SAVE DO Level = 10 +

PERFECT SELF

Treated as an Outsider

Immune to Charm Person and other effects that

target non-outsiders. 20

Damage reduction 10/chaotic

MONK									
	Bonus Feats	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus						
1		d6 d4 / d8	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	(which grants +8 to Acrobatics checks for jumping)					
			Way of the Weapon Master 2	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 KI POOL CAPACITY ÷ 2

ACROBATICS

MOVE THROUGH THREATENED SQUARE

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FALL

Acrobatics DC = Opponent's CMD

at half speed

+10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE

DC 15 Acrobatics

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
HIGH JUMP	Distance DC	1ft 4		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 jump by 4 or less							

to ignore 10ft of falling damage