

MONK OF THE HEALING HAND

Monk Level

ARMOUR CLASS BONUS

AC BONUS

+ PK

CMD BONUS

+ CMD

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

(Naar beneden afgerond)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Monk Level

Non-Monk Levels

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

STUNNING FIST TODAY

(Naar beneden afgerond)

FORTITUDE SAVE DC

Monk Level

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

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 DC 10 Acrobatics to move more than half speed
	or	
	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	<input type="checkbox"/> Catch off-guard	<input type="checkbox"/> Combat Reflexes
1	<input type="checkbox"/> Deflect Arrows	<input type="checkbox"/> Dodge
	<input type="checkbox"/> Improved Grapple	<input type="checkbox"/> Scorpion Style
	<input type="checkbox"/> Throw Anything	

Level	<input type="checkbox"/> Gorgon's Fist	<input type="checkbox"/> Improved Bull Rush
6	<input type="checkbox"/> Improved Disarm	<input type="checkbox"/> Improved Feint
	<input type="checkbox"/> Improved Trip	<input type="checkbox"/> Mobility

Level	<input type="checkbox"/> Improved Critical	<input type="checkbox"/> Medusa's Wrath
10	<input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Spring Attack

WHOLENESS OF BODY

HEALING POINTS

Level		Monk Level
7	$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right]$	$= \frac{\text{Monk Level}}{2}$

KI SACRIFICE

Level	Spend an hour and sacrifice your entire ki pool (which must be at least 6 ki points) to cast <i>Raise Dead</i> with a caster level equal to your Monk level.
11	
Level	As above, but cast <i>Resurrection</i> .
15	This requires that your ki pool contain at least 8 ki points.

DIAMOND SOUL

SPELL RESISTANCE

Monk Level

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

TRUE SACRIFICE

Level	All dead allies within 50ft are revived, as if the subject of a <i>True Resurrection</i> .
20	The monk is utterly destroyed, and can never be revived. His name can never be spoken or written down again, all all written mentions of his name become blank.

MONK

Monk Level	Bonus Strike Damage Sml / Lrg	Unarmed Strike Damage	Armour 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 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 / d6	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)
7			Ancient Healing Hand	Heal somebody else's wounds - 2 ki points
8	■	d10 d8 / d8	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	■		Ki Pool (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
11			Ki Sacrifice	Bring a target back to life - all your ki points
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			Ki Sacrifice Fast Movement +50 ft	Resurrect a target - all your kit points (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
17			Timeless Body Tongue of the Sun and Moon	No age penalties or artificial ageing 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	True Sacrifice Slow Fall Any distance	Give your life to revive allies within 50ft

KI POOL

KI POOL CAPACITY

Monk Level

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

KI POOL

$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right]$

ACROBATICS

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's **CMD**

aan halve snelheid

+10 om aan volledige snelheid te bewegen

MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's **CMD**

aan halve snelheid

+10 om aan volledige snelheid te bewegen

	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	DC	4	8	12	16	20	24	28	32	36	40	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

FALL DC 15 Acrobatics

to ignore 10ft of falling damage