

Monk Level

# **ARMOUR CLASS BONUS**

AC BONUS



Bonus only applied when unarmoured, unencumbered and not helpless

# STUNNING FIST

STUNNING FIST PER DAY	Monk N Level	Non-Monk Levels
=	+ (	÷ 4 )
	miniming eig	(Round down)

STUNNING FIST

FORTITUDE SAVE DC

Level

Monk

Level

1 Stunned No action this round Lose DEX bonus to AC; -2 AC

Cannot run or charge 4 Fatigued -2 Strength and Dexterity

-2 to attack rolls, damage rolls, 8 Sickened saving throws, skill and ability checks

May make a standard or move action, 12 Staggered but not both

Lose DEX bonus to AC; -2 AC 16 Blinded

-4 on  $\boldsymbol{STR}$  and  $\boldsymbol{DEX}$  skills, opposed Perception 50% miss chance when attacking

DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking Deafened

-4 on opposed Perception automatically fail Perception checks for sound

No action this round 20 Paralysed Lose DEX bonus to AC; -2 AC

#### **BONUS FEATS**

Level 1

or

- ☐ Improved Grapple
- □ Crushing Embrace 2
- □ Greater Grapple 6
- □ Twin Lock 10
- □ Choke Hold 14
- □ Backbreaker 18

### WHOLENESS OF BODY

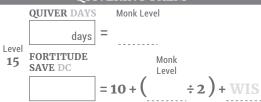
HEALING POINTS Level 7

Monk Level

#### **FORM LOCK**

Monk Level Caster Level Level 13 ≥ 11 +

#### QUIVERING PALM



#### PERFECT SELF

Treated as an Outsider

Immune to Charm Person and other effects that

20 target non-outsiders. Damage reduction 10/chaotic

MONK			
Monk Level	Unarmed Strike Damage Sml / Lrg d6	Armour Class Bonus Graceful Grappler Unarmed Strike Stunning Fist	Use monk level in place of <b>BAB</b> when grappling 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	<b>d8</b> d6 / 2d6	Ki Pool (magic) Counter-grapple Graceful Grappler	Treat unarmed attacks as magic weapons Make attack of opportunity when grapple attempted No attack penalty, may attack of opportunity when grappling Keep <b>DEX</b> bonus when pinning or grappled
5		Break Free Purity of Body	Add monk level to checks for escaping a grapple Retry failed saves against entanglement - <b>1 ki point</b> Immune to all diseases
6		Fast Movement <b>+20 ft</b> Counter-grapple	(which grants +8 to Acrobatics checks for jumping) Make attack of opportunity even through total concealment
7		Wholeness of Body	Heal your own wounds - <b>2 ki points</b>
8	d10 d8 / 2d8	Graceful Grappler Counter-grapple	Heal your own wounds - <b>2 ki points</b> Make attack of opportunity even when flat-footed
9	-	Inescapable Grasp Fast Movement +30 ft	Suppress foe's magical bonus to escape - 1 ki point (which grants +12 to Acrobatics checks for jumping)
10		Ki Pool (lawful) Counter-grapple	Treat unarmed attacks as lawful weapons Make attack of opportunity when foe has exceptional reach
11		Diamond Body	Immune to all poisons
12	2d6 d10 / 3d6	Fast Movement +40 ft	(which grants +16 to Acrobatics checks for jumping)
13		Form Lock Inescapable Grasp	Negate a polymorph attempt by touch - <b>2 ki points</b> Dimensional anchor when using inescapable grasp
15		Quivering Palm Fast Movement <b>+50 ft</b> Graceful Grappler	Delayed death (which grants <b>+20</b> to Acrobatics checks for jumping) Deals unarmed strike damage on a successful grapple
16	2d8 2d6 / 3d8	Ki Pool (adamantine)	Treat unarmed attacks as adamantine weapons
17		Inescapable Grasp	Ghost touch when using inescapable grasp Incroporeal creatures grappled on touch
18		Fast Movement +60 ft	(which grants <b>+24</b> to Acrobatics checks for jumping)
19		Iron Body	Gain effect of Iron Body spell for 1 min - 3 ki points
20	2d10 2d8 / 4d8	Perfect Self	Treated as outsider

#### KI POOL

KI POOL CAPACITY

Monk Level

KI POOL

## **ACROBATICS**

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

+10 to move at full speed

at half speed

MOVE THROUGH ENEMY'S OWN SQUARE

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 40 45 50 55

3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft Distance 1ft **HIGH JUMP** 8 12 16 20 24 28 32 36 40 44 Acrobatics skill +4 for every 10ft of your standard move above 30ft

> DC 20 Reflex save if you fail a jump by 4 or less

**CATCH LEDGE FALL** DC 15 Acrobatics to ignore 10ft of falling damage