# MARTIAL ARTIST
(MONK)

Monk Level

## ARMOUR CLASS BONUS

AC BONUS: + PK

CMD BONUS: + CMD

= WIS + ( Monk Level ÷ 4 )

(Naar beneden afgerond)

Bonus only applied when unarmoured, unencumbered and not helpless

## STUNNING FIST

STUNNING FIST PER DAY = Monk Level + ( Non-Monk Levels ÷ 4 )

(Naar beneden afgerond)

STUNNING FIST TODAY

FORTITUDE SAVE DC = 10 + ( Monk Level ÷ 2 ) + WIS ( + 1 from level 3 )

| Level | | |
|---|---|---|
| 1 | Stunned | Geen actie deze ronde BEHbonus aan PK; -2 PK |
| 4 | Fatigued | Cannot run or charge<br>-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<br>-4 on STR and DEX skills, opposed Perception<br>50% miss chance when attacking<br>DC 10 Acrobatics to move more than half speed |
| | or | |
| | Deafened | -4 initiative; 20% miss chance when attacking<br>-4 on opposed Perception<br>automatically fail Perception checks for sound |
| 20 | Paralysed | Geen actie deze ronde BEHbonus aan PK; -2 PK |

## BONUS PRESTATIES

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

## QUIVERING PALM

Level 15

QUIVER DAYS = Monk Level

days

FORTITUDE SAVE DC = 11 + ( Monk Level ÷ 2 ) + WIS

## MONK

| Monk Level | Bonus Prestaties | Unarmed Strike Damage Sml / Lrg | | |
|---|---|---|---|---|
| 1 | ■ | d6<br>d4 / d8 | Armour Class Bonus<br>Flurry of Blows<br>Unarmed Strike<br>Stunning Fist | <br>Use a full attack action for more attacks<br>Treat hands, feet, knees and elbows as weapons<br>Stun (or other effects) target for one round |
| 2 | ■ | | Evasion | Avoid all damage on successful reflex save |
| 3 | | | Fast Movement +10 ft<br>Manoeuvre Training<br>Pain Points | (which grants +4 to Acrobatics checks for jumping)<br>Use monk level in place of BAB for calculating CMB<br>+1 to confirm critical hits |
| 4 | | d8<br>d6 / 2d6 | Exploit Weakness<br>Martial Arts Master | Gain +2 to attack, bypass DR, other bonuses<br>Use monk level to take Fighter feats |
| 5 | | | High Jump<br>Extreme Endurance | Add monk level to Acrobatics checks for jumping<br>+20 to jump checks - 1 ki point †<br>Immune to fatigue |
| 6 | ■ | | Fast Movement +20 ft | (which grants +8 to Acrobatics checks for jumping) |
| 7 | | | Physical Resistance -1 | Reduced ability damage |
| 8 | | d10<br>d8 / 2d8 | | |
| 9 | | | Improved Evasion<br>Fast Movement +30 ft | Avoid half damage on failed reflex save<br>(which grants +12 to Acrobatics checks for jumping) |
| 10 | ■ | | Ki Pool (lawful)<br>Extreme Endurance 2<br>Physical Resistance -2 | Treat unarmed attacks as lawful weapons<br>Immune to exhaustion |
| 12 | ■ | 2d6<br>d10 / 3d6 | Fast Movement +40 ft | (which grants +16 to Acrobatics checks for jumping) |
| 13 | | | Defensive Roll<br>Physical Resistance -3 | Reflex for half damage to avoid hitting 0hp |
| 14 | ■ | | | |
| 15 | | | Quivering Palm<br>Fast Movement +50 ft | Delayed death<br>(which grants +20 to Acrobatics checks for jumping) |
| 16 | | 2d8<br>2d6 / 3d8 | Ki Pool (adamantine)<br>Physical Resistance -4 | Treat unarmed attacks as adamantine weapons |
| 18 | ■ | | Fast Movement +60 ft | (which grants +24 to Acrobatics checks for jumping) |
| 19 | | | Greater Defensive Roll<br>Physical Resistance -5 | Reduced damage on Defensive Roll |
| 20 | | 2d10<br>2d8 / 4d8 | Extreme Endurance 4 | Immune to death effects |

† Martial Artist cannot use ki abilities without gaining a *ki pool* from another class

## EXPLOIT WEAKNESS

WISDOM CHECK BONUS + = Monk Level + WIS

WISDOM CHECK DC = 10 + CR (Challenge Rating or object's hardness)

As a swift action, make a wisdom check (above). If successful, gain +2 to attack until the end of your turn, and ignore damage reduction and hardness.
Alternatively, add half your level to Sense Motive, Reflex saves and a dodge bonus to AC until your next turn.

## 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

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| LONG JUMP | Distance | 5ft | 10ft | 15ft | 20ft | 25ft | 30ft | 35ft | 40ft | 45ft | 50ft | 55ft |
| | DC | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 |
| HIGH JUMP | Distance | 1ft | 2ft | 3ft | 4ft | 5ft | 6ft | 7ft | 8ft | 9ft | 10ft | 11ft |
| | 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 |