MASTER OF MANY STYLES
(MONK)

Monk Level

ARMOR CLASS BONUS

AC BONUS: + AC

CMD BONUS: + CMD

= WIS + (Monk Level ÷ 4) (Round down)

Bonus only applied when unarmored, unencumbered and not helpless

STUNNING FIST

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

STUNNING FIST TODAY

FORTITUDE SAVE DC = 10 + (Monk Level ÷ 2) + WIS

Level		
1	Stunned	No action this round Lose **DEX**bonus to **AC**; -2 **AC**
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
	or	50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	Deafened	-4 initiative; 20% miss chance when attacking -4 on opposed Perception automatically fail Perception checks for sound
20	Paralyzed	No action this round Lose **DEX**bonus to **AC**; -2 **AC**

BONUS FEATS

Level	
1	
2	
6	
10	
14	
18	

WHOLENESS OF BODY

Level 7 — HEALING POINTS = Monk Level

DIAMOND SOUL

Level 13 — SPELL RESISTANCE = 10 + Monk Level

QUIVERING PALM

QUIVER DAYS = Monk Level

Level 15 — FORTITUDE SAVE DC = 10 + (Monk Level ÷ 2) + WIS

MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sm / Lg		
1	■	d6 d4 / d8	Armor Class Bonus Fuse Style **2** Unarmed Strike Stunning Fist	 Use two styles at once 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 **+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)
7			Wholeness of Body	Heal your own wounds - **2 ki points**
8		d10 d8 / 2d8	Slow Fall **40 ft** Fuse Style **3**	 Enter up to 3 stances as a swift action
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			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** Fuse Style **4**	Delayed death (which grants **+20**to Acrobatics checks for jumping) Enter up to 4 stances immediately - **1 ki point**
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall **80 ft**	Treat unarmed attacks as adamantine weapons
17			Timeless Body Tongue of the Sun and Moon	No age penalties or artificial aging 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	Perfect Style Slow Fall **Any distance**	Use 5 styles at once, enter 5 stances as a free action

KI POOL

KI POOL CAPACITY = (Monk Level ÷ 2) + WIS

KI POOL

ACROBATICS

MOVE THROUGH THREATENED SQUARE — at half speed
Acrobatics DC = Opponent's **CMD** — +10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE — at half speed
Acrobatics DC = 5 + Opponent's **CMD** — +10 to move at full speed

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