QINGGONG MONK Monk Level					MONK			
Q.			<u></u>			Unarmed		
AC B	Al ONUS	RMOUR CLASS BONUS	*	Level	reats	Sml / Lrg	Armour Class Bonus Flurry of Blows	Use a full attack action for more attacks
+	AC	Monk Level		1		d6 d4 / d8	Unarmed Strike Stunning Fist	Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round
CMD	BONUS	= WIS + (÷ 4)	2			Evasion	Avoid all damage on successful reflex save
+	CMD	(Round of Bonus only applied when u unencumbered and n	narmoured,	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
*		STUNNING FIST	-	4		d8 d6 / 2d6	Ki Pool (magic)	Treat unarmed attacks as magic weapons
STU PER	NNING FI DAY	ST Monk Non-Monk Level Levels	ŀ	5		40 / 240	Purity of Body	Immune to all diseases
		= + (÷ 4	.)	6			Fast Movement +20 ft Slow Fall 30 ft	(which grants +8 to Acrobatics checks for jumping)
		STITING THE FIRST	und down)	8		d10	Slow Fall 40 ft	
	FITUDE	Monk Level		9		d8 / 2d8	Improved Evasion	Avoid half damage on failed reflex save
		= 10 + (wis		_		Fast Movement +30 ft Ki Pool (lawful)	(which grants +12 to Acrobatics checks for jumping) Treat unarmed attacks as lawful weapons
Level	Stunned	No action this round		10			Slow Fall 50 ft	
4	Fatigued	Lose DEX bonus to AC ; -2 AC Cannot run or charge		12		2d6 d10 / 3d6	Fast Movement +40 ft Slow Fall 60 ft	(which grants +16 to Acrobatics checks for jumping)
8	Sickened	-2 Strength and Dexterity -2 to attack rolls, damage rolls,		14			Slow Fall 70 ft	
		saving throws, skill and ability chec		15			Fast Movement +50 ft	(which grants +20 to Acrobatics checks for jumping)
12	Staggered	but not both	1,	16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantine weapons
16	Blinded or	Lose DEX bonus to AC ; -2 AC -4 on STR and DEX skills, oppose 50% miss chance when attacking	· I	18			Fast Movement +60 ft Slow Fall 90 ft	(which grants +24 to Acrobatics checks for jumping)
	Deafened	DC 10 Acrobatics to move more that -4 initiative; 20% miss chance wher -4 on opposed Perception		20		2d10 2d8 / 4d8	Slow Fall Any distance	
		automatically fail Perception checks	for sound	_			KI I	POWERS
20	Paralysed	No action this round Lose DEX bonus to AC ; -2 AC		Level				
` .		BONUS FEATS	-	4				
	□ Catch	off-guard 🗆 Combat Reflex	es	Lovel				
Level		,		Level 5				
1		oved Grapple Scorpion Style	_					
		v Anything		Level				
Level	□ Gorgo	on's Fist		7				
6	□ Impro	•	-	Level				
Level		oved Critical Medusa's Wrat	 h	11				
10		ch Arrows 🗆 Spring Attack	_					
×		KI POOL	"	Level				
KI PO	OOL ACITY	Monk Level		12				
CAFF	CIII	/	-	Level				
KI PO	201	= (÷ 2) + WI		13				
			-	Lovel				
				15				
KI POWERS								
SAVE	DWER E DC	Monk Level		Level 17				
		= 10 + (÷ 2) +	W15 -	Level				
~				Level 17				
			_					
				Level 19				
			_					

Level 20