

MONK OF THE HEALING HAND

Monk Level

ARMOR CLASS BONUS

AC BONUS

$$\begin{matrix} + AC \\ + CMD \end{matrix} = WIS + \left(\frac{\text{Monk Level}}{4} \right) \text{ (Round down)}$$

Bonus only applied when unarmored, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

$$\text{Stunning Fist per Day} = \left(\frac{\text{Monk Level}}{4} \right) \text{ (Round down)}$$

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STUNNING FIST TODAY

FORTITUDE SAVE DC

$$\text{Fortitude Save DC} = 10 + \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

Level 1	Stunned	No action this round Lose DEX bonus to AC ; -2 AC
Level 4	Fatigued	Cannot run or charge -2 Strength and Dexterity
Level 8	Sickened	-2 to attack rolls, damage rolls, saving throws, skill and ability checks
Level 12	Staggered	May make a standard or move action, but not both
Level 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
Level 20	Paralyzed	No action this round Lose DEX bonus to AC ; -2 AC

BONUS FEATS

Level 1	<input type="checkbox"/> Catch off-guard	<input type="checkbox"/> Combat Reflexes
	<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 6	<input type="checkbox"/> Gorgon's Fist	<input type="checkbox"/> Improved Bull Rush
	<input type="checkbox"/> Improved Disarm	<input type="checkbox"/> Improved Feint
	<input type="checkbox"/> Improved Trip	<input type="checkbox"/> Mobility
Level 10	<input type="checkbox"/> Improved Critical	<input type="checkbox"/> Medusa's Wrath
	<input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Spring Attack

WHOLENESS OF BODY

Level 7	HEALING POINTS	Monk Level
	$\text{Healing Points} = \frac{\text{Monk Level}}{2}$	

KI SACRIFICE

Level 11	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.
Level 15	As above, but cast <i>Resurrection</i> . This requires that your ki pool contain at least 8 ki points.

DIAMOND SOUL

Level 13	SPELL RESISTANCE	Monk Level
	$\text{Spell Resistance} = 10 + \frac{\text{Monk Level}}{2}$	

TRUE SACRIFICE

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

Monk Level	Bonus Feats	Unarmed Strike Damage Sm / Lg	Armor 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 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		Ancient Healing Hand		Heal somebody else's wounds - 2 ki points
8		d10 d8 / 2d8	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 ki points (which grants +20 to Acrobatics checks for jumping)
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	True Sacrifice Slow Fall Any distance	Give your life to revive allies within 50ft.

KI POOL

KI POOL CAPACITY

$$\text{Ki Pool Capacity} = \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

KI POOL

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ACROBATICS

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's **CMD**

at half speed
+10 to move at full 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	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