

KI MYSTIC

Monk
Level

ARMOUR CLASS BONUS

AC BONUS

+ PK

CMD BONUS

+ CMD

$$\left. \begin{array}{l} + PK \\ + CMD \end{array} \right\} = \text{WIS} + \left(\frac{\text{Monk Level}}{4} \right)$$

(Naar beneden afgerond)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Monk
Level

Non-Monk
Levels

$$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] = \left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] + \left(\frac{\text{Monk Level}}{4} \right)$$

STUNNING FIST TODAY

(Naar beneden afgerond)

FORTITUDE SAVE DC

Monk
Level

$$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] = 10 + \left(\frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

Level		
1	Stunned	Geen actie deze ronde BEHbonus aan PK; -2 PK
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	Paralysed	Geen actie deze ronde BEHbonus aan PK; -2 PK

BONUS PRESTATIES

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

WHOLENESS OF BODY

Level	HEALING POINTS	Monk Level
7	$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] =$	

QUIVERING PALM

Level	QUIVER DAYS	Monk Level
15	$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] \text{ days} =$	

Level	FORTITUDE SAVE DC	Monk Level
15	$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] = 10 + \left(\frac{\text{Monk Level}}{2} \right) + \text{WIS}$	

MYSTIC PERSISTENCE

Level	
19	As a swift action once a day, create a 20ft-radius aura of luck allowing yourself and all allies to take the better of two rolls for attacks and saving throws. Aura lasts 1 round for every 2 ki points spent

PERFECT SELF

Level	
20	Treated as an Outsider Immune to Charm Person and other effects that target non-outsiders. Damage reduction 10/chaotic

MONK

Monk Level	Bonus Strike Damage Sml / Lrg	Unarmed Strike	Armour 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 Manoeuvre Training Ki Pool	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB Insight bonus to knowledge and skills
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 Mystic Insight	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Ally may re-roll attack or save - 2 ki points
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	
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			Mystic Visions	Receive enlightenment while you rest - 2 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			Mystic Presence +2	Insight bonus to AC and CMD
14	■		Slow Fall 70 ft	
15			Quivering Palm Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantite weapons
17			Timeless Body Tongue of the Sun and Moon	No age penalties or artificial ageing Speak with any living creature
18	■		Fast Movement +60 ft Slow Fall 90 ft	(which grants +24 to Acrobatics checks for jumping)
19			Mystic Persistence	20ft aura of luck - 2 or more ki points
20		2d10 2d8 / 4d8	Perfect Self Slow Fall Any distance Mystic Presence +4	Treated as outsider

KI POOL

KI POOL CAPACITY	Level	Level	Monk Level	KI POOL
$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] = \text{WIS}$	3	4	$= 2 + \left(\frac{\text{Monk Level}}{2} \right) + \text{WIS}$	$\left[\begin{array}{c} \square \square \square \square \\ \square \square \square \square \\ \square \square \square \square \end{array} \right]$

+2 to all Knowledge skills as long as you have at least 1 ki point in you pool
As a swift action, gain +4 insight bonus to any skill or ability check, at a cost of 1 ki point

ACROBATICS

MOVE THROUGH THREATENED SQUARE	aan halve snelheid
Acrobatics DC = Opponent's CMD	+10 om aan volledige snelheid te bewegen
MOVE THROUGH ENEMY'S OWN SQUARE	aan halve snelheid
Acrobatics DC = 5 + Opponent's CMD	+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