Monk WEAPON ADEPT Level (MONK) **ARMOUR CLASS BONUS** AC BONUS Monk Level + CMD BONUS (Naar beneden afgerond) Bonus only applied when unarmoured, unencumbered and not helpless PERFECT STRIKE PERFECT STRIKE Monk Non-Monk Level Levels PERFECT STRIKE (Naar beneden afgerond) TODAY Announce before making an attack using a kama, nunchaku, quarterstaff, sai or siangham. Roll the attack twice, and take the higher result. If one attack is within critical threat range, the other is the confirmation roll. WAY OF THE WEAPON MASTER Weapon **BONUS PRESTATIES** ☐ Catch off-guard ☐ Combat Reflexes □ □ □ Dodge Level □ Deflect Arrows 1 ☐ Improved Grapple □ Scorpion Style ☐ Throw Anything ☐ Gorgon's Fist ☐ Improved Bull Rush Level ☐ Improved Disarm ☐ Improved Feint 6 ☐ Improved Trip □ Mobility Level Improved Critical ☐ Medusa's Wrath 10 □ Snatch Arrows ☐ Spring Attack WHOLENESS OF BODY **HEALING POINTS** Monk Level Level 7 **DIAMOND SOUL** SPELL RESISTANCE Monk Level Level 13 = 10 + QUIVERING PALM **QUIVER DAYS** Monk Level days Level **FORTITUDE** Monk 15 SAVE DO Level = 10 +

PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

MONK				
Monk LevelP	Bonu: restat	Unarmed S Strike iesDamage Sml / Lrg	Armour Class Bonus	
1	-	d6 d4 / d8	Flurry of Blows Unarmed Strike Perfect Strike	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Roll attack twice when using a monk weapon
2			Way of the Weapon Master	Weapon Focus for one monk weapon
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
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)
			Way of the Weapon Master 2	Weapon Specialisation for the same monk weapon
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8 / 2d8	Slow Fall 40 ft	
9			Evasion Fast Movement +30 ft	Avoid all damage on successful reflex save (which grants +12 to Acrobatics checks for jumping)
10			Ki Pool (lawful) Slow Fall 50 f t	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	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 f t	Treat unarmed attacks as adamantine weapons
17			Uncanny Initiative Tongue of the Sun and Moon	Choose your own initiative roll 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	Pure Power Slow Fall Any distance	+2 to Strength, Dexterity and Wisdom score

KI POOL

KI POOL
CAPACITY

Monk Level

** 2) + WIS

ACROBATICS

MOVE THROUGH THREATENED SQUARE

MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = Opponent's CMD

Acrobatics DC = 5 + Opponent's CMD

aan halve snelheid

+10 om aan volledige snelheid te bewegen aan halve snelheid

+10 om aan volledige snelheid te bewegen

10ft 20ft 30ft 55ft LONG JUMP DC 5 10 15 20 25 30 35 40 45 50 55 Distance 1ft 2ft 3ft 6ft 7ft 8ft 9ft 10ft 11ft HIGH JUMP 32 DC 4 8 12 16 20 24 28 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 DC 15 Acrobatics to ignore 10ft of falling damage FALL