MONK OF THE **LOTUS**

Monk Level

ARMOR CLASS BONUS



Bonus only applied when unarmored, unencumbered and not helpless

STHINNING FIST

	STUMMING	1121	
TOUCH OF SERENITY PER DAY	Monk Level	Non-Monk Levels)
	TOUCH OF SERENITY TODAY	(Roun	d down)

Declare before making an attack; if successful, the attack deals no damage, but target cannot attack or cast spells. Target may attempt a Will save to end the effect.

Monk

DURATION	Level
rds	=1+(
WILL SAVE DC	Monk Level
	=10 + (; 2) + WIS

BONUS FEATS

SERENITY

10

	☐ Catch off-guard	☐ Compat Reflexes
Level	□ Deflect Arrows	□ □ □ Dodge
1	☐ Improved Grapple	□ Scorpion Style
	☐ Throw Anything	
Level 6	☐ Gorgon's Fist	☐ Improved Bull Rush
	☐ Improved Disarm	☐ Improved Feint
	☐ Improved Trip	☐ Mobility
Level	☐ Improved Critical	□ Medusa's Wrath

WHOLENESS OF BODY

☐ Spring Attack

HEALING **POINTS** Monk Level Level 7

☐ Snatch Arrows

TOUCH OF SURRENDER

When an attack would reduce a target to Ohp or below, opt to make the target surrender. Target is reduced to Ohp, Level is disabled and charmed. No saving throw.

Effect lasts until dismissed, used on another target or target is next reduced to Ohp.

DIAMOND SOUL

SPELL RESISTANCE Level 13 = 10 +

TOUCH OF PEACE

Once a day, announce before making a melee attack. On a hit, the attack deals no damage but target is charmed. **15** No saving throw.

PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

target non-outsiders.

Damage reduction 10/chaotic

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	Bonus Feats		Armor Class Bonus	
1	•	d6 d4/d8	Flurry of Blows Unarmed Strike Touch of Serenity	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 +4to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +2saving 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 +20to jump checks - 1 ki point Immune to all diseases
6			Fast Movement +20 ft Slow Fall 30 ft	(which grants +8to 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			Diamond Body	Immune to all poisons
12		2d6 d10 / 3d6	Touch of Surrender Fast Movement +40 ft Slow Fall 60 ft	Target of an attack surrenders - 6 ki points (which grants +16to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14			Slow Fall 70 ft	
15			Touch of Peace 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 adamantine weapons
17			Timeless Body Learned Master	No age penalties or artificial aging Linguistics and Knowledge are class skills using WIS
18	-		Fast Movement +60 ft Slow Fall 90 ft	(which grants +24to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points
20		2d10 2d8 / 4d8	Perfect Self Slow Fall Any distance	Treated as outsider

KI POOL

KI POOL CAPACITY

FALL

Monk Level ÷ 2 KI POOL

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

DC 15 Acrobatics

Acrobatics DC = 5 + Opponent's CMD

at half speed +10 to move at full speed

20ft Distance 5ft 10ft 15ft 25ft 30ft 35ft 40ft 45ft 50ft 55ft LONG IUMP DC 5 10 15 20 25 30 35 40 45 50 55 6ft 7ft Distance 1ft 2ft 3ft 4ft 5ft 8ft 9ft 10ft 11ft **HIGH JUMP** 20 24 28 32 8 16 36 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

to ignore 10ft of falling damage