

# MONK

## UNCHAINED

Monk  
Level

### STUNNING FIST

#### STUNNING FIST PER DAY

Monk  
Level

Non-Monk  
Levels

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \left( \boxed{\phantom{000}} \div 4 \right)$$

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#### STUNNING FIST TODAY

(Round down)

#### FORTITUDE SAVE DC

Monk  
Level

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{WIS}$$

Level

- 1** Stunned No action this round  
Lose **DEX** bonus to **AC**; -2 **AC**
- 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  
50% miss chance when attacking  
or 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** Paralyzed No action for 1d6 rounds  
Lose **DEX** bonus to **AC**; -2 **AC**

### BONUS FEATS

- ☐ Catch off-guard ☐ Combat Reflexes
- Level ☐ Deflect Arrows ☐ Dodge
- 1** ☐ Improved Grapple ☐ Scorpion Style
- ☐ Throw Anything
- ☐ Gorgon's Fist ☐ Improved Bull Rush
- Level ☐ Improved Disarm ☐ Improved Feint
- 6** ☐ Improved Trip ☐ Mobility
- ☐ Improved Critical ☐ Medusa's Wrath
- Level ☐ Snatch Arrows ☐ Spring Attack
- 10**

### KI POOL

#### KI POOL CAPACITY

Monk  
Level

$$\text{Level } 3 \quad \boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \text{WIS}$$

#### KI STRIKE

KI  
POOL

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- 3** As long as you have at least 1 ki point left,  
treat unarmed attacks as magic weapons
- 7** Treat unarmed attacks as cold iron and silver weapons
- 10** Treat unarmed attacks as lawful weapons
- 16** Treat unarmed attacks as adamantite weapons

### STYLE STRIKE

- Level **5** \_\_\_\_\_
- Level **9** \_\_\_\_\_
- Level **13** \_\_\_\_\_
- Level **15** Apply two unarmed style strikes each round
- Level **17** \_\_\_\_\_

## MONK

| Monk Level | Bonus Feats | Unarmed Strike Damage Sm / Lg | Armor Class Bonus                                  |  |
|------------|-------------|-------------------------------|--|--|
| 1          | ■           | d6<br>d4 / d8                 | Flurry of Blows<br>Unarmed Strike<br>Stunning Fist | Use a full attack action for an extra attack<br>Treat hands, feet, knees and elbows as weapons<br>Stun (or other effects) target for one round |
| 2          | ■           |                               | Evasion  | Avoid all damage on successful reflex save   |
| 3          |             |                               | Fast Movement +10 ft                               | (which grants +4to Acrobatics checks for jumping)  |
| 4          |             | d8<br>d6 / 2d6                | Still Mind   | +2to saves against enchantment   |
| 5          |             |                               | Purity of Body                                     | Immune to all diseases   |
| 6          | ■           |                               | Fast Movement +20 ft                               | (which grants +8to Acrobatics checks for jumping)  |
| 7          |             |                               | Wholeness of Body                                  | Heal your own wounds - 2 ki points   |
| 8          |             | d10<br>d8 / 2d8               |  |  |
| 9          |             |                               | Improved Evasion<br>Fast Movement +30 ft           | Avoid half damage on failed reflex save<br>(which grants +12to Acrobatics checks for jumping)  |
| 10         | ■           |                               |  |  |
| 11         |             |                               | Flurry of blows (second)                           | Additional attack  |
| 12         |             | 2d6<br>d10 / 3d6              | Fast Movement +40 ft                               | (which grants +16to Acrobatics checks for jumping)   |
| 13         |             |                               | Tongue of the Sun and Moon                         | Speak with any living creature   |
| 14         | ■           |                               |  |  |
| 15         |             |                               | Fast Movement +50 ft                               | (which grants +20to Acrobatics checks for jumping)   |
| 16         |             | 2d8<br>2d6 / 3d8              |  |  |
| 17         |             |                               | Timeless Body                                      | No age penalties or artificial aging   |
| 18         | ■           |                               | Fast Movement +60 ft                               | (which grants +24to Acrobatics checks for jumping)   |
| 19         |             |                               | Flawless Mind                                      | Take the better of 2 will saves  |
| 20         |             | 2d10<br>2d8 / 4d8             | Perfect Self                                       | Treated as outsider  |

### KI POWERS

- Level **4** \_\_\_\_\_
- Level **6** \_\_\_\_\_
- Level **8** \_\_\_\_\_
- Level **10** \_\_\_\_\_
- Level **12** \_\_\_\_\_
- Level **14** \_\_\_\_\_
- Level **16** \_\_\_\_\_
- Level **18** \_\_\_\_\_
- Level **20** \_\_\_\_\_