QINGGONG MONK Level				*	MONK			
	<u></u>		LASS BONUS		Bonus Feats	Unarmed Strike		
AC B	ONUS	KINIOUK CI	LASS BUNUS			Sml / Lrg	Armour Class Bonus Flurry of Blows	Use a full attack action for more attacks
+	AC	7	Monk Level	1		d6 d4 / d8	Unarmed Strike Stunning Fist	Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round
CMI	BONUS	>= W	$1S + (\div 4)$	2			Evasion	Avoid all damage on successful reflex save
+	CMD	Bon	(Round down) rus only applied when unarmoured, unencumbered and not helpless	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
STUNNING FIST STUNNING FIST Monk Non-Monk			4		d8 d6 / 2d6	Ki Pool (magic)	Treat unarmed attacks as magic weapons	
PER		Level	Levels	5			Purity of Body	Immune to all diseases
		=	÷ (; 4)	6			Fast Movement +20 ft Slow Fall 30 ft	(which grants +8 to Acrobatics checks for jumping)
STUNNING FIST (Round down)			8		d10 d8 / 2d8	Slow Fall 40 ft		
FORTITUDE Monk SAVE DC Level			9		,	Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)	
Level		= 10 + (÷ 2) + WIS	10			Ki Pool (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
1 4	Stunned Fatigued	No action this round Lose DEX bonus to AC ; -2 AC Cannot run or charge		12		2d6 d10 / 3d6	Fast Movement +40 ft Slow Fall 60 ft	(which grants +16 to Acrobatics checks for jumping)
4	,		and Dexterity	14			Slow Fall 70 ft	
8	Sickened		rolls, damage rolls, ws, skill and ability checks	15			Fast Movement +50 ft	(which grants +20 to Acrobatics checks for jumping)
12	Staggered	May make a but not both	standard or move action, 1	16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantine weapons
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		18	•		Fast Movement +60 ft Slow Fall 90 ft	(which grants +24 to Acrobatics checks for jumping)	
	Deafened	-4 initiative;	20% miss chance when attacking	20		2d10 2d8 / 4d8	Slow Fall Any distance	
		 -4 on opposed Perception automatically fail Perception checks for sound 						
		automaticall	y fail Perception checks for sound				KI P	OWERS
20	Paralysed	automaticall No action thi	y fail Perception checks for sound	Level			KI P	OWERS
20	Paralysed	automaticall No action thi Lose DEX b	y fail Perception checks for sound is round				KI P	OWERS
*	□ Catch	automaticall No action thi Lose DEX b BONUS off-guard	y fail Perception checks for sound is round onus to AC; -2 AC	Level			KI P	OWERS
Level	□ Catch	automaticall No action thi Lose DEX b BONUS off-guard ct Arrows	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge	Level			KI P	OWERS
*	□ Catch □ Deflec	No action thi Lose DEX by BONUS off-guard ct Arrows oved Grapple	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes	Level			KI P	OWERS
Level	□ Catch □ Deflec □ Impro □ Throw	automaticall No action thi Lose DEX b BONUS off-guard ct Arrows eved Grapple v Anything	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style	Level 5			KI P	OWERS
Level	Catch Deflect Impro Throw Gorgo	automaticall No action thi Lose DEX b BONUS a off-guard ct Arrows eved Grapple of Anything on's Fist eved Disarm	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Improved Feint	Level 4 Level 5			KI P	OWERS
Level 1 Level 6	Catch Deflec Impro	BONUS off-guard ct Arrows oved Grapple v Anything on's Fist oved Disarm oved Trip	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Mobility	Level 4 Level 5 Level 7			KI P	OWERS
Level 1	Catch Deflee Impro Throw Gorge Impro	automaticall No action thi Lose DEX b BONUS a off-guard ct Arrows eved Grapple of Anything on's Fist eved Disarm	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Improved Feint Mobility Medusa's Wrath	Level 5 Level 7			KI P	OWERS
Level 1 Level 6	Catch Deflee Impro Throw Gorge Impro	BONUS a off-guard ct Arrows on's Fist oved Critical ch Arrows	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Mobility	Level 4 Level 5 Level 7			KI P	OWERS
Level 6 Level 10 KI Po	Catch Deflect Impro Throw Gorgo Impro	BONUS a off-guard ct Arrows on's Fist oved Critical ch Arrows	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Improved Feint Mobility Medusa's Wrath Spring Attack	Level 4 Level 5 Level 7 Level 11			KI P	OWERS
Level 6 Level 10 KI Po	Catch Deflect Impro Throw Gorgo Impro Impro	automaticall No action thi Lose DEX b BONUS a off-guard ct Arrows oved Grapple of Anything on's Fist oved Disarm oved Trip oved Critical ch Arrows KI F	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Improved Feint Mobility Medusa's Wrath Spring Attack	Level 4 Level 5 Level 7 Level 11			KI P	OWERS
Level 1 Level 6 Level 10 KI PC CAPA	Catch Deflect Impro Throw Gorgo Impro Impro Snate	BONUS n off-guard ct Arrows eved Grapple ov Anything on's Fist eved Disarm eved Trip eved Critical ch Arrows KI P	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Improved Feint Mobility Medusa's Wrath Spring Attack	Level 5 Level 7 Level 11 Level 12			KI P	OWERS
Level 1 Level 6 Level 10 KI PC CAPA	Catch Deflet Impro Sorge Impro Impro Snate	BONUS Toff-guard Total Arrows Toved Disarm Toved Critical The Arrows Monk Let The	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Improved Feint Mobility Medusa's Wrath Spring Attack	Level 4 Level 5 Level 7 Level 11 Level 12 Level 13			KI P	OWERS
Level 1 Level 6 Level 10 KI PC CAPA	Catch Deflee Impro Gorge Impro Impro Impro Snate	BONUS Toff-guard Total Arrows Toved Disarm Toved Critical The Arrows Monk Let The	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Improved Feint Mobility Medusa's Wrath Spring Attack	Level 4 Level 5 Level 7 Level 11 Level 12 Level Level			KI P	OWERS
Level 1 Level 6 Level 10 KI PC CAPA	Catch Deflet Impro Gorgo Impro Impro Snate	automaticall No action thi Lose DEX b BONUS n off-guard ct Arrows oved Grapple of Anything on's Fist oved Disarm oved Trip oved Critical oth Arrows KI F Monk Lo	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Improved Feint Mobility Medusa's Wrath Spring Attack POOL evel 2) + WIS	Level 4 Level 5 Level 7 Level 11 Level 12 Level 13			KI P	OWERS
Level 1 Level 6 Level 10 KI PC CAPA	Catch Deflect Impro Gorgo Impro Impro Snate OOL ACITY OWER	automaticall No action thi Lose DEX b BONUS n off-guard ct Arrows oved Grapple of Anything on's Fist oved Disarm oved Trip oved Critical oth Arrows KI F Monk Lo	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Improved Feint Mobility Medusa's Wrath Spring Attack POOL evel 2) + WIS	Level 4 Level 5 Level 7 Level 11 Level 12 Level 13			KI P	OWERS
Level 1 Level 6 Level 10 KI PO CAPA	Catch Deflect Impro Gorgo Impro Impro Snate OOL ACITY OWER	automaticall No action thi Lose DEX b BONUS n off-guard ct Arrows oved Grapple of Anything on's Fist oved Disarm oved Trip oved Critical oth Arrows KI F Monk Lo	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Improved Feint Mobility Medusa's Wrath Spring Attack POOL evel 2) + WIS	Level 4 Level 7 Level 11 Level 12 Level 13 Level 15			KI P	OWERS
Level 1 Level 6 Level 10 KI PO CAPA	Catch Deflect Impro Gorgo Impro Impro Snate OOL ACITY OWER	automaticall No action thi Lose DEX b BONUS off-guard ct Arrows oved Grapple v Anything on's Fist oved Disarm oved Trip oved Critical ch Arrows KI P	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Improved Feint Mobility Medusa's Wrath Spring Attack POOL evel 2	Level 4 Level 5 Level 7 Level 11 Level 12 Level 13 Level 15			KI P	OWERS
Level 1 Level 6 Level 10 KI PO CAPA	Catch Deflect Impro Gorgo Impro Impro Snate OOL ACITY OWER	automaticall No action thi Lose DEX b BONUS off-guard ct Arrows oved Grapple v Anything on's Fist oved Disarm oved Trip oved Critical ch Arrows KI P	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Improved Feint Mobility Medusa's Wrath Spring Attack POOL evel 2	Level 4 Level 5 Level 7 Level 11 Level 12 Level 13 Level 15			KI P	OWERS
Level 1 Level 6 Level 10 KI PO CAPA	Catch Deflect Impro Gorgo Impro Impro Snate OOL ACITY OWER	automaticall No action thi Lose DEX b BONUS off-guard ct Arrows oved Grapple v Anything on's Fist oved Disarm oved Trip oved Critical ch Arrows KI P	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Improved Feint Mobility Medusa's Wrath Spring Attack POOL evel 2	Level 4 Level 5 Level 7 Level 11 Level 12 Level 13 Level 15 Level 17 Level 17			KI P	OWERS
Level 1 Level 6 Level 10 KI PO CAPA	Catch Deflect Impro Gorgo Impro Impro Snate OOL ACITY OWER	automaticall No action thi Lose DEX b BONUS off-guard ct Arrows oved Grapple v Anything on's Fist oved Disarm oved Trip oved Critical ch Arrows KI P	y fail Perception checks for sound is round onus to AC; -2 AC S FEATS Combat Reflexes Dodge Scorpion Style Improved Bull Rush Improved Feint Mobility Medusa's Wrath Spring Attack POOL evel 2	Level 4 Level 7 Level 11 Level 12 Level 13 Level 15 Level 17			KI P	OWERS

Level 20

MONK

QINGGONG MONK Level