

# FLOWING MONK

Monk  
Level

## ARMOR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

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

(Round down)

Bonus only applied when unarmed, unencumbered and not helpless

## REDIRECTION

REDIRECTION  
PER DAY

Monk  
Level

Redirection  
Today

=


Once a round when attacked in melee, attempt a reposition or trip on the attacker, provided the enemy is within range. If combat maneuver is successful, target is sickened.

SICKENED  
DURATION

Monk  
Level

rds =

$$\left( \frac{\text{Monk Level}}{4} \right)$$

(Round up)

Target may halve the duration with a reflex save:

REFLEX  
SAVE DC

Monk  
Level

=

$$10 + \left( \frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

If target charged, gain +2 on CMB and +2 to the save DC.

If target used Power Attack, +2 on CMB and +2 to the save DC.

Level 4 Use redirection on a target who melee attacks an ally

Level 8 Make both reposition and trip attacks

Level 12 Use redirection on any melee attacker

## BONUS FEATS

- Level 1
- ☐ Agile Maneuvers
  - ☐ Combat Reflexes
  - ☐ Deflect Arrows
  - ☐ Dodge
  - ☐ Improved Reposition
  - ☐ Improved Trip
  - ☐ Nimble Moves
  - ☐ Weapon Finesse

- Level 6
- ☐ Acrobatic Steps
  - ☐ Bodyguard
  - ☐ Improved Disarm
  - ☐ Improved Feint
  - ☐ Ki Throw
  - ☐ Mobility
  - ☐ Second Chance
  - ☐ Sidestep

- Level 10
- ☐ In Harm's Way
  - ☐ Repositioning Strike
  - ☐ Snatch Arrows
  - ☐ Spring Attack
  - ☐ Tripping Strike

## ELUSIVE TARGET

Level 5 When successfully attacked, attempt a reflex save against the attack roll to halve the damage. You suffer all the other effects of the attack.

Level 11 Take no damage on a successful reflex save, and only half damage on a failed save. If flanked, the attack is redirected to other attacker; if the attack is successful, they take half or full damage.

## WHOLENESS OF BODY

HEALING  
POINTS

Monk Level

Level 7

=

## DIAMOND SOUL

SPELL RESISTANCE

Monk Level

Level 13

=

## PERFECT SELF

Treated as an Outsider

Level 20 Immune to Charm Person and other effects that target non-outsiders.

Damage reduction 10/chaotic

## MONK

Monk Level

Bonus Feats

Unarmed  
Strike  
Damage

Sm / Lg

d6

d4 / d8

Armor Class Bonus  
Flurry of Blows  
Unarmed Strike  
Redirection

Use a full attack action for more attacks  
Treat hands, feet, knees and elbows as weapons  
Reposition or trip when attacked

1

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Evasion  
Unbalancing counter

Avoid all damage on successful reflex save  
Attacks of opportunity leave enemy flat-footed

3

Flowing Dodge  
Maneuver Training  
Still Mind

+1dodge bonus for each adjacent enemy  
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

Add monk level to Acrobatics checks for jumping

Elusive Target

+20to jump checks - 1 ki point  
Reflex save to avoid damage - 2 ki points

6

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Slow Fall 30 ft

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

d10  
d8 / 2d8

Slow Fall 40 ft

9

Improved Evasion

Avoid half damage on failed reflex save

10

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Ki Pool (lawful)  
Slow Fall 50 ft

Treat unarmed attacks as lawful weapons

11

Elusive Target (2)

No damage on successful save, half on failure  
Redirect damage to flanking attacker

12

2d6  
d10 / 3d6

Abundant step  
Slow Fall 60 ft

Slip magically between spaces - 2 ki points

13

Diamond Soul

Spell resistance

14

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Slow Fall 70 ft

15

Volley Spell

Reflect a spell onto the caster - half spell level

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 aging  
Speak with any living creature

18

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Slow Fall 90 ft

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

Monk Level

=

$$\left( \frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

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

Acrobatics DC = 5 + Opponent's CMD

at half speed

+10 to move at full speed

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