

Monk  
Level

## ARMOUR CLASS BONUS

## AC BONUS

Bonus only applied when unarmoured,  
unencumbered and not helpless

## STUNNING FIST

Monk level	Non-Monk levels
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**STUNNING FIST  
TODAY**

Monk  
Level

Level	1	2	3	4	5	6	7	8	9	10	11	12
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- ## BONUS FEATS

- |           |                                            |                                         |
|-----------|--------------------------------------------|-----------------------------------------|
| Level     | <input type="checkbox"/> Improved Critical | <input type="checkbox"/> Medusa's Wrath |
| <b>10</b> | <input type="checkbox"/> Snatch Arrows     | <input type="checkbox"/> Spring Attack  |

## QUIVERING PALM

## Monk Level

Level **15** **FORTITUDE** **SAVE DC** Monk Level

$$\boxed{\phantom{000}} = 11 + (\phantom{00} \div 2) + \text{WIS}$$

## MONK

† Martial Artist cannot use ki abilities without gaining a *ki pool* from another class

## EXPLOIT WEAKNESS

## Monk

WISDOM  
CHECK DC

As a swift action, make a wisdom check (above). If successful, gain **+2** to attack until the end of your turn, and ignore damage reduction and hardness. Alternatively, add half your level to Sense Motive. Reflex saves and a dodge bonus to **AC** until your next turn.

## ACROBATICS

at half speed

Acrobatics DC = Opponent's CMD

+10 to move at full speed

at half speed

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
CATCH LEDGE	Acrobatics skill +4				for every 10ft of your standard move above 30ft							
	DC	20	Reflex save		if you fail a jump by 4 or less							
FALL	DC	15	Acrobatics		to ignore 10ft of falling damage							