| MONK Monk                   |   |   | MONK                   |                    |       |                      |                                       |   |
|-----------------------------|---|---|------------------------|--------------------|-------|----------------------|---------------------------------------|---|
|                             |   | NCHAINED  | Level /                | Monk               | Bonus | Unarmed              |                                       |   |
| 7                           |   | STUNNING FIST   |                        | Level              |       |                      | A Olasa Danii                         |   |
| STUNNING FIST Monk Non-Monk |   |   |                        |                    |       | Sm / Lg              | Armor Class Bonus<br>Flurry of Blows  | Use a full attack action for an extra attack  |
| PER I                       |   | Level Leve  |                        | 1                  |       | <b>d6</b><br>d4 / d8 | Unarmed Strike                        | Treat hands, feet, knees and elbows as weapons  |
|                             | :   | = + (   | ÷ 4 )                  |                    |       | 44 / 40              | Stunning Fist                         | Stun (or other effects) target for one round  |
|                             |   | STUNNING FIST   | (Round down)           | 2                  |       |                      | Evasion                               | Avoid all damage on successful reflex save  |
|                             |   | TODAY   |                        | 3                  |       |                      | Fast Movement +10 ft                  | (which grants +4to Acrobatics checks for jumping)   |
| FORT<br>SAVE                |   | Monk<br>Level   | 2)                     | 4                  |       | d8<br>d6 / 2d6       | Still Mind                            | +2to saves against enchantment  |
| Laval                       | =   | = 10 + ( ÷  | 2 ) + WIS              | 5                  |       |                      | Purity of Body                        | Immune to all diseases  |
| Level<br><b>1</b>           | Stunned   | No action this round<br>Lose <b>DEX</b> bonus to <b>AC</b> ; -                        | 2 AC                   | 6                  |       |                      | Fast Movement +20 ft                  | (which grants +8to Acrobatics checks for jumping)   |
| 4                           | Fatigued  | Cannot run or charge -2 Strength and Dexterity  |                        | 7                  |       |                      | Wholeness of Body                     | Heal your own wounds - 2 ki points  |
| 8                           | Sickened  | -2 to attack rolls, damage saving throws, skill and a                                 | rolls,                 | 8                  |       | d10<br>d8 / 2d8      |                                       |   |
| 12                          | Staggered   | May make a standard or m  |                        | 9                  |       |                      | Improved Evasion Fast Movement +30 ft | Avoid half damage on failed reflex save (which grants +12to Acrobatics checks for jumping |
| 16                          | Blinded   | Lose <b>DEX</b> bonus to <b>AC</b> ; -4 on <b>STR</b> and <b>DEX</b> skills           | s, opposed Perception  | 10                 |       |                      |                                       |   |
|                             | or  | 50% miss chance when at DC 10 Acrobatics to move                                      |                        | 11                 |       |                      | Flurry of blows (second)              | Additional attack   |
|                             | Deafened  | -4 initiative; 20% miss cha<br>-4 on opposed Perception<br>automatically fail Percept | ı                      | 12                 |       | 2d6<br>d10 / 3d6     | Fast Movement +40 ft                  | (which grants +16to Acrobatics checks for jumping   |
| 20                          | Paralyzed   | No action for 1d6 rounds<br>Lose <b>DEX</b> bonus to <b>AC</b> ; -                    |                        | 13                 |       | 410 / 340            | Tongue of the Sun and Moon            | Speak with any living creature  |
| *                           |   | BONUS FEATS   | *                      | 14                 |       |                      |                                       |   |
| Level                       | □ Catch o   | -   | at Reflexes            | 15                 |       |                      | Fast Movement +50 ft                  | (which grants +20to Acrobatics checks for jumping   |
| 1                           |   | red Grapple 🗆 Scorp   |                        | 16                 |       | 2d8<br>2d6 / 3d8     |                                       |   |
|                             | □ Gorgor  |   | ved Bull Rush          | 17                 |       |                      | Timeless Body                         | No age penalties or artificial aging  |
| Level                       | □ Improv  | red Disarm 🗆 Impro  |                        | 18                 |       |                      | Fast Movement +60 ft                  | (which grants +24to Acrobatics checks for jumping   |
|                             | □ Improv  | •   | ity                    | 19                 |       |                      | Flawless Mind                         | Take the better of 2 will saves   |
| Level<br>10                 |   | red Critical   Medus Arrows   Spring  | sa's Wrath<br>g Attack | 20                 |       | 2d10                 | Perfect Self                          | Treated as outsider   |
| *                           | KI POOL   |   |                        | <u>_</u>           |       | 2d8 / 4d8            |                                       |   |
|                             | KI POOL Monk  |   |                        | *                  |       |                      | KI POV                                | VERS  |
| Level                       | CAPACII   |   | . )                    | Level              |       |                      |                                       |   |
| ,                           |   | = ( ÷   | 2 ) + WIS              | 4                  |       |                      |                                       |   |
|                             |   | KI<br>POOI  |                        | Level              |       |                      |                                       |   |
| Level                       | Level KI SIKIKE   |   |                        | 6                  |       |                      |                                       |   |
| 7                           | 7 Treat unarmed attacks as cold iron and silver weapons |   |                        | Level              |       |                      |                                       |   |
| 10                          | Treat unarmed attacks as lawful weapons                 |   |                        |                    |       |                      |                                       |   |
| 16                          | Treat unarn   | ned attacks as adamantine STYLE STRIKE  | weapons                | Level<br>10        |       |                      |                                       |   |
| Level                       |   |   |                        |                    |       |                      |                                       |   |
| 5                           |   |   |                        | Level<br><b>12</b> |       |                      |                                       |   |
| Level                       |   |   |                        | Level              |       |                      |                                       |   |
| 9                           |   |   |                        | 14                 |       |                      |                                       |   |
| Level                       |   |   |                        | Level              |       |                      |                                       |   |
| 13                          |   |   |                        | 16                 |       |                      |                                       |   |
| Level                       |   |   |                        | Level              |       |                      |                                       |   |
| <b>15</b>                   | Apply two   | unarmed style strikes each  | round                  | 18                 |       |                      |                                       |   |
| Level                       |   |   |                        | Level              |       |                      |                                       |   |