QINGGONG MONK Level	*			MO	NK *
ARMOR CLASS BONUS	Monk Level	Bonus Feats	Unarmed Strike		
AC BONUS			Sm / Lg	Armor Class Bonus Flurry of Blows	Use a full attack action for more attacks
+ AC 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
$\begin{array}{c} \text{CMD BONUS} \end{array} = \text{WIS} + \left(\begin{array}{c} \div 4 \end{array} \right)$	2			Evasion	Avoid all damage on successful reflex save
+ CMD (Round down) Bonus only applied when unarmored, unencumbered and not helpless	3			Fast Movement +10 ft Maneuver Training Still Mind	(which grants +4to Acrobatics checks for jumping) Use monk level in place of BABfor calculating CMB +2saving throws against enchantment
STUNNING FIST	4		d8	Ki Pool (magic)	Treat unarmed attacks as magic weapons
STUNNING FIST Monk Non-Monk PER DAY Level Levels	5		d6 / 2d6	Purity of Body	Immune to all diseases
= + (÷ 4)				Fast Movement +20 ft	(which grants +8to Acrobatics checks for jumping)
CRound down)	6			Slow Fall 30 ft	, , , , , , , , , , , , , , , , , , , ,
FORTITUDE Monk	8		d10 d8 / 2d8	Slow Fall 40 ft	
SAVE DC Level	9			Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants +12to Acrobatics checks for jumping)
= 10 + (÷ 2) + WIS	10			Ki Pool (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
1 Stunned No action this round Lose DEXbonus to AC; -2 AC 4 Fatigued Cannot run or charge	12		2d6 d10 / 3d6	Fast Movement +40 ft Slow Fall 60 ft	(which grants +16to Acrobatics checks for jumping)
-2 Strength and Dexterity	14			Slow Fall 70 ft	
8 Sickened -2 to attack rolls, damage rolls, saving throws, skill and ability checks	15			Fast Movement +50 ft	(which grants +20to Acrobatics checks for jumping)
12 Staggered May make a standard or move action, but not both	16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantine weapons
16 Blinded Lose DEXbonus to AC; -2 AC -4 on STRand DEXskills, opposed Perception or 50% miss chance when attacking	18			Fast Movement +60 ft Slow Fall 90 ft	(which grants +24to Acrobatics checks for jumping)
DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking	20		2d10 2d8 / 4d8	Slow Fall Any distance	
-4 on opposed Percention					
 -4 on opposed Perception automatically fail Perception checks for sound 	7			KI PO	WERS
20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC	Level			KI PO	WERS
automatically fail Perception checks for sound 20 Paralyzed No action this round				KI PO	WERS
automatically fail Perception checks for sound 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes	Level			KI PO	WERS
automatically fail Perception checks for sound 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge	Level			KI PO	WERS
automatically fail Perception checks for sound 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Deflect Arrows Scorpion Style	Level 4			KI PO	WERS
automatically fail Perception checks for sound No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge Improved Grapple Scorpion Style Throw Anything	Level 5			KI PO	WERS
automatically fail Perception checks for sound 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge I Improved Grapple Scorpion Style Throw Anything Gorgon's Fist Improved Bull Rush Level Improved Disarm Improved Feint	Level 4 Level 5			KI PO	WERS
automatically fail Perception checks for sound 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge Improved Grapple Scorpion Style Throw Anything Gorgon's Fist Improved Bull Rush	Level 5			KI PO	WERS
automatically fail Perception checks for sound No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard	Level 5 Level 7			KI PO	WERS
automatically fail Perception checks for sound 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge Improved Grapple Scorpion Style Throw Anything Gorgon's Fist Improved Bull Rush Improved Disarm Improved Feint Improved Trip Mobility Level Improved Critical Medusa's Wrath Spring Attack	Level 5 Level 7			KI PO	WERS
automatically fail Perception checks for sound 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Capple Scorpion Style Throw Anything Gorgon's Fist Improved Bull Rush Improved Disarm Improved Feint Improved Trip Mobility Level Improved Critical Medusa's Wrath 10 Snatch Arrows Spring Attack KI POOL KI POOL	Level 4 Level 5 Level 7 Level 11			KI PO	WERS
automatically fail Perception checks for sound 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge Improved Grapple Scorpion Style Throw Anything Gorgon's Fist Improved Bull Rush Improved Disarm Improved Feint Improved Trip Mobility Level Improved Critical Medusa's Wrath Snatch Arrows Spring Attack KI POOL KI POOL CAPACITY Monk Level	Level 4 Level 5 Level 7 Level 11			KI PO	WERS
automatically fail Perception checks for sound 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS	Level 5 Level 7 Level 11 Level 12			KI PO	WERS
automatically fail Perception checks for sound 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Capple Scorpion Style Throw Anything Gorgon's Fist Improved Bull Rush Improved Disarm Improved Feint Improved Trip Mobility Level Improved Critical Medusa's Wrath 10 Snatch Arrows Spring Attack KI POOL KI POOL CAPACITY Monk Level E	Level 4 Level 7 Level 11 Level 12 Level 13			KI PO	WERS
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automatically fail Perception checks for sound 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS	Level 4 Level 5 Level 7 Level 11 Level 12 Level 13			KI PO	WERS
automatically fail Perception checks for sound 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS	Level 4 Level 7 Level 11 Level 12 Level 13 Level 15			KI PO	WERS
automatically fail Perception checks for sound 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS	Level 4 Level 7 Level 11 Level 12 Level 13 Level 13			KI PO	WERS
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automatically fail Perception checks for sound 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS	Level 4 Level 7 Level 11 Level 12 Level 13 Level 15 Level 17			KI PO	WERS

Level 20

QINGGONG MONK Monk Level