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Monk	1	7
Level	!	1



Bonus only applied when unarmored, unencumbered and not helpless

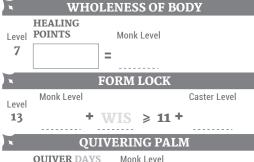
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		STUNNI TODAY	NG FIS	ST	(Round down)
FORT SAVE	TITUDE E DC		Mor Lev		
		= 10 + (		÷ 2	) + WIS
Level					
1	Stunned	No action t Lose <b>DEX</b>		d o <b>AC</b> ; -2 <b>A</b>	С
4	Fatigued	Cannot run -2 Strength			

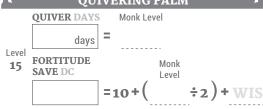
Level		
1	Stunned	No action this round Lose <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b>
4	Fatigued	Cannot run or charge -2 Strength and Dexterity
8	Sickened	-2 to attack rolls, damage rolls, saving throws, skill and ability checks
12	Staggered	May make a standard or move action, but not both
16	Blinded	Lose <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b> -4 on <b>STR</b> and <b>DEX</b> skills, opposed Perception
	or	50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	Deafened	-4 initiative; 20% miss chance when attacking

automatically fail Perception checks for sound 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC

## BONUS FEATS Level ☐ Improved Grapple 1 □ Crushing Embrace 2 □ Greater Grapple ☐ Twin Lock □ Choke Hold 14 □ Backbreaker 18

-4 on opposed Perception





## PERFECT SELF

Treated as an Outsider

Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

×		Г	MONK
Monk Level	Unarmed Strike Damage Sm / Lg	Armor Class Bonus	
1	d6	Graceful Grappler Unarmed Strike	Use monk level in place of <b>BAB</b> when grappling Treat hands, feet, knees and elbows as weapons
	d4/d8	Stunning Fist	Stun (or other effects) target for one round
2		Evasion	Avoid all damage on successful reflex save
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
4	<b>d8</b> d6/2d6	Ki Pool (magic) Counter-grapple Graceful Grappler	Treat unarmed attacks as magic weapons Make attack of opportunity when grapple attempted No attack penalty, may attack of opportunity when grappling Keep <b>DEX</b> bonus when pinning or grappled
5		Break Free Purity of Body	Add monk level to checks for escaping a grapple Retry failed saves against entanglement - <b>1 ki point</b> Immune to all diseases
6		Fast Movement <b>+20 ft</b> Counter-grapple	(which grants +8to Acrobatics checks for jumping) Make attack of opportunity even through total concealment
7		Wholeness of Body	Heal your own wounds - 2 ki points
8	<b>d10</b> d8/2d8	Graceful Grappler Counter-grapple	Heal your own wounds - <b>2 ki points</b> Make attack of opportunity even when flat-footed
9		Inescapable Grasp Fast Movement <b>+30 ft</b>	Suppress foe's magical bonus to escape - 1 ki point (which grants +12to Acrobatics checks for jumping)
10		Ki Pool (lawful) Counter-grapple	Treat unarmed attacks as lawful weapons Make attack of opportunity when foe has exceptional reach
11		Diamond Body	Immune to all poisons
12	<b>2d6</b> d10/3d6	Fast Movement +40 ft	(which grants +16to Acrobatics checks for jumping)
13		Form Lock Inescapable Grasp	Negate a polymorph attempt by touch - <b>2 ki points</b> Dimensional anchor when using inescapable grasp
15		Quivering Palm Fast Movement <b>+50 ft</b> Graceful Grappler	Delayed death (which grants <b>+20</b> to Acrobatics checks for jumping) Deals unarmed strike damage on a successful grapple
16	2d8 2d6/3d8	Ki Pool (adamantine)	Treat unarmed attacks as adamantine weapons
17		Inescapable Grasp	Ghost touch when using inescapable grasp Incroporeal creatures grappled on touch
18		Fast Movement +60 ft	(which grants <b>+24</b> to Acrobatics checks for jumping)
19		Iron Body	Gain effect of Iron Bodyspell for 1 min - 3 ki points
20	2d10 2d8 / 4d8	Perfect Self	Treated as outsider

## KI POOL

KI POOL KI POOL **CAPACITY** Monk Level

ACROBATIO	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	at half speed		

Acrobatics DC = 5 + Opponent's CMD +10 to move at full speed 55ft Distance 5ft 10ft 15ft 20ft 25ft 30ft 35ft 40ft 45ft 50ft LONG JUMP DC 5 10 45 50 55 11ft Distance 1ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft **HIGH JUMP** 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 to ignore 10ft of falling damage **FALL** DC 15 Acrobatics