

# MONK OF THE HEALING HAND

Monk Level

## ARMOUR CLASS BONUS

### AC BONUS

+ AC

### CMD BONUS

+ CMD

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

Bonus only applied when unarmoured, unencumbered and not helpless

## STUNNING FIST

### STUNNING FIST PER DAY

Monk Level

Non-Monk Levels

$$\left[ \text{Stunned} \right] = \left[ \text{Fatigued} \right] + \left( \frac{\text{Monk Level}}{4} \right) \text{ (Round down)}$$

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### STUNNING FIST TODAY

### FORTITUDE SAVE DC

Monk Level

$$\left[ \text{Save DC} \right] = 10 + \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

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 50% miss chance when attacking DC 10 Acrobatics to move more than half speed
or	Deafened	-4 initiative; 20% miss chance when attacking -4 on opposed Perception automatically fail Perception checks for sound
20	Paralysed	No action this round Lose <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b>

## BONUS FEATS

Level 1	<input type="checkbox"/> Catch off-guard	<input type="checkbox"/> Combat Reflexes
	<input type="checkbox"/> Deflect Arrows	<input type="checkbox"/> Dodge
	<input type="checkbox"/> Improved Grapple	<input type="checkbox"/> Scorpion Style
	<input type="checkbox"/> Throw Anything	
Level 6	<input type="checkbox"/> Gorgon's Fist	<input type="checkbox"/> Improved Bull Rush
	<input type="checkbox"/> Improved Disarm	<input type="checkbox"/> Improved Feint
	<input type="checkbox"/> Improved Trip	<input type="checkbox"/> Mobility
Level 10	<input type="checkbox"/> Improved Critical	<input type="checkbox"/> Medusa's Wrath
	<input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Spring Attack

## WHOLENESS OF BODY

### HEALING POINTS

$$\left[ \text{Healing Points} \right] = \text{Monk Level}$$

## KI SACRIFICE

Level 11	Spend an hour and sacrifice your entire ki pool (which must be at least 6 ki points) to cast <i>Raise Dead</i> with a caster level equal to your Monk level.
Level 15	As above, but cast <i>Resurrection</i> . This requires that your ki pool contain at least 8 ki points.

## DIAMOND SOUL

### SPELL RESISTANCE

Monk Level

$$\left[ \text{Spell Resistance} \right] = 10 + \left( \frac{\text{Monk Level}}{2} \right)$$

## TRUE SACRIFICE

Level 20	All dead allies within 50ft are revived, as if the subject of a <i>True Resurrection</i> . The monk is utterly destroyed, and can never be revived. His name can never be spoken or written down again, all all written mentions of his name become blank.
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## MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus	
1	■	d6 d4 / d8	Flurry of Blows Unarmed Strike Stunning Fist	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round
2	■		Evasion	Avoid all damage on successful reflex save
3		Fast Movement +10 ft Manoeuvre Training Still Mind		(which grants +4 to Acrobatics checks for jumping) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> +2 saving 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 Purity of Body		Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Immune to all diseases
6	■	Fast Movement +20 ft Slow Fall 30 ft		(which grants +8 to Acrobatics checks for jumping)
7		Ancient Healing Hand		Heal somebody else's wounds - 2 ki points
8		d10 d8 / 2d8	Slow Fall 40 ft	
9		Improved Evasion Fast Movement +30 ft		Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)
10	■	Ki Pool (lawful) Slow Fall 50 ft		Treat unarmed attacks as lawful weapons
11		Ki Sacrifice		Bring a target back to life - all your ki points
12		2d6 d10 / 3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)
13		Diamond Soul		Spell resistance
14	■	Slow Fall 70 ft		
15		Ki Sacrifice Fast Movement +50 ft		Resurrect a target - all your ki points (which grants +20 to Acrobatics checks for jumping)
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 ageing Speak with any living creature
18	■	Fast Movement +60 ft Slow Fall 90 ft		(which grants +24 to Acrobatics checks for jumping)
19		Empty Body		Assume ethereal state for 1 minute - 3 ki points
20		2d10 2d8 / 4d8	True Sacrifice Slow Fall Any distance	Give your life to revive allies within 50ft

## KI POOL

### KI POOL CAPACITY

Monk Level

$$\left[ \text{Ki Pool Capacity} \right] = \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

### KI POOL

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## 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

	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
LONG JUMP	DC	5	10	15	20	25	30	35	40	45	50	55
HIGH JUMP	DC	4	8	12	16	20	24	28	32	36	40	44
	Acrobatics skill +4											
CATCH LEDGE	DC	20	Reflex save									
FALL	DC	15	Acrobatics									

for every 10ft of your standard move above 30ft

if you fail a jump by 4 or less

to ignore 10ft of falling damage