

FLOWING MONK

Monk
Level

ARMOUR CLASS BONUS

AC BONUS

+ PK

CMD BONUS

+ CMD

$$= \text{WIS} + \left(\frac{\text{Monk Level}}{4} \right) \text{ (Naar beneden afgerond)}$$

Bonus only applied when unarmoured, unencumbered and not helpless

REDIRECTION

REDIRECTION PER DAY

Monk
Level

Redirection
Today

=

Once a round when attacked in melee, attempt a reposition or trip on the attacker, provided the enemy is within range. If combat manoeuvre is successful, target is sickened.

SICKENED DURATION

Monk
Level

rds

=

$$\left(\frac{\text{Monk Level}}{4} \right) \text{ (Naar boven afgerond)}$$

Target may halve the duration with a reflex save:

REFLEX SAVE DC

Monk
Level

=

$$10 + \left(\frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

If target charged, gain +2 on **CMB** and +2 to the save DC

If target used Power Attack, +2 on **CMB** and +2 to the save DC

Level 4 Use redirection on a target who melee attacks an ally

Level 8 Make both reposition and trip attacks

Level 12 Use redirection on any melee attacker

BONUS PRESTATIES

- Level 1
- ☐ Agile Manoeuvres
 - ☐ Combat Reflexes
 - ☐ Deflect Arrows
 - ☐ Dodge
 - ☐ Improved Reposition
 - ☐ Improved Trip
 - ☐ Nimble Moves
 - ☐ Weapon Finesse

- Level 6
- ☐ Acrobatic Steps
 - ☐ Bodyguard
 - ☐ Improved Disarm
 - ☐ Improved Feint
 - ☐ Ki Throw
 - ☐ Mobility
 - ☐ Second Chance
 - ☐ Sidestep

- Level 10
- ☐ In Harm's Way
 - ☐ Repositioning Strike
 - ☐ Snatch Arrows
 - ☐ Spring Attack
 - ☐ Tripping Strike

ELUSIVE TARGET

Level 5 When successfully attacked, attempt a reflex save against the attack roll to halve the damage. You suffer all the other effects of the attack.

Level 11 Take no damage on a successful reflex save, and only half damage on a failed save. If flanked, the attack is redirected to other attacker; if the attack is successful, they take half or full damage.

WHOLENESS OF BODY

HEALING POINTS

Monk Level

=

DIAMOND SOUL

SPELL RESISTANCE

Monk Level

=

$$10 + \left(\frac{\text{Monk Level}}{2} \right)$$

PERFECT SELF

Treated as an Outsider

Level 20 Immune to Charm Person and other effects that target non-outsiders.

Damage reduction 10/chaotic

MONK

Monk Bonus Strike Damage
Level Prestaties Sml / Lrg
1 ■ d6
d4 / d8

Armour Class Bonus
Flurry of Blows
Unarmed Strike
Redirection

Use a full attack action for more attacks
Treat hands, feet, knees and elbows as weapons
Reposition or trip when attacked

2

Evasion
Unbalancing counter

Avoid all damage on successful reflex save
Attacks of opportunity leave enemy flat-footed

3

Flowing Dodge
Manoeuvre Training
Still Mind

+1 dodge bonus for each adjacent enemy
Use monk level in place of **BAB** for calculating **CMB**
+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
Elusive Target

Add monk level to Acrobatics checks for jumping
+20 to jump checks - 1 ki point
Reflex save to avoid damage - 2 ki points

6

Slow Fall 30 ft

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

d10
d8 / 2d8

Slow Fall 40 ft

9

Improved Evasion

Avoid half damage on failed reflex save

10

■ Ki Pool (lawful)
Slow Fall 50 ft

Treat unarmed attacks as lawful weapons

11

Elusive Target (2)

No damage on successful save, half on failure
Redirect damage to flanking attacker

12

2d6
d10 / 3d6

Abundant step
Slow Fall 60 ft

Slip magically between spaces - 2 ki points

13

Diamond Soul

Spell resistance

14

■ Slow Fall 70 ft

15

Volley Spell

Reflect a spell onto the caster - half spell level

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

■ Slow Fall 90 ft

19

Empty Body

Assume ethereal state for 1 minute - 3 ki points

20

2d10
2d8 / 4d8

Perfect Self
Slow Fall Any distance

Treated as outsider

KI POOL

KI POOL CAPACITY

Monk Level

=

$$\left(\frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

KI POOL

ACROBATICS

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's **CMD**

aan halve snelheid

+10 om aan volledige snelheid te bewegen

MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's **CMD**

aan halve snelheid

+10 om aan volledige snelheid te bewegen

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

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

FALL

DC 15 Acrobatics

to ignore 10ft of falling damage