FLOWING MONK Level Unarmed Monk Bonus ARMOUR CLASS BONUS Strike Feats Level Damage **AC BONUS Armour Class Bonus** Sml / Lrg Monk Flurry of Blows Use a full attack action for more attacks d6 1 Level **Unarmed Strike** Treat hands, feet, knees and elbows as weapons d4/d8 Redirection Reposition or trip when attacked WIS + **CMD BONUS** Avoid all damage on successful reflex save Evasion (Round down) 2. Unbalancing counter Attacks of opportunity leave enemy flat-footed Bonus only applied when unarmoured, Flowing Dodge +1 dodge bonus for each adjacent enemy unencumbered and not helpless Use monk level in place of BAB for calculating CMB 3 Manoeuvre Training REDIRECTION Still Mind +2 saving throws against enchantment REDIRECTION Monk Redirection PER DAY Level Today Ki Pool (magic) Treat unarmed attacks as magic weapons 48 4 Slow Fall 20 ft Reduce effective falling height using wall d6/2d6 Add monk level to Acrobatics checks for jumping High Jump Once a round when attacked in melee, attempt a reposition or +20 to jump checks - 1 ki point 5 trip on the attacker, provided the enemy is within range. **Elusive Target** Reflex save to avoid damage - 2 ki points If combat manoeuvre is successful, target is sickened. Slow Fall 30 ft **SICKENED** Monk 6 Level DURATION Wholeness of Body Heal your own wounds - 2 ki points 7 rds (Round up) **d10** 8 Slow Fall 40 ft Target may halve the duration with a reflex save: d8/2d8 REFLEX Monk 9 Improved Evasion Avoid half damage on failed reflex save SAVE DC Level = 10 + Ki Pool (lawful) Treat unarmed attacks as lawful weapons 10 Slow Fall 50 ft If target charged, gain +2 on CMB and +2 to the save DC Elusive Target (2) No damage on successful save, half on failure If target used Power Attack, +2 on CMB and +2 to the save DC 11 Redirect damage to flanking attacker Use redirection on a target who melee attacks an ally Slip magically between spaces - 2 ki points Abundant sten 4 2d6 12 Level d10 / 3d6 Slow Fall 60 ft Make both reposition and trip attacks 8 Diamond Soul 13 Spell resistance Level Use redirection on any melee attacker 12 Slow Fall 70 ft 14 **BONUS FEATS** ☐ Agile Manoeuvres Volley Spell □ Combat Reflexes 15 Reflect a spell onto the caster - half spell level Level Deflect Arrows □ □ □ Dodge Ki Pool (adamantine) 2d8 Treat unarmed attacks as adamantine weapons 16 ☐ Improved Reposition ☐ Improved Trip Slow Fall 80 ft 2d6/3d8 □ Nimble Moves □ Weapon Finesse No age penalties or artificial ageing Timeless Body 17 □ Acrobatic Steps □ Bodyguard Tongue of the Sun and Moon Speak with any living creature Level □ Improved Disarm ☐ Improved Feint Slow Fall 90 ft 18 6 ☐ Ki Throw □ Mobility □ Second Chance □ Sidestep Empty Body Assume ethereal state for 1 minute - 3 ki points 19 ☐ In Harm's Way □ Repositioning Strike Perfect Self Treated as outsider 2d10 Level ☐ Snatch Arrows 20 ☐ Spring Attack 2d8 / 4d8 Slow Fall Any distance 10 ☐ Tripping Strike KI POOL **ELUSIVE TARGET** KI POOL When successfully attacked, attempt a reflex save against KI POOL Level CAPACITY the attack roll to halve the damage. 5 You suffer all the other effects of the attack Take no damage on a successful reflex save, and only half Level damage on a failed save. **ACROBATICS** If flanked, the attack is redirected to other attacker; if the attack is successful, they take half or full damage. MOVE THROUGH THREATENED SQUARE at half speed Acrobatics DC = Opponent's CMD +10 to move at full speed WHOLENESS OF BODY MOVE THROUGH ENEMY'S OWN SQUARE at half speed HEALING Acrobatics DC = 5 + Opponent's CMD +10 to move at full speed **POINTS** Monk Level Level 7 = Distance 5ft 10ft 15ft 20ft 25ft 30ft 35ft 40ft 45ft 50ft 55ft LONG IUMP DC 5 10 15 20 25 30 35 40 45 50 55 DIAMOND SOUL 7ft Distance 1ft 2ft 3ft 4ft 5ft 6ft 8ft 9ft 10ft 11ft HIGH JUMP SPELL RESISTANCE Monk Level 12 20 24 28 32 36 40 44 Acrobatics skill +4 for every 10ft of your standard move above 30ft = 10 + 13 **CATCH LEDGE** DC 20 Reflex save if you fail a jump by 4 or less PERFECT SELF to ignore 10ft of falling damage FALL DC 15 Acrobatics Treated as an Outsider Level Immune to Charm Person and other effects that 20 target non-outsiders.

MONK

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Damage reduction 10/chaotic