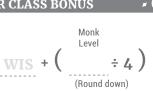


AC BONUS

Monk Level	 _	_	_	_	_	_	



Bonus only applied when unarmoured,

			unencumb	ered and not helpless				
STUNNING FIST								
STUI PER	NNING FIS	T Monk Level	Non-l Lev					
		=	+ (÷ 4)				
		STUNNIN TODAY	IG FIST	(Round down)				
FOR'S SAVE	FITUDE E DC		Monk Level					
		= 10 + (÷	2) + WIS				
Level								
1	Stunned	No action th Lose DEX b		-2 AC				
4	Fatigued	Cannot run o		/				
8	Sickened	-2 to attack saving thro		e rolls, ability checks				
12	Staggered	May make a but not both		move action,				
16	Blinded		and DEX ski	lls, opposed Perception				
	or	50% miss ch DC 10 Acrob		ttacking e more than half speed				
	Deafened	-4 on oppos	ed Perceptio	nance when attacking n tion checks for sound				
20	Paralysed	No action th Lose DEX b	10 10 0110	-2 AC				

•	BONUS FEATS
Level	
1	□ Improved Grapple
2	□ Crushing Embrace
6	□ Greater Grapple
10	□ Twin Lock
14	□ Choke Hold
18	□ Backbreaker
7	WHOI ENESS OF BODY



	QUIV	ERING.	PALN	1	
	QUIVER DAYS	Monk Lev	vel		
Level 15	days = FORTITUDE SAVE DC = =	= 10+(Monk Level	÷2)+W	IS

PERFECT SELF

Treated as an Outsider

Immune to Charm Person and other effects that

20 target non-outsiders. Damage reduction 10/chaotic

×		1	MONK
Monk Level	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus	
1	d6 d4/d8	Graceful Grappler Unarmed Strike Stunning Fist	Use monk level in place of BAB when grappling 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 BAB for calculating CMB +2 saving throws against enchantment
4	d8 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 DEX 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 - 1 ki point Immune to all diseases
6		Fast Movement +20 ft Counter-grapple	(which grants +8 to Acrobatics checks for jumping) Make attack of opportunity even through total concealment
7		Wholeness of Body	Heal your own wounds - 2 ki points
8	d10 d8 / 2d8	Graceful Grappler Counter-grapple	Heal your own wounds - 2 ki points Make attack of opportunity even when flat-footed
9		Inescapable Grasp Fast Movement +30 ft	Suppress foe's magical bonus to escape - 1 ki point (which grants +12 to 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	2d6 d10 / 3d6	Fast Movement +40 ft	(which grants +16 to Acrobatics checks for jumping)
13		Form Lock Inescapable Grasp	Negate a polymorph attempt by touch - 2 ki points Dimensional anchor when using inescapable grasp
15		Quivering Palm Fast Movement +50 ft Graceful Grappler	Delayed death (which grants +20 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 +24 to Acrobatics checks for jumping)
19		Iron Body	Gain effect of Iron Body spell for 1 min - 3 ki points
20	2d10 2d8 / 4d8	Perfect Self	Treated as outsider

KI POOL KI POOL

CAPACITY Monk Level

KI POO	L

ACROBATICS

MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's CMD

CATCH LEDGE

FALL

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

LONG JUMP	Distance DC		10ft 10	15ft 15	20ft 20	25ft 25	30ft 30	35ft 35	40ft 40	45ft 45	50ft 50	55ft 55
нідн јимр	Distance DC	4	2ft 8 batics sl	3ft 12 xill +4	4ft 16 for eve	5ft 20 ery 10ft	6ft 24 of your	7ft 28 standar	8ft 32 d move a	9ft 36 above 30	10ft 40 Oft	11ft 44

DC 20 Reflex save if you fail a jump by 4 or less to ignore 10ft of falling damage DC 15 Acrobatics