

MONK OF THE SACRED MOUNTAIN

ARMOUR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

WIS + ($\frac{\text{Monk Level}}{4}$)

(Round down)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

$\frac{\text{Monk Level}}{4}$ = $\frac{\text{Non-Monk Levels}}{4}$ + ($\frac{\text{Monk Level}}{4}$)

(Round down)

STUNNING FIST TODAY

FORTITUDE SAVE DC

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

- Level**
- 1** Stunned No action this round
Lose **DEX** bonus to **AC**; -2 **AC**
 - 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 **DEX** bonus to **AC**; -2 **AC**
-4 on **STR** and **DEX** 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 **DEX** bonus to **AC**; -2 **AC**

BONUS FEATS

- Level**
- 1**
 - Catch off-guard
 - Deflect Arrows
 - Improved Grapple
 - Throw Anything
 - 6**
 - Gorgon's Fist
 - Improved Disarm
 - Improved Trip
 - 10**
 - Improved Critical
 - Snatch Arrows
- Monk Level**
- Combat Reflexes
 - Dodge
 - Scorpion Style
 - Improved Bull Rush
 - Improved Feint
 - Mobility
 - Medusa's Wrath
 - Spring Attack

WHOLENESS OF BODY

HEALING POINTS

$\frac{\text{Monk Level}}{7}$ = $\frac{\text{Monk Level}}{7}$

DIAMOND SOUL

SPELL RESISTANCE

$13 + \frac{\text{Monk Level}}{2}$

QUIVERING PALM

QUIVER DAYS

$\frac{\text{Monk Level}}{15}$ days = $\frac{\text{Monk Level}}{15}$

FORTITUDE SAVE DC

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

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 Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus
1	■	d6 d4 / d8	Flurry of Blows Unarmed Strike Stunning Fist
2	■		Iron Monk
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) Bastion Stance
5		Iron Limb Defence Purity of Body	+2 shield bonus to AC and CMD while stationary Increase bonus to +4 - 1 ki point Immune to all diseases
6	■	Fast Movement +20 ft	(which grants +8 to Acrobatics checks for jumping)
7		Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8 / 2d8	
9		Adamantine Monk Fast Movement +30 ft	Damage reduction Double damage reduction - 1 ki point (which grants +12 to Acrobatics checks for jumping)
10	■	Ki Pool (lawful)	Treat unarmed attacks as lawful weapons
11		Diamond Body	Immune to all poisons
12		2d6 d10 / 3d6	Abundant step Fast Movement +40 ft
13		Diamond Soul	Spell resistance
14	■		
15		Quivering Palm Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Bastion Stance 2
17		Timeless Body Vow of Silence	No age penalties or artificial ageing +2 insight to AC and CMD +4 to Sense Motive, Stealth, Perception
18	■	Fast Movement +60 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	Perfect Self
			Treated as outsider

KI POOL

KI POOL CAPACITY

$\frac{\text{Monk Level}}{2} + \text{WIS}$

KI POOL

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ACROBATICS

MOVE THROUGH THREATENED SQUARE		at half speed
Acrobatics DC = Opponent's CMD		+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	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