## **MANOEUVRE** Monk Level **MASTER** (MONK) ARMOUR CLASS BONUS AC BONUS Monk Level CMD BONUS (Round down) Bonus only applied when unarmoured, unencumbered and not helpless STUNNING FIST STUNNING FIST Monk Non-Monk PER DAY Level Levels ÷ 4 (Round down) STUNNING FIST **FORTITUDE** Monk SAVE DC Level = 10 + Level 1 Stunned No action this round Lose DEX bonus to AC; -2 AC Cannot run or charge 4 Fatigued -2 Strength and Dexterity 8 Sickened -2 to attack rolls, damage rolls, saving throws, skill and ability checks May make a standard or move action, 12 Staggered but not both 16 Blinded Lose DEX bonus to AC; -2 AC -4 on STR, DEX skills, opposed Perception 50% miss chance when attacking or DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking Deafened -4 on opposed Perception automatically fail Perception checks for sound No action this round Paralysed Lose **DEX** bonus to **AC**; -2 **AC BONUS FEATS** ☐ Catch off-guard □ Combat Reflexes ☐ Deflect Arrows □ □ □ Dodge Level ☐ Improved Grapple □ Scorpion Style ☐ Throw Anything □ Improved □ Improved ☐ Gorgon's Fist ☐ Improved Bull Rush ☐ Improved Feint ☐ Improved Disarm Level ☐ Improved Trip ☐ Mobility 6 ☐ Greater □ Greater ☐ Improved Critical ☐ Medusa's Wrath ☐ Snatch Arrows ☐ Spring Attack 10 Strike WHOLENESS OF BODY HEALING **POINTS** Monk Level Level MOVE THROUGH THREATENED SQUARE 7 DIAMOND SOUL SPELL RESISTANCE Monk Level Level 13 = 10 +

PERFECT SELF

Level Immune to Charm Person and other effects that

Treated as an Outsider

target non-outsiders. Damage reduction 10/chaotic

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	Bonus Feats	Damage	Assessed Class Basses								
1	•	d6 d4 / d8	Armour Class Bonus Flurry of Manoeuvres Unarmed Strike Stunning Fist	Use a full attack action for more combat manoeuvres 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 Manoeuvre Defence	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB Attacks of opportunity against manoeuvres							
4		<b>d8</b> d6 / 2d6	Ki Pool (magic) Reliable Manoeuvre	Treat unarmed attacks as magic weapons Roll twice for <b>CMB</b> - <b>1 ki point</b>							
-			High Jump	Add monk level to Acrobatics checks for jumping							
5			Meditative Manoeuvre	+20 to jump checks - 1 ki point Add WIS to CMB, once a round							
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		<b>d10</b> d8 / 2d8									
9			Improved Evasion Fast Movement <b>+30 ft</b>	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)							
10			Ki Pool (lawful)	Treat unarmed attacks as lawful weapons							
11			Sweeping Manoeuvre	Make a manoeuvre against two enemies OR two manoeuvres against the same enemy							
12		<b>2d6</b> d10 / 3d6	Abundant step Fast Movement <b>+40 ft</b>	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)							
13			Diamond Soul	Spell resistance							
14											
15			Whirlwind Manoeuvre Fast Movement <b>+50 ft</b>	Make one manoeuvre against all adjacent enemies (which grants <b>+20</b> to Acrobatics checks for jumping)							
16		2d8 2d6 / 3d8	Ki Pool (adamantine)	Treat unarmed attacks as adamantine 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	(which grants +24 to Acrobatics checks for jumping)							
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points							
20		<b>2d10</b> 2d8 / 4d8	Perfect Self	Treated as outsider							
`			FLURRY OF M	ANOEUVRES							
Level 1 8		combat man	oeuvre -2 coi	part of a full attack, make additional mbat manoeuvres at a penalty to $\mathbf{CMB}$ .							
15	Third	combat mai	noeuvre -7								
<b>\</b>			KI PO	OOL							
KI POOL CAPACITY Monk Level KI POOL											
		_ (	÷ 2 ) + WIG								

**ACROBATICS** 

Acrobatics DC - Opponent's CMD

at half speed

ove at full en

Actobatics DC - Oppotient's CIVID								TTO to move at run speed					
MOVE THROU				SQUA: Oppon		VID	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	
	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft	
HIGH JUMP	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 LEDG	E DC	20 Reflex save			if you fail a jump by 4 or less								
FALL	DC	15 Acrobatics			to ignore 10ft of falling damage								