| QINGGONG MONK Level | | | | IVIO | ONK * |
|---|---|----------------|----------------------|---|---|
| / | | Bonus Feats | Unarmed Strike | | |
| ARMOR CLASS BONUS AC BONUS | Level | reato | Sm / Lg | Armor Class Bonus | |
| + AC Monk Level | 1 | • | d6 d4/d8 | Flurry of Blows Unarmed Strike Stunning Fist | Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round |
| $CMD BONUS = WIS + (\div 4)$ | 2 | | | Evasion | Avoid all damage on successful reflex save |
| + CMD (Round down) Bonus only applied when unarmored, unencumbered and not helpless | 3 | | | Fast Movement +10 ft Maneuver Training Still Mind | (which grants +4to Acrobatics checks for jumping) Use monk level in place of BABfor calculating CMB +2saving throws against enchantment |
| STUNNING FIST | 4 | | d8 | Ki Pool (magic) | Treat unarmed attacks as magic weapons |
| STUNNING FIST Monk Non-Monk PER DAY Level Levels | 5 | | d6 / 2d6 | Purity of Body | Immune to all diseases |
| = +(÷ \(\(\dagger \) \) | | | | Fast Movement +20 ft | (which grants +8to Acrobatics checks for jumping) |
| CRound down) | 6 | _ | d10 | Slow Fall 30 ft | (missi grante - etc norsante since to jamping) |
| FORTITUDE Monk | 8 | | d8 / 2d8 | Slow Fall 40 ft | |
| SAVE DC Level = 10 + (÷ 2) + WIS | 9 | | | Improved Evasion Fast Movement +30 ft | Avoid half damage on failed reflex save (which grants +12to Acrobatics checks for jumping) |
| Level | 10 | | | Ki Pool (lawful) Slow Fall 50 ft | Treat unarmed attacks as lawful weapons |
| 1 Stunned No action this round Lose DEXbonus to AC; -2 AC 4 Fatigued Cannot run or charge | 12 | | 2d6 d10 / 3d6 | Fast Movement +40 ft Slow Fall 60 ft | (which grants +16to Acrobatics checks for jumping) |
| -2 Strength and Dexterity | 14 | | | Slow Fall 70 ft | |
| 8 Sickened -2 to attack rolls, damage rolls, saving throws, skill and ability checks | 15 | | | Fast Movement +50 ft | (which grants +20to Acrobatics checks for jumping) |
| 12 Staggered May make a standard or move action, but not both | 16 | | 2d8 2d6/3d8 | Ki Pool (adamantine) Slow Fall 80 ft | Treat unarmed attacks as adamantine weapons |
| 16 Blinded Lose DEXbonus to AC; -2 AC -4 on STRand DEXskills, opposed Perception or 50% miss chance when attacking | 18 | | | Fast Movement +60 ft Slow Fall 90 ft | (which grants +24to Acrobatics checks for jumping) |
| DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking | 20 | | 2d10 2d8/4d8 | Slow Fall Any distance | |
| -4 on opposed Perception automatically fail Perception checks for sound | | | | KI PC | OWERS * |
| automation, familiario disconsitioni di contra | | | | | |
| 20 Paralyzed No action this round | Level | | | | |
| 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC | | | | | |
| 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC | Level 4 | | | | |
| Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge | Level 4 Level | | | | |
| Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge I Improved Grapple Scorpion Style | Level 4 | | | | |
| Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge I Improved Grapple Scorpion Style Throw Anything | Level 5 | | | | |
| 20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge I Improved Grapple Scorpion Style Throw Anything Gorgon's Fist Improved Bull Rush Level Improved Disarm Improved Feint | Level 4 Level 5 | | | | |
| Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge I Improved Grapple Scorpion Style Throw Anything Gorgon's Fist Improved Bull Rush | Level 5 Level 7 | | | | |
| Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard | Level 5 | | | | |
| Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Capple Scorpion Style Throw Anything Gorgon's Fist Improved Bull Rush Level Improved Disarm Improved Feint Improved Trip Mobility Level Improved Critical Medusa's Wrath Spring Attack | Level 4 Level 5 Level 7 Level 11 | | | | |
| Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge I Improved Grapple Scorpion Style Throw Anything Gorgon's Fist Improved Bull Rush Improved Disarm Improved Feint Improved Trip Mobility Level Improved Critical Medusa's Wrath Snatch Arrows Spring Attack KI POOL | Level 5 Level 7 | | | | |
| Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Capple Scorpion Style Throw Anything Gorgon's Fist Improved Bull Rush Level Improved Disarm Improved Feint Improved Trip Mobility Level Improved Critical Medusa's Wrath Spring Attack | Level 4 Level 5 Level 7 Level 11 | | | | |
| Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Corpion Style Improved Grapple Scorpion Style Throw Anything Gorgon's Fist Improved Bull Rush Improved Disarm Improved Feint Improved Trip Mobility Level Improved Critical Medusa's Wrath Snatch Arrows Spring Attack KI POOL KI POOL | Level 4 Level 5 Level 7 Level 11 Level 12 Level Level | | | | |
| Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge Improved Grapple Scorpion Style Throw Anything Gorgon's Fist Improved Bull Rush Improved Disarm Improved Feint Improved Trip Mobility Level Improved Critical Medusa's Wrath Snatch Arrows Spring Attack KI POOL KI POOL CAPACITY Monk Level | Level 4 Level 5 Level 7 Level 11 Level 12 | | | | |
| Paralyzed No action this round Lose DEXbonus to AC; -2 AC BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Company | Level 4 Level 5 Level 7 Level 11 Level 12 Level Level | | | | |
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| BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge Improved Grapple Scorpion Style Throw Anything Gorgon's Fist Improved Bull Rush Improved Disarm Improved Feint Improved Trip Mobility Level Improved Critical Medusa's Wrath O Snatch Arrows Spring Attack KI POOL | Level 5 Level 7 Level 11 Level 12 Level 13 | | | | |
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| BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge I Improved Grapple Scorpion Style Throw Anything Gorgon's Fist Improved Bull Rush Improved Disarm Improved Feint Improved Trip Mobility Level Improved Critical Medusa's Wrath O Snatch Arrows Spring Attack KI POOL KI POOL CAPACITY Monk Level \$\delta \text{2} \delta \text{WIS} KI POWERS KI POWERS KI POWERS | Level 5 Level 7 Level 11 Level 12 Level 13 | | | | |
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| BONUS FEATS Catch off-guard Combat Reflexes Level Deflect Arrows Dodge | Level 4 Level 7 Level 11 Level 12 Level 13 Level 15 Level 17 | | | | |

Level 20

MONK

QINGGONG MONK Level