Level HEALING HAND Unarmed Monk Bonus Strike LevelPrestatiesDamage **ARMOUR CLASS BONUS Armour Class Bonus** Sml / Lrg AC BONUS Flurry of Blows Use a full attack action for more attacks d6 1 Monk **Unarmed Strike** Treat hands, feet, knees and elbows as weapons d4 / d8 + Level Stunning Fist Stun (or other effects) target for one round ÷ 4 + CMD BONUS 2 Evasion Avoid all damage on successful reflex save (Naar beneden afgerond) Fast Movement +10 ft (which grants +4 to Acrobatics checks for jumping) Bonus only applied when unarmoured, Manoeuvre Training Use monk level in place of BAB for calculating CMB 3 unencumbered and not helpless Still Mind +2 saving throws against enchantment STUNNING FIST Ki Pool (magic) d8 Treat unarmed attacks as magic weapons STUNNING FIST Monk Non-Monk 4 Slow Fall 20 ft Reduce effective falling height using wall d6 / 2d6 PER DAY Level Levels High Jump Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point 5 STUNNING FIST (Naar beneden afgerond) Purity of Body Immune to all diseases Fast Movement +20 ft (which grants +8 to Acrobatics checks for jumping) 6 Slow Fall 30 ft FORTITUDE Monk SAVE DC Level 7 **Ancient Healing Hand** Heal somebody else's wounds - 2 ki points = 10 + d10 8 Slow Fall 40 ft Level d8 / 2d8 Stunned Geen actie deze ronde BEHbonus aan PK; -2 PI 1 Avoid half damage on failed reflex save Improved Evasion 9 Fast Movement +30 ft (which grants +12 to Acrobatics checks for jumping) Fatiqued Cannot run or charge 4 -2 Strength and Dexterity Ki Pool (lawful) Treat unarmed attacks as lawful weapons 10 Slow Fall 50 ft 8 -2 to attack rolls, damage rolls Sickened saving throws, skill and ability checks Ki Sacrifice Bring a target back to life - all your ki points 11 12 Staggered May make a standard or move action, but not both Abundant step Slip magically between spaces - 2 ki points 2d6 Lose DEX bonus to AC; -2 AC 12 Fast Movement +40 ft (which grants +16 to Acrobatics checks for jumping) 16 Blinded d10 / 3d6 -4 on STR and DEX skills, opposed Perception Slow Fall 60 ft 50% miss chance when attacking or DC 10 Acrobatics to move more than half speed 13 Diamond Soul Spell resistance -4 initiative; 20% miss chance when attacking Deafened Slow Fall 70 ft -4 on opposed Perception 14 automatically fail Perception checks for sound Ki Sacrifice Resurrect a target - all your kit points Geen actie deze ronde BEHbonus aan PK; -2 PF 20 Paralysed 15 Fast Movement +50 ft (which grants +20 to Acrobatics checks for jumping) Ki Pool (adamantine) **BONUS PRESTATIES** Treat unarmed attacks as adamantine weapons **2d8** 16 Slow Fall 80 ft 2d6 / 3d8 □ Catch off-quard □ Combat Reflexes Level Deflect Arrows Timeless Body No age penalties or artificial ageing □ □ □ Dodae 17 Tongue of the Sun and Moon Speak with any living creature ☐ Improved Grapple □ Scorpion Style Fast Movement +60 ft (which grants +24 to Acrobatics checks for jumping) □ Throw Anything 18 Slow Fall 90 ft □ Gorgon's Fist ☐ Improved Bull Rush Level 19 **Empty Body** Assume ethereal state for 1 minute - 3 ki points ☐ Improved Disarm □ Improved Feint 6 ☐ Improved Trip □ Mobility True Sacrifice Give your life to revive allies within 50ft 2d10 20 Slow Fall Any distance 2d8 / 4d8 ☐ Improved Critical ☐ Medusa's Wrath Level 10 ☐ Snatch Arrows □ Spring Attack WHOLENESS OF BODY KI POOL HEALING CAPACITY Monk Level **POINTS** Level Monk Level 7 **ACROBATICS** KI SACRIFICE MOVE THROUGH THREATENED SQUARE aan halve snelheid Spend an hour and sacrifice your entire ki pool (which must Level Acrobatics DC = Opponent's CMD +10 om aan volledige snelheid te bewegen be at least 6 ki points) to cast Raise Dead with a caster level 11 equal to your Monk level. aan halve snelheid MOVE THROUGH ENEMY'S OWN SOUARE Acrobatics DC = 5 + Opponent's CMD +10 om aan volledige snelheid te bewegen Level As above, but cast Resurrection. This requires that your ki pool contain at least 8 ki points. 15 10ft 20ft 25ft 30ft 40ft 45ft 50ft 55ft Distance 5ft 15ft 35ft LONG JUMP DC 5 10 15 20 25 30 35 40 45 50 55 DIAMOND SOIII. Distance 1ft 2ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft SPELL RESISTANCE Monk Level Level **HIGH JUMP** D.C. 4 8 12 16 20 24 28 32 36 40 44 13 = 10 + Acrobatics skill +4 for every 10ft of your standard move above 30ft DC 20 Reflex save if you fail a jump by 4 or less TRUE SACRIFICE CATCH LEDGE to ignore 10ft of falling damage DC 15 Acrobatics FALL All dead allies within 50ft are revived, as if the subject of

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a True Resurrection.

The monk is utterly destroyed, and can never be revived.

His name can never be spoken or written down again, all all written mentions of his name become blank.

Level

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Monk