Monk WEAPON ADEPT Level (MONK) ARMOUR CLASS BONUS AC BONUS Monk I evel WIS + CMD BONUS (Round down) Bonus only applied when unarmoured, unencumbered and not helpless PERFECT STRIKE PERFECT STRIKE Monk Non-Monk Levels Level ÷ 4 (Round down) PERFECT STRIKE TODAY Announce before making an attack using a kama, nunchaku, quarterstaff, sai or siangham. Roll the attack twice, and take the higher result. If one attack is within critical threat range, the other is the confirmation roll. WAY OF THE WEAPON MASTER Weapon **BONUS FEATS** ☐ Catch off-guard ☐ Combat Reflexes □ □ □ Dodge Level ☐ Deflect Arrows 1 ☐ Scorpion Style ☐ Improved Grapple □ Throw Anything ☐ Gorgon's Fist ☐ Improved Bull Rush Level ☐ Improved Disarm ☐ Improved Feint 6 ☐ Improved Trip □ Mobility Level ☐ Improved Critical ☐ Medusa's Wrath 10 □ Snatch Arrows ☐ Spring Attack WHOLENESS OF BODY **HEALING** POINTS Monk Level Level 7 DIAMOND SOUL SPELL RESISTANCE Monk Level Level 13 = 10 + **QUIVERING PALM** QUIVER DAYS Monk Level days Level FORTITUDE Monk 15 SAVE DC Level **= 10 +** PERFECT SELF Treated as an Outsider Immune to Charm Person and other effects that MOVE THROUGH THREATENED SQUARE target non-outsiders. 20

Damage reduction 10/chaotic

×			MOI	NK
	Bonus Feats	STRIKE	Armour Class Bonus	
1	•	d6 d4 / d8	Flurry of Blows Unarmed Strike Perfect Strike	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Roll attack twice when using a monk weapon
2			Way of the Weapon Master	Weapon Focus for one monk weapon
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) Slow Fall 20 ft	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5			High Jump	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Immune to all diseases
			Purity of Body Fast Movement +20 ft	(which grants +8 to Acrobatics checks for jumping)
6			Slow Fall 30 ft Way of the Weapon Master 2	Weapon Specialisation for the same monk weapon
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8 / 2d8	Slow Fall 40 ft	
9			Evasion Fast Movement +30 ft	Avoid all damage on successful reflex save (which grants +12 to Acrobatics checks for jumping)
10			Ki Pool (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immune to all poisons
12		2d6 d10 / 3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14			Slow Fall 70 ft	
15			Quivering Palm Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantine weapons
17			Uncanny Initiative Tongue of the Sun and Moon	Choose your own initiative roll Speak with any living creature
18	-		Fast Movement +60 ft Slow Fall 90 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	Pure Power Slow Fall Any distance	+2 to Strength, Dexterity and Wisdom score
KI PO	OT.		KI PO	OOL

ACROBATICS

at half speed

Acropatics DC = Opponent's CMD								+10 to move at full speed					
MOVE THROU	RE ent's CI		at half speed +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	
HIGH JUMP	Distance DC		2ft 8	3ft 12	4ft 16	5ft 20	6ft 24	7ft 28	8ft 32	9ft 36	10ft 40	11ft 44	
		Acrobatics skill +4			for every 10ft of your standard move above 30ft								
CATCH LEDGE	E DC	20 Reflex save			if you fail a jump by 4 or less								
FALL	DC	15 Acrobatics			to ignore 10ft of falling damage								