MANEUVER Monk Level **MASTER** (MONK) ARMOR CLASS BONUS AC BONUS Monk Level + CMD BONUS (Round down) Bonus only applied when unarmored, 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 + + WIS Level 1 Stunned No action this round Lose DEXbonus 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 DEXbonus to AC; -2 AC -4 on STR, DEXskills, 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 20 Paralyzed Lose DEXbonus 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 Level ☐ Snatch Arrows ☐ Spring Attack 10 Strike WHOLENESS OF BODY HEALING **POINTS** Monk Level Level 7 DIAMOND SOUL SPELL RESISTANCE Monk Level Level 13 = 10 + PERFECT SELF

Treated as an Outsider

target non-outsiders.

Damage reduction 10/chaotic

Immune to Charm Person and other effects that

Level

×						MON	JK _						,
	Bonus	Jnarmed Strike											
Level		Damage	Ave 01	00 - P									
		Sm / Lg	Armor Cl Flurry of				Use a	full atta	ick actio	on for mo	ore com	bat man	euvers
1		d6	Unarmed							es and e			
	(d4 / d8	Stunning	Fist			Stun	(or other	effects) target i	for one i	round	
2			Evasion				Avoid	all dam	age on s	successf	ul reflex	save	
			Fast Mov				*			crobatics		-	
3			Maneuve Maneuve							ce of B A y agains			g CMB
4	d	d8 16 / 2d6	Ki Pool (ı Reliable		ver					s as mag 1 ki poi		ons	
			High Jump					Add monk level to Acrobatics checks for jumping					
5			Meditativ	/e Man	euver		+20to jump checks - 1 ki point Add WISto CMB, once a round						
6			Fast Movement +20 ft				(which grants +8to Acrobatics checks for jumping)						
7			Wholene	ss of B	ody		Heal	your owr	n wound	s - 2 ki p	points		
8	d	d10 l8 / 2d8											
9			Improved Evasion Fast Movement +30 ft				Avoid half damage on failed reflex save (which grants +12to Acrobatics checks for jumping)						
10			Ki Pool (l	lawful)			Treat	unarme	d attack	s as law	ful weap	ons	
			Sweeping	n Mane	liver		Make	a manei	IVer and	ninst two	enemie	S	
11			244 cehini	y wane	uvci				_	jainst two			
12	d	2d6 10 / 3d6	Abundan Fast Mov		+40 ft					en space Acrobatio			mping)
13			Diamond	Soul			Spell	resistan	ce				
14	_												
			Whielmin	d Mana			Maka	000 000		aninat a	II adiaa.		.i.e.
15			Whirlwind Maneuver Fast Movement +50 ft				Make one maneuver against all adjacent enemies (which grants +20 to Acrobatics checks for jumping)						
16	2	2d8 d6 / 3d8	Ki Pool (adamantine)				Treat unarmed attacks as adamantine weapons						
17			Timeless Tongue o		un and	Moon				rtificial a creature			
18			Fast Movement +60 ft				(which grants +24to Acrobatics checks for jumping)						
19			Empty Bo	ody			Assui	ne ether	eal stat	e for 1 m	ninute -	3 ki poir	nts
20		2d10 d8 / 4d8	Perfect S	Self			Treat	ed as ou	tsider				
`				FLU	RRY	OF M	ANE	UVEF	RS				,
Level	Eirot a-	mbat man	ouver		CMB					ake addit			
1 8		combat man			-2 -3	100	mbat m	aneuver	s at a pe	enalty to	CMB.		
15		ombat man			-3 -7								
						KI PC	OL						
KI PO													
CAPA	CITY	M	onk Level	,	`							I POOI	
		= (÷ 2) + _	WIS							
					AC	CROBA	ATIC	S					
MOV	E THRO	OUGH TH Acr	IREATE					at half s		full spe	ed		
MOV	E THRO	UGH EN		own	SQUA	RE	ΊD	at half s	speed	full spec			
		Distanc	ce 5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
LONG	3 JUMP		C 5	10	15	20	25	30	35	40	45	50	55
HIGH	I JUMP	Distand D	ce 1ft IC 4	2ft 8	3ft 12	4ft 16	5ft 20	6ft 24	7ft 28	8ft 32	9ft 36	10ft 40	11ft 44

Acrobatics skill +4

DC 20 Reflex save

DC 15 Acrobatics

CATCH LEDGE

FALL

for every 10ft of your standard move above 30ft

if you fail a jump by 4 or less

to ignore 10ft of falling damage