## **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 + Level 1 Stunned No action this round Lose DEXbonus to AC; -2 AC Cannot run or charge Fatigued 4 -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**, **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 20 Paralyzed 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 Disarm ☐ Improved Feint Level ☐ Improved Trip □ Mobility 6 ☐ Greater □ Greater ☐ Medusa's Wrath ☐ Improved Critical ☐ 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 = 10 + 13 **PERFECT SELF**

Treated as an Outsider

target non-outsiders.

<u>Damage reduction</u> **10/chaotic** 

Immune to Charm Person and other effects that

Level

×			MON	ık ,								
	Bonus	Unarmed Strike										
Level	Feats	Damage Sm / Lq	Armor Class Bonus									
1		d6	Flurry of Maneuvers	Use a full attack action for more combat maneuvers								
1	_	d4/d8	Unarmed Strike Stunning Fist	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 Maneuver Training Maneuver Defense	(which grants +4to Acrobatics checks for jumping) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> Attacks of opportunity against maneuvers								
4		<b>d8</b> d6/2d6	Ki Pool (magic) Reliable Maneuver	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 Maneuver	+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			Wholeness of Body	Heal your own wounds - 2 ki points								
8		<b>d10</b> d8/2d8										
9			Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants +12to Acrobatics checks for jumping)								
10			Ki Pool (lawful)	Treat unarmed attacks as lawful weapons								
11			Sweeping Maneuver	Make a maneuver against two enemies OR two maneuvers 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 +16to Acrobatics checks for jumping)								
13			Diamond Soul	Spell resistance								
14												
15			Whirlwind Maneuver Fast Movement +50 ft	Make one maneuver against all adjacent enemies (which grants +20to 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 aging Speak with any living creature								
18			Fast Movement +60 ft	(which grants +24to 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	ANEUVERS								
Level	First s	ambat man	CMB As	part of a full attack, make additional								
1 8		ombat man d combat m		nbat maneuvers at a penalty to <b>CMB</b> .								
15		combat mar	· · · · ·									
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CATA	J111	] = ( <sup>N</sup>	fonk Level <b>÷2</b> ) + WIS									
	ACROBATICS											
3//03/	r TIID	OLICII TI	DEATENED COLLADE	at half speed								

Acrobatics DC = Opponent's <b>CMD</b>								+10 to move at full speed						
MOVE THROU		E at half speed t's CMD +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		
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									
FΔI.I.	15 Acrobatics			to ignore 10ft of falling damage										

at half speed