WEAPON ADEPT
(MONK)

Monk Level

ARMOR CLASS BONUS

AC BONUS: + AC

CMD BONUS: + CMD

= WIS + (Monk Level ÷ 4) (Round down)

Bonus only applied when unarmored, unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE PER DAY = Monk Level + (Non-Monk Levels ÷ 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

Level 1	☐ Catch off-guard	☐ Combat Reflexes
	☐ Deflect Arrows	☐ ☐ ☐ Dodge
	☐ Improved Grapple	☐ Scorpion Style
	☐ Throw Anything	
Level 6	☐ Gorgon's Fist	☐ Improved Bull Rush
	☐ Improved Disarm	☐ Improved Feint
	☐ Improved Trip	☐ Mobility
Level 10	☐ Improved Critical	☐ Medusa's Wrath
	☐ Snatch Arrows	☐ Spring Attack

WHOLENESS OF BODY

Level 7 — HEALING POINTS = Monk Level

DIAMOND SOUL

Level 13 — SPELL RESISTANCE = 10 + Monk Level

QUIVERING PALM

Level 15 — QUIVER DAYS (days) = Monk Level

FORTITUDE SAVE DC = 10 + (Monk Level ÷ 2) + WIS

PERFECT SELF

Level 20

Treated as an Outsider

Immune to Charm Person and other effects that target non-outsiders.

Damage reduction **10/chaotic**

MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sm / Lg		
1	■	d6 / d4 / d8	Armor Class Bonus 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** Maneuver 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 Purity of Body	Add monk level to Acrobatics checks for jumping **+20**to jump checks - **1 ki point** Immune to all diseases
6	■		Fast Movement **+20 ft** Slow Fall **30 ft** Way of the Weapon Master **2**	(which grants **+8**to Acrobatics checks for jumping) Weapon Specialization 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 POOL

KI POOL CAPACITY = (Monk Level ÷ 2) + WIS

KI POOL

ACROBATICS

MOVE THROUGH THREATENED SQUARE — at half speed; Acrobatics DC = Opponent's **CMD**; +10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE — at half speed; Acrobatics DC = 5 + Opponent's **CMD**; +10 to move at full speed

LONG JUMP	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
	DC	5	10	15	20	25	30	35	40	45	50	55
HIGH JUMP	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
	DC	4	8	12	16	20	24	28	32	36	40	44

Acrobatics skill +4 for every 10ft of your standard move above 30ft

CATCH LEDGE DC 20 Reflex save — if you fail a jump by 4 or less

FALL DC 15 Acrobatics — to ignore 10ft of falling damage