

SOHEI

Monk
Level

ARMOUR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

$$\left. \begin{array}{l} + AC \\ + CMD \end{array} \right\} = \text{WIS} + \left(\frac{\text{Monk Level}}{4} \right) \text{ (Round down)}$$

Bonus only applied when unarmoured, unencumbered and not helpless

BONUS FEATS

- Level 1
- ☐ Catch off-guard
 - ☐ Deflect Arrows
 - ☐ Improved Grapple
 - ☐ Throw Anything
 - ☐ Combat Reflexes
 - ☐ Dodge
 - ☐ Scorpion Style

- Level 6
- ☐ Gorgon's Fist
 - ☐ Improved Disarm
 - ☐ Improved Trip
 - ☐ Improved Bull Rush
 - ☐ Improved Feint
 - ☐ Mobility

- Level 10
- ☐ Improved Critical
 - ☐ Snatch Arrows
 - ☐ Medusa's Wrath
 - ☐ Spring Attack

- ☐ **Mounted Combat** Avoid attacks on mount with Ride check
- ☐ **Mounted Archery** Halve the penalty for ranged attacks
- ☐ **Ride-by Attack** Move before and after a charge attack
- ☐ **Spirited Charge** Double damage
- ☐ **Trample** Overrun enemies
- ☐ **Unseat** Knock opponents from their mounts

MONASTIC MOUNT

DURATION
PER DAY

Bard
Level

$$\text{rds} = 2 + \left(\frac{\text{Bard Level}}{2} \right) +$$

WEAPON TRAINING

Level 5 Weapon type

5 ☐ ☐ ☐ ☐

9 ☐ ☐ ☐

13 ☐ ☐

17 ☐

WHOLENESS OF BODY

HEALING
POINTS

Level 7 Monk Level

$$7 \text{ } =$$

DIAMOND SOUL

SPELL RESISTANCE Monk Level

$$13 \text{ } = 10 +$$

PERFECT SELF

Treated as an Outsider

- Level 20
- Immune to Charm Person and other effects that target non-outsiders.
 - Damage reduction 10/chaotic

MONK

Monk Level Bonus Feats Unarmed Strike Damage Sml / Lrg

1

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d6

d4 / d8

Armour Class Bonus
Flurry of Blows
Unarmed Strike
Devoted Guardian

Use a full attack action for more attacks
Treat hands, feet, knees and elbows as weapons
Always get to act in a surprise round
Add ½ Monk level to initiative

2

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Evasion

Avoid all damage on successful reflex save

3

Maneuvre Training
Still Mind

Use monk level in place of BAB for calculating CMB
+2 saving throws against enchantment

4

Ki Pool (magic)
Monastic Mount
Ki Weapon

Treat unarmed attacks as magic weapons
Gain temporary hp, grant bonuses to mount
Enhance weapon - 1 ki point per enhancement

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

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7

Wholeness of Body

Heal your own wounds - 2 ki points

9

Improved Evasion

Avoid half damage on failed reflex save

10

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Ki Pool (lawful)

Treat unarmed attacks as lawful weapons

11

Diamond Body

Immune to all poisons

12

13

Diamond Soul

Spell resistance

14

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15

Quivering Palm

Delayed death

16

Ki Pool (adamantine)

Treat unarmed attacks as adamantite weapons

17

Timeless Body
Tongue of the Sun and Moon

No age penalties or artificial ageing
Speak with any living creature

18

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19

Empty Body

Assume ethereal state for 1 minute - 3 ki points

20

Perfect Self

Treated as outsider

KI POOL

KI POOL
CAPACITY

Monk Level

$$\text{KI POOL CAPACITY} = \left(\frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

KI POOL

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ACROBATICS

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

at half speed
+10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's CMD

at half speed
+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
Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft