QINGGONG MONK Monk Level					×			MONK		
					Monk Level	Bonus Feats	Unarmed Strike			
*		RMOR CL	ASS BONUS	S # (Level	reats	Sm / Lg	Armor Class Bonus		
AC B	ONUS			onk evel	1		d6 d4 / d8	Flurry of Blows Unarmed Strike Stunning Fist	Use a full attack action for mor Treat hands, feet, knees and ell Stun (or other effects) target fo	bows as weapons
CMD	BONUS	\ = w	IS + (÷ 4)	2	_		Evasion	Avoid all damage on successfu	
			(Re	ound down)				Fast Movement +10 ft	(which grants +4to Acrobatics	
+ CMD Bonus only applied when unarmored, unencumbered and not helpless					3			Maneuver Training Still Mind	Use monk level in place of BAI +2saving throws against encha	Bfor calculating CMB
STUNNING FIST							d8	Ki Pool (magic)	Treat unarmed attacks as magi	ic weapons
STUNNING FIST Monk Non-Monk PER DAY Level Levels					5		d6 / 2d6		Immune to all diseases	
			+ (÷ 4)	-			Purity of Body Fast Movement +20 ft	(which grants +8to Acrobatics	chacks for jumping)
				· 4 / (Round down)	6			Slow Fall 30 ft	(willest grants 10to Actobatics	checks for jumping)
		TODAY		(8		d10 d8 / 2d8	Slow Fall 40 ft		
SAVI	PITUDE E DC	10 . (Monk Level)	9			Improved Evasion Fast Movement +30 ft	Avoid half damage on failed ref (which grants +12 to Acrobatics	
Level	0: 1	= 10 + (÷ 2) + W15	10			Ki Pool (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawfo	ıl weapons
1	Stunned Fatigued	No action thi Lose DEX bo Cannot run o	onus to AC ; -2 A 0	C	12		2d6 d10 / 3d6	Fast Movement +40 ft Slow Fall 60 ft	(which grants +16to Acrobatics	s checks for jumping)
-	-	-2 Strength a	and Dexterity		14			Slow Fall 70 ft		
8	Sickened		rolls, damage roll vs, skill and abilit		15			Fast Movement +50 ft	(which grants +20 to Acrobatics	s checks for jumping)
12	Staggered	May make a but not both	standard or move	action,	16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adan	nantine weapons
16	5 Blinded Lose DEXbonus to AC; -2 AC -4 on STRand DEXskills, opposed Percept or 50% miss chance when attacking DC 10 Acrobatics to move more than half sp		posed Perception king	18	•		Fast Movement +60 ft Slow Fall 90 ft	(which grants +24to Acrobatics	s checks for jumping)	
Deafened -4		-4 initiative;	-4 initiative; 20% miss chance when attacking		20		2d10 2d8 / 4d8	Slow Fall Any distance		
		 -4 on opposed Perception automatically fail Perception checks for sound 		checks for sound				KI	POWERS	
20	20 Paralyzed No action this round Lose DEXbonus to AC; -2 AC			Level	Level					
BONUS FEATS					4					
	□ Catch	off-guard	□ Combat P							
Level	□ Defle	-	□ □ □ Dod	ge	Level					
1				5						
	□ Throw	/ Anything			Level					
Level	□ Gorgo		□ Improved		7					
6		ved Disarm	☐ Improved	Feint						
	□ Impro		☐ Mobility		Level					
Level 10	☐ Impro☐ Snate	ved Critical	☐ Medusa's☐ Spring At		11					
7	- Silate		POOL	Idek	Level					
KI POOL										
CAPACITY Monk Level										
		= (÷ 2) +	WIS	Level					
KI POOL										
					Level 15					
KI POWERS										
KI POWERS KI POWERS Monk										
SAVE DC Level										
= 10 + (÷ 2) + WIS										
					17					
					Level					
					19					

Level 20