MONK OF THE Monk Level **LOTUS** ARMOR CLASS BONUS AC BONUS Monk Level WIS + **CMD** BONUS (Round down) Bonus only applied when unarmored, unencumbered and not helpless **STUNNING FIST** TOUCH OF Non-Monk Monk **SERENITY** Level Levels PER DAY ÷ 4 (Round down) TOUCH OF SERENITY Declare before making an attack; if successful, the attack deals SERENITY Monk **DURATION** Level

no damage, but target cannot attack or cast spells. Target may attempt a Will save to end the effect.

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WILL SAVE DC						Monk Level					
		=	10	+	(. •	2)	+	WIS

	- 10 + (7 Z) + W15
``	BONUS	FEATS
	$\ \square$ Catch off-guard	□ Combat Reflexes
Level	□ Deflect Arrows	□ □ □ Dodge
1	☐ Improved Grapple	☐ Scorpion Style
	☐ Throw Anything	
	☐ Gorgon's Fist	☐ Improved Bull Rush
Level	☐ Improved Disarm	☐ Improved Feint
0	☐ Improved Trip	☐ Mobility
Level	☐ Improved Critical	□ Medusa's Wrath
10	☐ Snatch Arrows	☐ Spring Attack
1	WHOLENES	S OF BODY

HEALING **POINTS** Monk Level Level 7 = TOUCH OF SURRENDER

When an attack would reduce a target to Ohp or below, opt to make the target surrender. Target is reduced to Ohp,

is disabled and charmed. No saving throw. Effect lasts until dismissed, used on another target or target is next reduced to Ohp.

``	DIAMOND SOUL								
Level	SPELL RESISTANCE	Monk Level							
	= 10	+							

= 10 +

TOUCH OF PEACE

Level Once a day, announce before making a melee attack. On a hit, the attack deals no damage but target is charmed. 15 No saving throw.

PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

target non-outsiders.

Level

Damage reduction 10/chaotic

*			MON	IK .
	Bonus Feats	STrike	Armor Class Bonus Flurry of Blows Unarmed Strike	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons
		d4 / d8	Touch of Serenity	Stun (or other effects) target for one round
2			Evasion	Avoid all damage on successful reflex save
3			Fast Movement +10 ft Maneuver Training Still Mind	(which grants +4to Acrobatics checks for jumping) Use monk level in place of BABfor calculating CMB +2saving 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 +20to jump checks - 1 ki point Immune to all diseases
6			Fast Movement +20 ft Slow Fall 30 ft	(which grants +8to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8 / 2d8	Slow Fall 40 ft	
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) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immune to all poisons
12		2d6 d10 / 3d6	Touch of Surrender Fast Movement +40 ft Slow Fall 60 ft	Target of an attack surrenders - 6 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14			Slow Fall 70 ft	
15			Touch of Peace 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			Timeless Body Learned Master	No age penalties or artificial aging Linguistics and Knowledge are class skills using WIS
18			Fast Movement +60 ft Slow Fall 90 ft	(which grants +24to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points
20		2d10 2d8 / 4d8	Perfect Self Slow Fall Any distance	Treated as outsider

KI POOL

MOVE THROUGH THREATENED SQUARE

KI POOL CAPACITY	Monk Level	KI POOL
	$= (\div 2) + WIS$	

ACROBATICS

at half speed

Acrobatics DC = Opponent's CMD							+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								
1 01/0 WILED	Distance		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 vour	ctandar	d move	ahova 3	Oft			

CATCH LEDGE DC 20 Reflex save if you fail a jump by 4 or less DC 15 Acrobatics to ignore 10ft of falling damage FALL