

13	+ W13 ≥ 11 +
*	QUIVERING PALM
	QUIVER DAYS Monk Level
Level	days =
15	FORTITUDE Monk SAVE DC Level
	= 10 + (÷ 2) + WIS
	PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

	_	_	MONK
Monk Level	Unarmed Strike Damage	Average Class Barres	MONR
1	Sml / Lrg d6 d4 / d8	Armour Class Bonus Graceful Grappler Unarmed Strike Stunning Fist	Use monk level in place of BAB when grappling 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 Manoeuvre 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) Counter-grapple Graceful Grappler	Treat unarmed attacks as magic weapons Make attack of opportunity when grapple attempted No attack penalty, may attack of opportunity when grappling Keep DEX bonus when pinning or grappled
5		Break Free Purity of Body	Add monk level to checks for escaping a grapple Retry failed saves against entanglement - 1 ki point Immune to all diseases
6		Fast Movement +20 ft Counter-grapple	(which grants +8 to Acrobatics checks for jumping) Make attack of opportunity even through total concealment
7		Wholeness of Body	Heal your own wounds - 2 ki points
8	d10 d8 / 2d8	Graceful Grappler Counter-grapple	Heal your own wounds - 2 ki points Make attack of opportunity even when flat-footed
9		Inescapable Grasp Fast Movement +30 ft	Suppress foe's magical bonus to escape - 1 ki point (which grants +12 to Acrobatics checks for jumping)
10		Ki Pool (lawful) Counter-grapple	Treat unarmed attacks as lawful weapons Make attack of opportunity when foe has exceptional reach
11		Diamond Body	Immune to all poisons
12	2d6 d10 / 3d6	Fast Movement +40 ft	(which grants +16 to Acrobatics checks for jumping)
13		Form Lock Inescapable Grasp	Negate a polymorph attempt by touch - 2 ki points Dimensional anchor when using inescapable grasp
15		Quivering Palm Fast Movement +50 ft Graceful Grappler	Delayed death (which grants +20 to Acrobatics checks for jumping) Deals unarmed strike damage on a successful grapple
16	2d8 2d6 / 3d8	Ki Pool (adamantine)	Treat unarmed attacks as adamantine weapons
17		Inescapable Grasp	Ghost touch when using inescapable grasp Incroporeal creatures grappled on touch
18		Fast Movement +60 ft	(which grants +24 to Acrobatics checks for jumping)
19		Iron Body	Gain effect of Iron Body spell for 1 min - 3 ki points
20	2d10 2d8 / 4d8	Perfect Self	Treated as outsider

KI POOL

				AC	ROB	ATIC	S						
MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's CMD							aan halve snelheid +10 om aan volledige snelheid te bewegen						
MOVE THROU				SQUA:		VID	aan hal +10 om			nelheid	te bewe	gen	
	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 DC		20 Reflex save			if you fail a jump by 4 or less								
FALL DC		15 Acrobatics			to ign	to ignore 10ft of falling damage							