QINGGONG MONK Level	*			MO	NK *
ARMOUR CLASS BONUS	Monk Level	Bonus Feats	Unarmed Strike		
AC BONUS			Sml / Lrg	Armour Class Bonus Flurry of Blows	Use a full attack action for more attacks
+ AC Monk Level	1		d6 d4 / d8	Unarmed Strike Stunning Fist	Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round
$\begin{array}{c} \text{CMD BONUS} \\ \end{array} = \text{WIS} + \left(\begin{array}{c} \div 4 \end{array} \right)$	2			Evasion	Avoid all damage on successful reflex save
+ CMD (Round down) Bonus only applied when unarmoured, unencumbered and not helpless	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
STUNNING FIST STUNNING FIST Monk Non-Monk	4		d8 d6 / 2d6	Ki Pool (magic)	Treat unarmed attacks as magic weapons
PER DAY Level Levels	5			Purity of Body	Immune to all diseases
= + (÷ 4)	6			Fast Movement +20 ft Slow Fall 30 ft	(which grants +8 to Acrobatics checks for jumping)
STUNNING FIST	8		d10 d8 / 2d8	Slow Fall 40 ft	
FORTITUDE Monk SAVE DC Level	9			Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)
= 10 + (÷ 2) + WIS	10			Ki Pool (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
1 Stunned No action this round Lose DEX bonus to AC; -2 AC 4 Fatigued Cannot run or charge	12		2d6 d10 / 3d6	Fast Movement +40 ft Slow Fall 60 ft	(which grants +16 to Acrobatics checks for jumping)
-2 Strength and Dexterity	14			Slow Fall 70 ft	
8 Sickened -2 to attack rolls, damage rolls, saving throws, skill and ability checks	15			Fast Movement +50 ft	(which grants +20 to Acrobatics checks for jumping)
12 Staggered May make a standard or move action, but not both	16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantine weapons
16 Blinded Lose DEX bonus to AC; -2 AC -4 on STR and DEX skills, opposed Perception or 50% miss chance when attacking	18			Fast Movement +60 ft Slow Fall 90 ft	(which grants +24 to Acrobatics checks for jumping)
DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking -4 on opposed Perception	20		2d10 2d8 / 4d8	Slow Fall Any distance	
automatically fail Perception checks for sound	×			KI PO	WERS
automatically fail Perception checks for sound 20 Paralysed No action this round				KI PO	WERS
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Level 20

QINGGONG MONK Monk Level