(MONK) ARMOR CLASS BONUS AC BONUS Monk Level CMD BONUS (Round down) Bonus only applied when unarmored, unencumbered and not helpless PERFECT STRIKE PERFECT STRIKE Monk Non-Monk Level Levels (Round down) PERFECT STRIKE TODAY Announce before making an attack using a kama, nunchaku, quarterstaff, sai, or siangham. Roll the attack twice, and take the higher result. If one attack is within critical threat range, the other is the confirmation roll. WAY OF THE WEAPON MASTER Weapon **BONUS FEATS** ☐ Catch off-guard □ Combat Reflexes □ □ □ Dodge Level ☐ Deflect Arrows 1 ☐ Improved Grapple □ Scorpion Style ☐ Throw Anything ☐ Improved Bull Rush ☐ Gorgon's Fist Level ☐ Improved Disarm ☐ Improved Feint 6 ☐ Improved Trip □ Mobility Level Improved Critical ☐ Medusa's Wrath 10 ☐ Snatch Arrows ☐ Spring Attack WHOLENESS OF BODY **HEALING POINTS** Monk Level Level 7 **DIAMOND SOUL** SPELL RESISTANCE Monk Level Level 13 = 10 + QUIVERING PALM **QUIVER DAYS** Monk Level days Level **FORTITUDE** Monk 15 SAVE DO Level PERFECT SELF Treated as an Outsider Level Immune to Charm Person and other effects that MOVE THROUGH THREATENED SQUARE target non-outsiders. Damage reduction 10/chaotic

Monk

Level

WEAPON ADEPT

MONK				
	Bonus Feats	Unarmed Strike Damage Sm / Lg	Armor Class Bonus	
1	•	d6 d4 / d8	Flurry of Blows Unarmed Strike Perfect Strike	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Roll attack twice when using a monk weapon
2			Way of the Weapon Master	Weapon Focus for one monk weapon
3			Fast Movement +10 ft Maneuver Training Still Mind	(which grants +4to Acrobatics checks for jumping) Use monk level in place of BAB for 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	Add monk level to Acrobatics checks for jumping +20to jump checks - 1 ki point
			Purity of Body Fast Movement +20 ft	Immune to all diseases (which grants +8to Acrobatics checks for jumping)
6			Slow Fall 30 ft Way of the Weapon Master 2	Weapon Specialization for the same monk weapon
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8 / 2d8	Slow Fall 40 ft	Treat your own wounds 2 to points
9		us / 2us	Evasion Fast Movement +30 ft	Avoid all damage on successful 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	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14			Slow Fall 70 ft	
15			Quivering Palm 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			Uncanny Initiative Tongue of the Sun and Moon	Choose your own initiative roll Speak with any living creature
18			Fast Movement +60 ft Slow Fall 90 ft	(which grants +24 to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points
20	:	2d10 2d8 / 4d8	Pure Power Slow Fall Any distance	+2to Strength, Dexterity, and Wisdom score
KI POOL .				

ACROBATICS

at half speed

Acrobatics DC = Opponent's CMD +10 to move at full speed MOVE THROUGH ENEMY'S OWN SQUARE at half speed Acrobatics DC = 5 + Opponent's CMD +10 to move at full speed 10ft 20ft 30ft 50ft 55ft LONG JUMP DC 5 10 15 20 25 30 35 40 45 50 55 Distance 1ft 3ft 6ft 7ft 8ft 9ft 10ft 11ft HIGH JUMP 8 12 24 28 32 DC 4 16 20 36 40 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 DC 15 Acrobatics to ignore 10ft of falling damage FALL