

SOHEI

Monk
Level

ARMOUR CLASS BONUS

AC BONUS

+ PK

CMD BONUS

+ CMD

$$\left. \begin{array}{l} + PK \\ + CMD \end{array} \right\} = \text{WIS} + \left(\frac{\text{Monk Level}}{4} \right)$$

(Naar beneden afgerond)

Bonus only applied when unarmoured, unencumbered and not helpless

BONUS PRESTATIES

- Level 1
- ☐ Catch off-guard
 - ☐ Combat Reflexes
 - ☐ Deflect Arrows
 - ☐ Dodge
 - ☐ Improved Grapple
 - ☐ Scorpion Style
 - ☐ Throw Anything

- Level 6
- ☐ Gorgon's Fist
 - ☐ Improved Bull Rush
 - ☐ Improved Disarm
 - ☐ Improved Feint
 - ☐ Improved Trip
 - ☐ Mobility

- Level 10
- ☐ Improved Critical
 - ☐ Medusa's Wrath
 - ☐ Snatch Arrows
 - ☐ Spring Attack

- ☐ **Mounted Combat** Avoid attacks on mount with Ride check
- ☐ **Mounted Archery** Halve the penalty for ranged attacks
- ☐ **Ride-by Attack** Move before and after a charge attack
- ☐ **Spirited Charge** Double damage
- ☐ **Trample** Overrun enemies
- ☐ **Unseat** Knock opponents from their mounts

MONASTIC MOUNT

DURATION
PER DAY

Bard
Level

$$\text{rds} = 2 + \left(\frac{\text{Bard Level}}{2} \right) +$$

WEAPON TRAINING

Level 5 Weapon type

5 ☐ ☐ ☐ ☐

9 ☐ ☐ ☐

13 ☐ ☐

17 ☐

WHOLENESS OF BODY

HEALING
POINTS

Level 7 Monk Level

$$7 \text{ } =$$

DIAMOND SOUL

Level 13 SPELL RESISTANCE Monk Level

$$13 \text{ } = 10 +$$

PERFECT SELF

Treated as an Outsider

Level 20 Immune to Charm Person and other effects that target non-outsiders.

Damage reduction 10/chaotic

MONK

Monk Bonus Strike Damage
Level Prestaties Sml / Lrg
1 d6
d4 / d8

Armour Class Bonus
Flurry of Blows
Unarmed Strike
Devoted Guardian

Use a full attack action for more attacks
Treat hands, feet, knees and elbows as weapons
Always get to act in a surprise round
Add ½ Monk level to initiative

2 Evasion Avoid all damage on successful reflex save

3 Maneuvre Training Still Mind Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment

4 Ki Pool (magic) Monastic Mount Ki Weapon Treat unarmed attacks as magic weapons
Gain temporary hp, grant bonuses to mount
Enhance weapon - 1 ki point per enhancement

5 High Jump Purity of Body Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point
Immune to all diseases

6

7 Wholeness of Body Heal your own wounds - 2 ki points

9 Improved Evasion Avoid half damage on failed reflex save

10 Ki Pool (lawful) Treat unarmed attacks as lawful weapons

11 Diamond Body Immune to all poisons

12

13 Diamond Soul Spell resistance

14

15 Quivering Palm Delayed death

16 Ki Pool (adamantine) Treat unarmed attacks as adamantite weapons

17 Timeless Body Tongue of the Sun and Moon No age penalties or artificial ageing
Speak with any living creature

18

19 Empty Body Assume ethereal state for 1 minute - 3 ki points

20 Perfect Self Treated as outsider

KI POOL

KI POOL
CAPACITY

Monk Level

$$\text{KI POOL CAPACITY} = \left(\frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

KI POOL

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ACROBATICS

MOVE THROUGH THREATENED SQUARE
Acrobatics DC = Opponent's CMD

aan halve snelheid
+10 om aan volledige snelheid te bewegen

MOVE THROUGH ENEMY'S OWN SQUARE
Acrobatics DC = 5 + Opponent's CMD

aan halve snelheid
+10 om aan volledige snelheid te bewegen

LONG JUMP	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
	DC	5	10	15	20	25	30	35	40	45	50	55
	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft