

MONK

Monk
Level

ARMOUR CLASS BONUS

AC BONUS

+ PK

CMD BONUS

+ CMD

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

(Naar beneden afgerond)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Monk
Level

Non-Monk
Levels

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = \left\lfloor \frac{\text{Non-Monk Levels}}{4} \right\rfloor + \left(\frac{\text{Monk Level}}{4} \right)$$

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STUNNING FIST TODAY (Naar beneden afgerond)

FORTITUDE SAVE DC

Monk
Level

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = 10 + \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

Level		
1	Stunned	Geen actie deze ronde BEH bonus aan PK; -2 PK
4	Fatigued	Cannot run or charge -2 Strength and Dexterity
8	Sickened	-2 to attack rolls, damage rolls, saving throws, skill and ability checks
12	Staggered	May make a standard or move action, but not both
16	Blinded	Lose DEX bonus to AC ; -2 AC -4 on STR and DEX skills, opposed Perception 50% miss chance when attacking DC 10 Acrobatics to move more than half speed
or		
	Deafened	-4 initiative; 20% miss chance when attacking -4 on opposed Perception automatically fail Perception checks for sound
20	Paralysed	Geen actie deze ronde BEH bonus aan PK; -2 PK

BONUS PRESTATIES

	<input type="checkbox"/> Catch off-guard	<input type="checkbox"/> Combat Reflexes
Level	<input type="checkbox"/> Deflect Arrows	<input type="checkbox"/> Dodge
1	<input type="checkbox"/> Improved Grapple	<input type="checkbox"/> Scorpion Style
	<input type="checkbox"/> Throw Anything	
Level	<input type="checkbox"/> Gorgon's Fist	<input type="checkbox"/> Improved Bull Rush
6	<input type="checkbox"/> Improved Disarm	<input type="checkbox"/> Improved Feint
	<input type="checkbox"/> Improved Trip	<input type="checkbox"/> Mobility
Level	<input type="checkbox"/> Improved Critical	<input type="checkbox"/> Medusa's Wrath
10	<input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Spring Attack

WHOLENESS OF BODY

HEALING POINTS

Level Monk Level

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = \left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor$$

DIAMOND SOUL

SPELL RESISTANCE

Level Monk Level

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = 10 + \left(\frac{\text{Monk Level}}{4} \right)$$

QUIVERING PALM

QUIVER DAYS

Monk Level

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor \text{ days} = \left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor$$

FORTITUDE SAVE DC

Monk
Level

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = 10 + \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

PERFECT SELF

Treated as an Outsider

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

Damage reduction 10/chaotic

MONK

Monk Bonus Strike Damage
LevelPrestaties Sml / Lrg

1	■	d6 d4 / d8	Armour Class Bonus Flurry of Blows Unarmed Strike Stunning Fist	Use a full attack action for more attacks 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) 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 +20 to jump checks - 1 ki point Immune to all diseases
6	■		Fast Movement +20 ft Slow Fall 30 ft	(which grants +8 to 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 +12 to 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 adamantite weapons
17			Timeless Body Tongue of the Sun and Moon	No age penalties or artificial ageing 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	Perfect Self Slow Fall Any distance	Treated as outsider

KI POOL

KI POOL CAPACITY

Monk Level

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

KI POOL

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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

	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	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
	DC	4	8	12	16	20	24	28	32	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					
FALL	DC	15	Acrobatics				to ignore 10ft of falling damage					