

# MONK

Monk  
Level

## ARMOR CLASS BONUS

### AC BONUS

+ AC

### CMD BONUS

+ CMD

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

(Round down)

Bonus only applied when unarmed, unencumbered and not helpless

## STUNNING FIST

### STUNNING FIST PER DAY

Monk  
Level

Non-Monk  
Levels

$$\left[ \begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] = \left[ \begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] + \left( \frac{\text{Monk Level}}{4} \right)$$

(Round down)

### STUNNING FIST TODAY

### FORTITUDE SAVE DC

Monk  
Level

$$\left[ \begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] = 10 + \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

Level		
1	Stunned	No action this round Lose <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b>
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 <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b> -4 on <b>STR</b> and <b>DEX</b> 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	Paralyzed	No action this round Lose <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b>

## BONUS FEATS

	<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

$$\text{Level } 7 \left[ \begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] = \text{Monk Level}$$

## DIAMOND SOUL

### SPELL RESISTANCE

Monk Level

$$\text{Level } 13 \left[ \begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] = 10 + \text{Monk Level}$$

## QUIVERING PALM

### QUIVER DAYS

Monk Level

$$\text{Level } 15 \left[ \begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] \text{ days} = \text{Monk Level}$$

### FORTITUDE SAVE DC

Monk  
Level

$$\left[ \begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] = 10 + \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

## 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 Level	Bonus Feats	Unarmed Strike Damage Sm / Lg	Armor Class Bonus	
1	■	d6 d4 / d8	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 Maneuver 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 aging 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

$$\left[ \begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] = \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

### KI POOL

$\left[ \begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right]$

## ACROBATICS

### MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

at half speed

+10 to move at full speed

### MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's CMD

at half speed

+10 to move at full speed

### 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

### 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