# MONK OF THE **LOTUS**

Monk Level

## ARMOR CLASS BONUS



Bonus only applied when unarmored, unencumbered and not helpless

## STUMMING FIST

	21 ONNING	1121	-
TOUCH OF SERENITY PER DAY	Monk Level	Non-Monk Levels	)
	TOUCH OF SERENITY TODAY	(Roun	d down)

Declare before making an attack; if successful, the attack deals no damage, but target cannot attack or cast spells. Target may attempt a Will save to end the effect.

SEREMITI	IVIOTIK
DURATION	Level
rds	= 1 + (÷ 6 )
WILL	Monk
SAVE DC	Level
	= 10 + ( ÷ 2 ) + WIS

#### **BONUS FEATS**

SERENITY

10

Level	□ Catch off-guard	□ Combat Reflexes
	□ Deflect Arrows	□ □ □ Dodge
	☐ Improved Grapple	□ Scorpion Style
	☐ Throw Anything	
Laural	☐ Gorgon's Fist	☐ Improved Bull Rush
Level	<ul><li>☐ Gorgon's Fist</li><li>☐ Improved Disarm</li></ul>	<ul><li>☐ Improved Bull Rush</li><li>☐ Improved Feint</li></ul>
Level 6	3	

### WHOLENESS OF BODY

☐ Spring Attack

HEALING POINTS Monk Level Level 7 =

☐ Snatch Arrows

### **TOUCH OF SURRENDER**

When an attack would reduce a target to Ohp or below, opt to make the target surrender. Target is reduced to Ohp, Level is disabled and charmed. No saving throw.

Effect lasts until dismissed, used on another target or target is next reduced to Ohp.

#### **DIAMOND SOUL**

SPELL RESISTANCE Level 13 = 10 +

#### TOUCH OF PEACE

Once a day, announce before making a melee attack. On a hit, the attack deals no damage but target is charmed. 15 No saving throw.

### PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

target non-outsiders.

Damage reduction 10/chaotic

MONK							
	Bonus	STrike	Armor Class Bonus				
1	•	<b>d6</b> d4 / d8	Flurry of Blows Unarmed Strike Touch of Serenity	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 <b>+10 ft</b> Maneuver Training Still Mind	(which grants +4to Acrobatics checks for jumping) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> +2saving throws against enchantment			
4		d8 d6 / 2d6	Ki Pool (magic) Slow Fall <b>20 ft</b>	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 <b>+20</b> to jump checks - <b>1 ki point</b> Immune to all diseases			
6			Fast Movement <b>+20 ft</b> Slow Fall <b>30 ft</b>	(which grants +8to Acrobatics checks for jumping)			
7			Wholeness of Body	Heal your own wounds - 2 ki points			
8		<b>d10</b> d8 / 2d8	Slow Fall 40 ft				
9			Improved Evasion Fast Movement <b>+30 ft</b>	Avoid half damage on failed reflex save (which grants <b>+12</b> to Acrobatics checks for jumping)			
10			Ki Pool (lawful) Slow Fall <b>50 ft</b>	Treat unarmed attacks as lawful weapons			
11			Diamond Body	Immune to all poisons			
12		2d6 d10 / 3d6	Touch of Surrender Fast Movement +40 ft Slow Fall 60 ft  Target of an attack surrenders - 6 ki points (which grants +16to Acrobatics checks for jum				
13			Diamond Soul	Spell resistance			
14			Slow Fall 70 ft				
15			Touch of Peace Fast Movement <b>+50 ft</b>	Delayed death (which grants <b>+20</b> to Acrobatics checks for jumping)			
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b>	Treat unarmed attacks as adamantine weapons			
17			Timeless Body Learned Master	No age penalties or artificial aging Linguistics and Knowledge are class skills using <b>WIS</b>			
18			Fast Movement +60 ft Slow Fall 90 ft	(which grants +24to Acrobatics checks for jumping)			
19			Empty Body	Assume ethereal state for 1 minute - <b>3 ki points</b>			
20		2d10 2d8 / 4d8	Perfect Self Slow Fall <b>Any distance</b>	Treated as outsider			

### KI POOL

KI POOL CAPACITY	Monk Level	KI POOL
	$= ( \div 2) + WIS$	

#### **ACROBATICS**

MOVE THROUGH THREATENED SQUARE at half speed Acrobatics DC = Opponent's CMD

MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's **CMD** 

+10 to move at full speed

DC 15 Acrobatics

**FALL** 

at half speed +10 to move at full speed

1 01/0 11/14P	Distance		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 DC		2ft 8	3ft 12	4ft 16	5ft 20	6ft 24	7ft 28	8ft 32	9ft 36	10ft 40	11ft 44
		Acrob	atics sk	ill +4	for every 10ft of your standard move above 30ft							
CATCH LEDGE DC 20 Refle			flex sav	е	if you f	ail a jun	np by 4	or less				

to ignore 10ft of falling damage