

Monk
Level

AC BONUS

Bonus only applied when unarmored, unencumbered and not helpless

TOUCH OF
SERENITY
PER DAY

SERENITY
DURATIONWILL
SAVE DC

BONUS FEATS

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

HEALING POINTS

TOUCH OF SURRENDER

Level 12 When an attack would reduce a target to 0hp or below, opt to make the target surrender. Target is reduced to 0hp, is disabled and charmed. No saving throw. Effect lasts until dismissed, used on another target or target is next reduced to 0hp.

SPELL RESISTANCE

TOUCH OF PEACE

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

Treated as an Outsider

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

Damage reduction 10/chaotic

Monk Level	Bonus Feats	Unarmed Strike Damage Sm / Lg	Armor Class Bonus
1	■	d6 d4 / d8	Flurry of Blows Unarmed Strike Touch of Serenity

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	Touch of Surrender Fast Movement +40 ft Slow Fall 60 ft	Target of an attack surrenders - 6 ki points (which grants +16 to Acrobatics checks for jumping)
13		Diamond Soul	Spell resistance
14	■	Slow Fall 70 ft	
15		Touch of Peace 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 Learned Master	No age penalties or artificial aging Linguistics and Knowledge are class skills using WIS
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
CAPACITY

KI POOL

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

[illegible]

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
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