

# MONK OF THE SACRED MOUNTAIN

## ARMOR CLASS BONUS

### AC BONUS

+ AC

### CMD BONUS

+ CMD

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

(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

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

|         |           |   |
|---------|-----------|---|
| Level 1 | Stunned   | No action this round<br>Lose <b>DEX</b> bonus to AC; -2 AC  |
| 4       | Fatigued  | Cannot run or charge<br>-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 AC; -2 AC<br>-4 on <b>STR</b> and <b>DEX</b> skills, opposed Perception<br>50% miss chance when attacking<br>DC 10 Acrobatics to move more than half speed |
| or      |           |   |
|         | Deafened  | -4 initiative; 20% miss chance when attacking<br>-4 on opposed Perception<br>automatically fail Perception checks for sound   |
| 20      | Paralyzed | No action this round<br>Lose <b>DEX</b> bonus to AC; -2 AC  |

## BONUS FEATS

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

## WHOLENESS OF BODY

### HEALING POINTS

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

## DIAMOND SOUL

### SPELL RESISTANCE

Monk Level

$$\text{Level 13} \left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left( \frac{\text{Monk Level}}{2} \right)$$

## QUIVERING PALM

### QUIVER DAYS

Monk Level

$$\text{Level 15} \left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] \text{ days} = \left( \frac{\text{Monk Level}}{2} \right)$$

### FORTITUDE SAVE DC

Monk Level

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

## 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<br>Sm / Lg | Armor Class Bonus                                       |  |
|------------|-------------|----------------------------------|---|--|
| 1          | ■           | d6<br>d4 / d8                    | Flurry of Blows<br>Unarmed Strike<br>Stunning Fist      | Use a full attack action for more attacks<br>Treat hands, feet, knees and elbows as weapons<br>Stun (or other effects) target for one round      |
| 2          | ■           |                                  | Iron Monk   | Toughness and +1 natural armor   |
| 3          |             |                                  | Fast Movement +10 ft<br>Maneuver Training<br>Still Mind | (which grants +4 to Acrobatics checks for jumping)<br>Use monk level in place of BAB for calculating CMB<br>+2 saving throws against enchantment |
| 4          |             | d8<br>d6 / 2d6                   | Ki Pool (magic)<br>Bastion Stance                       | Treat unarmed attacks as magic weapons<br>Cannot be knocked prone or moved while stationary.   |
| 5          |             |                                  | Iron Limb Defense<br>Purity of Body                     | +2 shield bonus to AC and CMD while stationary<br>Increase bonus to +4 - 1 ki point<br>Immune to all diseases                                    |
| 6          | ■           |                                  | Fast Movement +20 ft                                    | (which grants +8 to Acrobatics checks for jumping)   |
| 7          |             |                                  | Wholeness of Body                                       | Heal your own wounds - 2 ki points   |
| 8          |             | d10<br>d8 / 2d8                  |   |  |
| 9          |             |                                  | Adamantine Monk<br>Fast Movement +30 ft                 | Damage reduction<br>Double damage reduction - 1 ki point<br>(which grants +12 to Acrobatics checks for jumping)                                  |
| 10         | ■           |                                  | Ki Pool (lawful)  | Treat unarmed attacks as lawful weapons  |
| 11         |             |                                  | Diamond Body  | Immune to all poisons  |
| 12         |             | 2d6<br>d10 / 3d6                 | Abundant step<br>Fast Movement +40 ft                   | Slip magically between spaces - 2 ki points<br>(which grants +16 to Acrobatics checks for jumping)   |
| 13         |             |                                  | Diamond Soul  | Spell resistance   |
| 14         | ■           |                                  |   |  |
| 15         |             |                                  | Quivering Palm<br>Fast Movement +50 ft                  | Delayed death<br>(which grants +20 to Acrobatics checks for jumping)   |
| 16         |             | 2d8<br>2d6 / 3d8                 | Ki Pool (adamantine)<br>Bastion Stance 2                | Treat unarmed attacks as adamantite weapons<br>Cannot be moved, even by teleportation.   |
| 17         |             |                                  | Timeless Body<br>Vow of Silence                         | No age penalties or artificial aging<br>+2 insight to AC and CMD<br>+4 to Sense Motive, Stealth, Perception                                      |
| 18         | ■           |                                  | Fast Movement +60 ft                                    | (which grants +24 to Acrobatics checks for jumping)  |
| 19         |             |                                  | Empty Body  | Assume ethereal state for 1 minute - 3 ki points   |
| 20         |             | 2d10<br>2d8 / 4d8                | Perfect Self  | Treated as outsider  |

## KI POOL

### KI POOL CAPACITY

Monk Level

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

### KI POOL

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## 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

|             | 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   |
|             | Distance | 1ft                 | 2ft         | 3ft  | 4ft  | 5ft   | 6ft                              | 7ft  | 8ft  | 9ft  | 10ft | 11ft |
| HIGH JUMP   | 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 |      |      |      |      |      |