MONK OF THE SACRED MOUNTAIN

Monk Level

ARMOUR CLASS BONUS

AC BONUS: + PK

CMD BONUS: + CMD

= WIS + (Monk Level ÷ 4)

(Naar beneden afgerond)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY = Monk Level + (Non-Monk Levels ÷ 4)

(Naar beneden afgerond)

STUNNING FIST TODAY

FORTITUDE SAVE DC = 10 + (Monk Level ÷ 2) + WIS

Level		
1	Stunned	Geen actie deze ronde BEHbonus 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 BEHbonus aan PK; -2 PK

BONUS PRESTATIES

Level		
1	☐ Catch off-guard	☐ Combat Reflexes
	☐ Deflect Arrows	☐ ☐ ☐ Dodge
	☐ Improved Grapple	☐ Scorpion Style
	☐ Throw Anything	
6	☐ Gorgon's Fist	☐ Improved Bull Rush
	☐ Improved Disarm	☐ Improved Feint
	☐ Improved Trip	☐ Mobility
10	☐ Improved Critical	☐ Medusa's Wrath
	☐ Snatch Arrows	☐ Spring Attack

WHOLENESS OF BODY

Level 7 — HEALING POINTS = Monk Level

DIAMOND SOUL

Level 13 — SPELL RESISTANCE = 10 + Monk Level

QUIVERING PALM

Level 15 — QUIVER DAYS = Monk Level days

FORTITUDE SAVE DC = 10 + (Monk Level ÷ 2) + WIS

PERFECT SELF

Level 20 — **Treated as an Outsider**
Immune to Charm Person and other effects that target non-outsiders.
Damage reduction **10/chaotic**

MONK

Monk Level	Bonus Prestaties	Unarmed Strike Damage 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	■		Iron Monk	Toughness and +1 natural armour
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) Bastion Stance	Treat unarmed attacks as magic weapons Cannot be knocked prone or moved while stationary
5			Iron Limb Defence Purity of Body	+2 shield bonus to AC and CMD while stationary Increase bonus to +4 - **1 ki point** 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 d8 / 2d8		
9			Adamantine Monk Fast Movement +30 ft	Damage reduction Double damage reduction - **1 ki point** (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 d10 / 3d6	Abundant step Fast Movement +40 ft	Slip magically between spaces - **2 ki points** (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14	■			
15			Quivering Palm Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Bastion Stance 2	Treat unarmed attacks as adamantine weapons Cannot be moved, even by teleportation
17			Timeless Body Vow of Silence	No age penalties or artificial ageing +2 insight to AC and CMD +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 2d8 / 4d8	Perfect Self	Treated as outsider

KI POOL

KI POOL CAPACITY = (Monk Level ÷ 2) + WIS

KI POOL

ACROBATICS

MOVE THROUGH THREATENED SQUARE — aan halve snelheid
Acrobatics DC = Opponent's CMD — +10 om aan volledige snelheid te bewegen

MOVE THROUGH ENEMY'S OWN SQUARE — aan halve snelheid
Acrobatics DC = 5 + Opponent's CMD — +10 om aan volledige snelheid te bewegen

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