## Monk MONK KI MYSTIC Level Unarmed Monk Bonus ARMOR CLASS BONUS Strike Level Feats Damage AC BONUS Armor Class Bonus Sm / Lg Monk Flurry of Blows Use a full attack action for more attacks d6 Level 1 **Unarmed Strike** Treat hands, feet, knees and elbows as weapons d4 / d8 Stunning Fist Stun (or other effects) target for one round **CMD** BONUS (Round down) 2 Evasion Avoid all damage on successful reflex save Bonus only applied when unarmored, Fast Movement +10 ft (which grants +4to Acrobatics checks for jumping) unencumbered and not helpless Maneuver Training Use monk level in place of BABfor calculating CMB 3 STUNNING FIST Ki Pool Insight bonus to knowledge and skills STUNNING FIST Monk Non-Monk d8 Ki Pool (magic) Treat unarmed attacks as magic weapons PER DAY Level Levels 4 Slow Fall 20 ft Reduce effective falling height using wall d6 / 2d6 ÷ 4 High Jump Add monk level to Acrobatics checks for jumping 5 +20to jump checks - 1 ki point (Round down) STUNNING FIST Mystic Insight Ally may re-roll attack or save - 2 ki points Fast Movement +20 ft (which grants +8 to Acrobatics checks for jumping) FORTITUDE Monk 6 Slow Fall 30 ft SAVE DO Level 7 Wholeness of Body Heal your own wounds - 2 ki points Level d10 8 Slow Fall 40 ft Stunned No action this round 1 d8 / 2d8 Lose DEXbonus to AC; -2 AC Avoid half damage on failed reflex save Improved Evasion 9 Cannot run or charge Fatiqued 4 Fast Movement +30 ft (which grants +12to Acrobatics checks for jumping) 2 Strength and Dexterity Ki Pool (lawful) Treat unarmed attacks as lawful weapons -2 to attack rolls, damage rolls, 8 Sickened 10 Slow Fall 50 ft saving throws, skill and ability checks 12 Staggered May make a standard or move action, Mystic Visions Receive enlightenment while you rest - 2 ki points 11 but not both 16 Blinded Lose DEXbonus to AC; -2 AC Abundant step Slip magically between spaces - 2 ki points 2d6 -4 on STRand DEXskills, opposed Perception 12 Fast Movement +40 ft (which grants +16to Acrobatics checks for jumping) d10 / 3d6 50% miss chance when attacking or Slow Fall 60 ft DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking 13 Mystic Presence +2 Insight bonus to ACand CMD Deafened -4 on opposed Perception automatically fail Perception checks for sound Slow Fall 70 ft 14 20 Paralyzed No action this round Quivering Palm Delayed death Lose DEXbonus to AC; -2 AC 15 Fast Movement +50 ft (which grants +20 to Acrobatics checks for jumping) **BONUS FEATS** Ki Pool (adamantine) Treat unarmed attacks as adamantine weapons **2d8** □ Catch off-quard □ Combat Reflexes 16 Slow Fall 80 ft 2d6 / 3d8 Level Deflect Arrows □ □ □ Dodge Timeless Body No age penalties or artificial aging ☐ Improved Grapple □ Scorpion Style 17 Tongue of the Sun and Moon Speak with any living creature □ Throw Anything Fast Movement +60 ft (which grants +24to Acrobatics checks for jumping) 18 ☐ Gorgon's Fist ☐ Improved Bull Rush Slow Fall 90 ft Level □ Improved Disarm □ Improved Feint 6 19 Mystic Persistence 20ft aura of luck - 2 or more ki points ☐ Improved Trip ☐ Mobility ☐ Improved Critical ☐ Medusa's Wrath Perfect Self Treated as outsider Level 2d10 20 Slow Fall Any distance 10 □ Snatch Arrows ☐ Spring Attack 2d8 / 4d8 Mystic Presence +4 WHOLENESS OF BODY KI POOL HEALING **POINTS** Monk Level Level Level Level KI POOL 7 3 4 KI POOL CAPACITY Monk Level ÷ 2 ) = 2 + **QUIVERING PALM** QUIVER DAYS Monk Level +2to all Knowledge skills as long as you have at least 1 ki point in your pool. As a swift action, gain +4insight bonus to any skill or ability check, at a cost of 1 ki point days Level **ACROBATICS FORTITUDE** Monk 15 SAVE DC at half speed MOVE THROUGH THREATENED SQUARE Level Acrobatics DC = Opponent's CMD +10 to move at full speed = 10 + (MOVE THROUGH ENEMY'S OWN SQUARE at half speed Acrobatics DC = 5 + Opponent's CMD +10 to move at full speed **MYSTIC PERSISTENCE** As a swift action once a day, create a 20ft-radius aura of Distance 5ft 10ft 15ft 20ft 25ft 30ft 35ft 40ft 45ft 50ft 55ft luck allowing yourself and all allies to take the better of two LONG JUMP DC 5 10 15 20 25 30 35 40 45 50 55 rolls for attacks and saving throws. 19 7ft Aura lasts 1 roundfor every 2 ki pointsspent Distance 1ft 2ft 3ft 4ft 5ft 6ft 8ft 9ft 10ft 11ft HIGH JUMP 12 DC 4 8 20 24 28 32 36 16 40 44 PERFECT SELF Acrobatics skill +4 for every 10ft of your standard move above 30ft Treated as an Outsider DC 20 Reflex save if you fail a jump by 4 or less CATCH LEDGE Level Immune to Charm Person and other effects that DC 15 Acrobatics to ignore 10ft of falling damage FALL target non-outsiders.

Damage reduction 10/chaotic