

# QINGGONG MONK

Monk Level

## ARMOUR CLASS BONUS

### AC BONUS

+ PK

### CMD BONUS

+ CMD

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

(Naar beneden afgerond)

Bonus only applied when unarmoured, unencumbered and not helpless

## STUNNING FIST

### STUNNING FIST PER DAY

Monk Level

Non-Monk Levels

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = \left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor + \left( \frac{\text{Non-Monk Levels}}{4} \right)$$

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STUNNING FIST TODAY (Naar beneden afgerond)

### FORTITUDE SAVE DC

Monk Level

$$\left\lfloor \frac{\text{Monk Level}}{2} \right\rfloor = 10 + \left( \frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

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

- Level 6
- ☐ Gorgon's Fist
  - ☐ Improved Bull Rush
  - ☐ Improved Disarm
  - ☐ Improved Feint
  - ☐ Improved Trip
  - ☐ Mobility

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

## KI POOL

### KI POOL CAPACITY

Monk Level

$$\left\lfloor \frac{\text{Monk Level}}{2} \right\rfloor = \left( \frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

### KI POOL

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## KI POWERS

### KI POWER SAVE DC

Monk Level

$$\left\lfloor \frac{\text{Monk Level}}{2} \right\rfloor = 10 + \left( \frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

## MONK

Monk Bonus Unarmed LevelPrestaties Strike

Sml / Lrg

1

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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

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Evasion

Avoid all damage on successful reflex save

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)

Treat unarmed attacks as magic weapons

5

Purity of Body

Immune to all diseases

6

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Fast Movement +20 ft  
Slow Fall 30 ft

(which grants +8 to Acrobatics checks for jumping)

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

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Ki Pool (lawful)  
Slow Fall 50 ft

Treat unarmed attacks as lawful weapons

12

2d6  
d10 / 3d6

Fast Movement +40 ft  
Slow Fall 60 ft

(which grants +16 to Acrobatics checks for jumping)

14

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Slow Fall 70 ft

15

Fast Movement +50 ft

(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

18

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Fast Movement +60 ft  
Slow Fall 90 ft

(which grants +24 to Acrobatics checks for jumping)

20

2d10  
2d8 / 4d8

Slow Fall Any distance

## KI POWERS

Level

4

Level

5

Level

7

Level

11

Level

12

Level

13

Level

15

Level

17

Level

17

Level

19

Level

20