Monk KI MYSTIC Level ARMOR CLASS BONUS **AC BONUS** Monk Level **CMD** BONUS (Round down) Bonus only applied when unarmored, unencumbered and not helpless STUNNING FIST STUNNING FIST Non-Monk Monk **PER DAY** Level Levels ÷ 4 (Round down) STUNNING FIST **FORTITUDE** Monk SAVE DC Level = 10 + Level No action this round Stunned 1 Lose DEXbonus to AC; -2 AC Cannot run or charge Fatiqued 4 -2 Strength and Dexterity -2 to attack rolls, damage rolls, 8 Sickened saving throws, skill and ability checks 12 Staggered May make a standard or move action, but not both 16 Blinded Lose DEXbonus to AC; -2 AC -4 on STRand DEXskills, opposed Perception 50% miss chance when attacking or DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking Deafened -4 on opposed Perception automatically fail Perception checks for sound No action this round 20 Paralyzed Lose DEXbonus to AC; -2 AC **BONUS FEATS** ☐ Combat Reflexes ☐ Catch off-guard Level ☐ Deflect Arrows □ □ □ Dodge ☐ Improved Grapple ☐ Scorpion Style □ Throw Anything ☐ Gorgon's Fist ☐ Improved Bull Rush ☐ Improved Disarm ☐ Improved Feint 6 ☐ Improved Trip □ Mobility ☐ Improved Critical ☐ Medusa's Wrath Level **10** □ Snatch Arrows ☐ Spring Attack

*	WHOLENESS OF BODY					
Level	HEALING POINTS	Monk Level				
7		=				

QUIVERING PALM

	QUIVER DAYS		Monk Lev	/el		
	days	=				
	FORTITUDE SAVE DC			Monk Level		
		= :	10+(÷2)	+ WIS

MYSTIC PERSISTENCE

As a swift action once a day, create a 20ft-radius aura of luck allowing yourself and all allies to take the better of two rolls for attacks and saving throws.

Aura lasts 1 roundfor every 2 ki pointsspent

PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

20 target non-outsiders.

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Damage reduction 10/chaotic

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	Bonus Feats	STrike	Armor Class Bonus	
1	•	d6 d4/d8	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			Evasion	Avoid all damage on successful reflex save
3			Fast Movement +10 ft Maneuver Training Ki Pool	(which grants +4to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB Insight bonus to knowledge and skills
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 Mystic Insight	Add monk level to Acrobatics checks for jumping +20to jump checks - 1 ki point Ally may re-roll attack or save - 2 ki points
6			Fast Movement +20 ft Slow Fall 30 ft	(which grants +8to 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			Mystic Visions	Receive enlightenment while you rest - 2 ki points
12		2d6 d10 / 3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points (which grants +16to Acrobatics checks for jumping)
13			Mystic Presence +2	Insight bonus to AC and CMD
14			Slow Fall 70 ft	
15			Quivering Palm 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 adamantine weapons
17			Timeless Body Tongue of the Sun and Moon	No age penalties or artificial aging Speak with any living creature
18			Fast Movement +60 ft Slow Fall 90 ft	(which grants +24to Acrobatics checks for jumping)
19			Mystic Persistence	20ft aura of luck - 2 or more ki points
20		2d10 2d8 / 4d8	Perfect Self Slow Fall Any distance Mystic Presence +4	Treated as outsider

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+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

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 7ft 11ft Distance 1ft 2ft 3ft 4ft 5ft 6ft 8ft 9ft 10ft HIGH JUMP DC 4 12 8 20 24 28 32 36 40 16 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