MANEUVER Monk Level **MASTER** (MONK) ARMOR CLASS BONUS AC BONUS Monk Level CMD BONUS (Round down) Bonus only applied when unarmored, unencumbered and not helpless STUNNING FIST STUNNING FIST Monk Non-Monk PER DAY Level Levels ÷ 4 = (Round down) STUNNING FIST **FORTITUDE** Monk SAVE DC Level = 10 + Level Stunned No action this round Lose DEXbonus to AC; -2 AC Cannot run or charge Fatigued -2 Strength and Dexterity Sickened -2 to attack rolls, damage rolls, saving throws, skill and ability checks May make a standard or move action, Staggered but not both Blinded Lose DEXbonus to AC; -2 AC -4 on STR, 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 Paralyzed Lose DEXbonus to AC; -2 AC **BONUS FEATS** ☐ Catch off-guard □ Combat Reflexes □ Deflect Arrows □ □ □ Dodge Level ☐ Improved Grapple □ Scorpion Style ☐ Throw Anything □ Improved □ Improved ☐ Gorgon's Fist ☐ Improved Bull Rush ☐ Improved Feint ☐ Improved Disarm Level ☐ Improved Trip ☐ Mobility ☐ Greater □ Greater ☐ Improved Critical ☐ Medusa's Wrath ☐ Snatch Arrows ☐ Spring Attack Strike WHOLENESS OF BODY **HEALING POINTS** Monk Level Level DIAMOND SOUL SPELL RESISTANCE Monk Level

1

4

8

12

16

20

1

6

10

7

Level

13

Level

= 10 +

Immune to Charm Person and other effects that

Treated as an Outsider

target non-outsiders.

Damage reduction 10/chaotic

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×			MON	NK ,
	Bonus Feats	STrike	Armor Class Bonus Flurry of Maneuvers	Use a full attack action for more combat maneuvers
_		d4 / d8	Unarmed Strike Stunning Fist	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 Maneuver Defense	(which grants +4to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB Attacks of opportunity against maneuvers
4		d8 d6 / 2d6	Ki Pool (magic) Reliable Maneuver	Treat unarmed attacks as magic weapons Roll twice for CMB - 1 ki point
5			High Jump	Add monk level to Acrobatics checks for jumping +20to jump checks - 1 ki point
			Meditative Maneuver	Add WISto CMB, once a round
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			Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants +12to Acrobatics checks for jumping)
10			Ki Pool (lawful)	Treat unarmed attacks as lawful weapons
11			Sweeping Maneuver	Make a maneuver against two enemies OR two maneuvers against the same enemy
12		2d6 d10 / 3d6	Abundant step Fast Movement +40 ft	Slip magically between spaces - 2 ki points (which grants +16to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14				
15			Whirlwind Maneuver Fast Movement +50 ft	Make one maneuver against all adjacent enemies (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine)	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	(which grants +24to 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
FLURRY OF MANEUVERS Level CMB As part of a full attack, make additional combat maneuver at a penalty to CMB. Second combat maneuver -3 Third combat maneuver -7				
•			KI PO	OOL
CAPAC		= (nonk Level ÷ 2) + WIS	KI POOL
ACROBATICS				
MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's CMD MOVE THROUGH ENEMY'S OWN SQUARE at half speed at half speed				
Acrobatics DC = 5 + Opponent's CMD +10 to move at full speed				

Distance 5ft

Distance 1ft

DC 5

DC 4

LONG JUMP

HIGH JUMP

FALL

CATCH LEDGE

10ft

10

2ft

8

DC 20 Reflex save

DC 15 Acrobatics

Acrobatics skill +4

15ft

15

3ft

12

20ft

20

4ft

16

25ft

25

5ft

20

30ft

30

6ft

24

if you fail a jump by 4 or less

to ignore 10ft of falling damage

35ft

35

7ft

28

for every 10ft of your standard move above 30ft

40ft

40

8ft

32

45ft

45

9ft

36

50ft

10ft

40

50

55ft

11ft

55

44