

# MANOEUVRE MASTER (MONK)

Monk Level

## ARMOUR CLASS BONUS

### AC BONUS

+ PK

### CMD BONUS

+ CMD

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

Bonus only applied when unarmoured, unencumbered and not helpless

## STUNNING FIST

### STUNNING FIST PER DAY

Monk Level

Non-Monk Levels

$$\left[ \text{Box} \right] = \left[ \text{Box} \right] + \left( \frac{\text{Monk Level}}{4} \right) \text{ (Naar beneden afgerond)}$$

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STUNNING FIST TODAY

### FORTITUDE SAVE DC

Monk Level

$$\left[ \text{Box} \right] = 10 + \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

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, 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

	<input type="checkbox"/> Catch off-guard	<input type="checkbox"/> Combat Reflexes
	<input type="checkbox"/> Deflect Arrows	<input type="checkbox"/> Dodge
Level	<input type="checkbox"/> Improved Grapple	<input type="checkbox"/> Scorpion Style
1	<input type="checkbox"/> Throw Anything	
	<input type="checkbox"/> Improved	
	<input type="checkbox"/> Improved	
	<input type="checkbox"/> Gorgon's Fist	<input type="checkbox"/> Improved Bull Rush
	<input type="checkbox"/> Improved Disarm	<input type="checkbox"/> Improved Feint
Level	<input type="checkbox"/> Improved Trip	<input type="checkbox"/> Mobility
6	<input type="checkbox"/> Greater	
	<input type="checkbox"/> Greater	
	<input type="checkbox"/> Improved Critical	<input type="checkbox"/> Medusa's Wrath
Level	<input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Spring Attack
10	<input type="checkbox"/>	Strike

## WHOLENESS OF BODY

HEALING POINTS	Monk Level
Level 7	$\left[ \text{Box} \right] = \left[ \text{Box} \right]$

## DIAMOND SOUL

SPELL RESISTANCE	Monk Level
Level 13	$\left[ \text{Box} \right] = 10 + \left[ \text{Box} \right]$

## PERFECT SELF

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

## MONK

Monk Level	Bonus Strike Damage Sml / Lrg	Unarmed Strike	Armour Class Bonus	
1	■ d6 d4 / d8	Flurry of Manoeuvres Unarmed Strike Stunning Fist	Use a full attack action for more combat manoeuvres 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 Manoeuvre Training Manoeuvre Defence	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB Attacks of opportunity against manoeuvres	
4	d8 d6 / 2d6	Ki Pool (magic) Reliable Manoeuvre	Treat unarmed attacks as magic weapons Roll twice for CMB - 1 ki point	
5		High Jump Meditative Manoeuvre	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Add WIS to 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 +12 to Acrobatics checks for jumping)	
10	■	Ki Pool (lawful)	Treat unarmed attacks as lawful weapons	
11		Sweeping Manoeuvre	Make a manoeuvre against two enemies OR two manoeuvres against the same enemy	
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		Whirlwind Manoeuvre Fast Movement +50 ft	Make one manoeuvre against all adjacent enemies (which grants +20 to Acrobatics checks for jumping)	
16	2d8 2d6 / 3d8	Ki Pool (adamantine)	Treat unarmed attacks as adamantite weapons	
17		Timeless Body Tongue of the Sun and Moon	No age penalties or artificial ageing Speak with any living creature	
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	

## FLURRY OF MANOEUVRES

Level		CMB	
1	First combat manoeuvre	-2	As part of a full attack, make additional combat manoeuvres at a penalty to CMB.
8	Second combat manoeuvre	-3	
15	Third combat manoeuvre	-7	

## KI POOL

### KI POOL CAPACITY

Monk Level

$$\left[ \text{Box} \right] = \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

KI POOL

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## ACROBATICS

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