MANOEUVRE Monk **MONK** Level **MASTER** Unarmed Monk Bonus Strike Level Feats Damage (MONK) ARMOUR CLASS BONUS AC BONUS Monk Level ÷4) CMD BONUS (Round down) Bonus only applied when unarmoured, 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 1 Stunned No action this round Lose DEX bonus to AC; -2 AC Cannot run or charge 4 Fatigued -2 Strength and Dexterity 8 Sickened -2 to attack rolls, damage rolls, saving throws, skill and ability checks May make a standard or move action, 12 Staggered but not both 16 Blinded Lose DEX bonus to AC; -2 AC -4 on STR, DEX skills, 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 Paralysed Lose **DEX** bonus 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 $\hfill\Box$ Improved Feint ☐ Improved Disarm Level ☐ Improved Trip □ Mobility 6 ☐ Greater □ Greater ☐ Improved Critical ☐ Medusa's Wrath Level ☐ Snatch Arrows ☐ Spring Attack 10 Strike WHOLENESS OF BODY HEALING **POINTS** Monk Level Level 7 DIAMOND SOUL SPELL RESISTANCE Monk Level Level 13 = 10 + PERFECT SELF Treated as an Outsider

Level Immune to Charm Person and other effects that

target non-outsiders. Damage reduction 10/chaotic

1		Damage Sml / Lrg d6 d4 / d8	Flurry	r Class B of Manoe ed Strike ng Fist	uvres		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 Ju	•				Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Add WIS to CMB, once a round						
			Meditative Manoeuvre Fast Movement +20 ft				(which grants +8 to Acrobatics checks for jumping)							
6	_													
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			Diamor	nd Soul			Spell	resistan	ce					
14	•													
15				ind Mand ovement			Make one manoeuvre against all adjacent enemies (which grants +20 to Acrobatics checks for jumping)							
16	:	2d8 2d6 / 3d8	Ki Pool	(adama	ntine)		Treat unarmed attacks as adamantine 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			Treate	ed as out	tsider					
×				FLU	RRY (OF M	ANOI	EUVR	ES				,	
Level 1 First combat manoeuvre 2 As part of a full attack, make additional combat manoeuvres at a penalty to CMB. Second combat manoeuvre -3 15 Third combat manoeuvre -7														
KI POOL														
KI POOL CAPACITY Monk Level KI POOL														
		_] = (÷ 2	<i>)</i> + -	W15								
						ROBA	ATIC							
MOV	E THR	OUGH TH Acr		ENED S DC = Op				at half s	speed move at	full spe	ed			
MOV	E THR	OUGH EN	IEMY'S		SQUA	RE	ΊD	at half s						
LONG	JUMI		ce 5ft DC 5	10ft 10	15ft 15	20ft 20	25ft 25	30ft 30	35ft 35	40ft 40	45ft 45	50ft 50	55ft 55	
HIGH	JUME		ce 1ft	2ft 8	3ft 12	4ft 16	5ft 20	6ft 24	7ft 28	8ft 32	9ft 36	10ft 40	11ft 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				crobatic		-			or less	ge				