

# HUNGRY GHOST MONK

Monk  
Level

## ARMOUR CLASS BONUS

### AC BONUS

+ PK

### CMD BONUS

+ CMD

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

(Naar beneden afgerond)

## PUNISHING KICK

### PUNISHING KICK PER DAY

Monk  
Level

Non-Monk  
Levels

$$\left[ \begin{array}{c} \square \\ \square \\ \square \end{array} \right] = \left[ \begin{array}{c} \square \\ \square \\ \square \end{array} \right] + \left( \frac{\text{Monk Level}}{4} \right)$$

(Naar beneden afgerond)

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PUNISHING KICK  
TODAY

### DISTANCE PUSHED

Monk  
Level

$$\left[ \begin{array}{c} \square \\ \square \\ \square \end{array} \right] \text{ ft} = \left( \frac{\text{Monk Level}}{5} \right) \times 5 \text{ ft}$$

### FORTITUDE SAVE DC

Monk  
Level

$$\left[ \begin{array}{c} \square \\ \square \\ \square \end{array} \right] = 10 + \left( \frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

Fortitude save to avoid being knocked prone

Level 15 Push a target back 5ft and knock them prone with the same attack

## STEAL KI

Level 5 On a confirmed critical hit, or on reducing a target to 0hp, regain 1 ki point up to your maximum.

Level 11 For each point regained, gain an immediate saving throw against one disease.

## 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

## LIFE FUNNEL

On a confirmed critical hit, or on reducing a target to 0hp, regain health.

### HEALING POINTS

Monk Level

$$\left[ \begin{array}{c} \square \\ \square \\ \square \end{array} \right] = \left[ \begin{array}{c} \square \\ \square \\ \square \end{array} \right]$$

## SIPPING DEMON

Gain 1hp on a successful melee attack

Level Gain WIS hp on a confirmed critical attack

13 You may gain up to your monk level in temporary hit points. They disappear after 1 hour

## QUIVERING PALM

### QUIVER DAYS

Monk Level

$$\left[ \begin{array}{c} \square \\ \square \\ \square \end{array} \right] \text{ days} = \left[ \begin{array}{c} \square \\ \square \\ \square \end{array} \right]$$

Level 15 FORTITUDE  
SAVE DC

Monk  
Level

$$\left[ \begin{array}{c} \square \\ \square \\ \square \end{array} \right] = 10 + \left( \frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

## 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 Bonus  
Level Prestaties

Unarmed  
Strike  
Damage  
Sml / Lrg

Armour Class Bonus  
Flurry of Blows  
Unarmed Strike  
Punishing Kick

Use a full attack action for more attacks  
Treat hands, feet, knees and elbows as weapons  
Push targets away from you

1

■

d6

d4 / d8

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)  
Slow Fall 20 ft

Treat unarmed attacks as magic weapons  
Reduce effective falling height using wall

5

High Jump  
Steal Ki

Add monk level to Acrobatics checks for jumping  
+20 to jump checks - 1 ki point  
Take ki from other creatures

6

■

Fast Movement +20 ft  
Slow Fall 30 ft

(which grants +8 to Acrobatics checks for jumping)

7

Life Funnel

Take hp from other creatures

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

11

Life from a Stone

Take ki or hp from any creature at all

12

2d6  
d10 / 3d6

Abundant step  
Fast Movement +40 ft  
Slow Fall 60 ft

Slip magically between spaces - 2 ki points  
(which grants +16 to Acrobatics checks for jumping)

13

Sipping Demon

Gain temporary hp on melee attacks

14

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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 adamantite weapons

17

Timeless Body  
Tongue of the Sun and Moon

No age penalties or artificial ageing  
Speak with any living creature

18

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Fast Movement +60 ft  
Slow Fall 90 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  
Slow Fall Any distance

Treated as outsider

## KI POOL

### KI POOL CAPACITY

Monk Level

$$\left[ \begin{array}{c} \square \\ \square \\ \square \end{array} \right] = \left( \frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

KI POOL

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## ACROBATICS

### MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

aan halve snelheid

+10 om aan volledige snelheid te bewegen

### MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's CMD

aan halve snelheid

+10 om aan volledige snelheid te bewegen

### 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