

Monk
Level

ARMOUR CLASS BONUS

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

(Round down)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

Monk Level	Non-Monk Levels
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$$\boxed{} = \frac{\text{Level 1}}{\text{Level 2}} + \left(\frac{}{} \div 4 \right)$$

(Round down)

STUNNING FIST (Round down)
TODAY

Monk	from
Level	level 3

$$\boxed{} = 10 + \left(\div 2 \right) + \text{WIS} \left(+ 1 \right)$$

Level

- | | | |
|-----------|-----------|---|
| 1 | Stunned | No action this round
Lose DEX bonus to AC ; -2 AC |
| 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 and DEX skills, opposed Perception |
| or | | 50% miss chance when attacking
DC 10 Acrobatics to move more than half speed |
| | Deafened | -4 initiative; 20% miss chance when attacking
-4 on opposed Perception
automatically fail Perception checks for sound |
| 20 | Paralysed | No action this round
Lose DEX bonus to AC ; -2 AC |

BONUS FEATS

- | | | |
|----------|---|--|
| | <input type="checkbox"/> Catch off-guard | <input type="checkbox"/> Combat Reflexes |
| Level | <input type="checkbox"/> Deflect Arrows | <input type="checkbox"/> Dodge |
| 1 | <input type="checkbox"/> Improved Grapple | <input type="checkbox"/> Scorpion Style |
| | <input type="checkbox"/> Throw Anything | |

- | | | |
|------------|--|---|
| Level
6 | <input type="checkbox"/> Gorgon's Fist | <input type="checkbox"/> Improved Bull Rush |
| | <input type="checkbox"/> Improved Disarm | <input type="checkbox"/> Improved Feint |
| | <input type="checkbox"/> Improved Trip | <input type="checkbox"/> Mobility |

- | | | |
|-----------|--|---|
| Level | <input type="checkbox"/> Improved Critical | <input type="checkbox"/> Medusa's Wrath |
| 10 | <input type="checkbox"/> Snatch Arrows | <input type="checkbox"/> Spring Attack |

QUIVERING PALM

QUIVER DAYS Monk Level

days =

Level
15 FORTITUDE
SAVE DC

$$\boxed{} = 11 + \left(\frac{\text{LEVEL}}{\div 2} \right) + \text{WIS}$$

MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg	Armour 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 Manoeuvre Training Pain Points	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +1 to confirm critical hits
4		d8 d6 / 2d6	Exploit Weakness Martial Arts Master	Gain +2 to attack, bypass DR, other bonuses Use monk level to take Fighter feats
5			High Jump Extreme Endurance	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Immune to fatigue
6	■		Fast Movement +20 ft	(which grants +8 to Acrobatics checks for jumping)
7			Physical Resistance -1	Reduced ability damage
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) Extreme Endurance 2 Physical Resistance -2	Treat unarmed attacks as lawful weapons Immune to exhaustion
12	■	2d6 d10 / 3d6	Fast Movement +40 ft	(which grants +16 to Acrobatics checks for jumping)
13			Defensive Roll Physical Resistance -3	Reflex for half damage to avoid hitting Ohp
14	■			
15			Quivering Palm Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Physical Resistance -4	Treat unarmed attacks as adamantite weapons
18	■		Fast Movement +60 ft	(which grants +24 to Acrobatics checks for jumping)
19			Greater Defensive Roll Physical Resistance -5	Reduced damage on Defensive Roll
20		2d10 2d8 / 4d8	Extreme Endurance 4	Immune to death effects

† Martial Artist cannot use ki abilities without gaining a *ki pool* from another class

EXPLOIT WEAKNESS

Monk
Level

$$+ = + \text{ WIS}$$

As a swift action, make a wisdom check (above). If successful, gain +2 to attack until the end of your turn, and ignore damage reduction and hardness.

Alternatively, add half your level to Sense Motive. Reflex saves and a dodge bonus to **AC** until your next turn.

Challenge Rating

$$\boxed{} = 10 + \text{CR}$$

or object's
hardness

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

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							