

MONK OF THE HEALING HAND

Monk Level

ARMOR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

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

Bonus only applied when unarmored, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Monk Level

Non-Monk Levels

$$\left[\text{Dice} \right] = \left[\text{Dice} \right] + \left(\frac{\text{Monk Level}}{4} \right) \text{ (Round down)}$$

STUNNING FIST TODAY

FORTITUDE SAVE DC

Monk Level

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

- 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
50% miss chance when attacking
or 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** Paralyzed No action this round
Lose **DEX** bonus to AC; -2 AC

BONUS FEATS

- Level
- 1**
 - ☐ Catch off-guard
 - ☐ Combat Reflexes
 - ☐ Deflect Arrows
 - ☐ Dodge
 - ☐ Improved Grapple
 - ☐ Scorpion Style
 - ☐ Throw Anything
 - 6**
 - ☐ Gorgon's Fist
 - ☐ Improved Bull Rush
 - ☐ Improved Disarm
 - ☐ Improved Feint
 - ☐ Improved Trip
 - ☐ Mobility
 - 10**
 - ☐ Improved Critical
 - ☐ Medusa's Wrath
 - ☐ Snatch Arrows
 - ☐ Spring Attack

WHOLENESS OF BODY

HEALING POINTS

Level Monk Level

$$\left[\text{Dice} \right] = \left[\text{Dice} \right]$$

KI SACRIFICE

- Level
- 11** Spend an hour and sacrifice your entire ki pool (which must be at least 6 ki points) to cast *Raise Dead* with a caster level equal to your Monk level.
 - 15** As above, but cast *Resurrection*.
This requires that your ki pool contain at least 8 ki points.

DIAMOND SOUL

SPELL RESISTANCE

Monk Level

$$\left[\text{Dice} \right] = 10 + \left[\text{Dice} \right]$$

TRUE SACRIFICE

- Level
- 20** All dead allies within 50ft are revived, as if the subject of a *True Resurrection*.
The monk is utterly destroyed, and can never be revived.
His name can never be spoken or written down again, and all written mentions of his name become blank.

MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sm / Lg	Armor 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 Maneuver 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 Purity of Body	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Immune to all diseases
6	■		Fast Movement +20 ft Slow Fall 30 ft	(which grants +8 to Acrobatics checks for jumping)
7			Ancient Healing Hand	Heal somebody else's wounds - 2 ki points
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	■		Ki Pool (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
11			Ki Sacrifice	Bring a target back to life - all your ki points
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			Diamond Soul	Spell resistance
14	■		Slow Fall 70 ft	
15			Ki Sacrifice Fast Movement +50 ft	Resurrect a target - all your ki points (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft	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 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	True Sacrifice Slow Fall Any distance	Give your life to revive allies within 50ft.

KI POOL

KI POOL CAPACITY

Monk Level

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

KI POOL

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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

	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
LONG JUMP	DC	5	10	15	20	25	30	35	40	45	50	55
HIGH JUMP	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