

# MONK

## UNCHAINED

Monk  
Level

### STUNNING FIST

#### STUNNING FIST PER DAY

Monk  
Level

Non-Monk  
Levels

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \left( \boxed{\phantom{000}} \div 4 \right) \quad (\text{Round down})$$

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#### STUNNING FIST TODAY

#### FORTITUDE SAVE DC

Monk  
Level

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{WIS}$$

- 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** Paralysed No action for 1d6 rounds  
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
- 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

### KI POOL

Level

**3**  $\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \text{WIS}$

- Level
- 3** **KI STRIKE** **KI POOL** □□□ □□□  
As long as you have at least 1 ki point left,  
treat unarmed attacks as magic weapons
- 7** Treat unarmed attacks as cold iron and silver weapons
- 10** Treat unarmed attacks as lawful weapons
- 16** Treat unarmed attacks as adamantine weapons

### STYLE STRIKE

- Level
- 5** \_\_\_\_\_
- Level
- 9** \_\_\_\_\_
- Level
- 13** \_\_\_\_\_
- Level
- 15** Apply two unarmed style strikes each round
- Level
- 17** \_\_\_\_\_

# 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 an extra attack 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	(which grants +4 to Acrobatics checks for jumping)
4		d8 d6 / 2d6	Still Mind	+2 to saves against enchantment
5			Purity of Body	Immune to all diseases
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	■			
11			Flurry of blows (second)	Additional attack
12		2d6 d10 / 3d6	Fast Movement +40 ft	(which grants +16 to Acrobatics checks for jumping)
13			Tongue of the Sun and Moon	Speak with any living creature
14	■			
15			Fast Movement +50 ft	(which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8		
17			Timeless Body	No age penalties or artificial ageing
18	■		Fast Movement +60 ft	(which grants +24 to Acrobatics checks for jumping)
19			Flawless Mind	Take the better of 2 will saves
20		2d10 2d8 / 4d8	Perfect Self	Treated as outsider

### KI POWERS

- Level
- 4** \_\_\_\_\_
- Level
- 6** \_\_\_\_\_
- Level
- 8** \_\_\_\_\_
- Level
- 10** \_\_\_\_\_
- Level
- 12** \_\_\_\_\_
- Level
- 14** \_\_\_\_\_
- Level
- 16** \_\_\_\_\_
- Level
- 18** \_\_\_\_\_
- Level
- 20** \_\_\_\_\_