

MONK OF THE SACRED MOUNTAIN

Monk Level

ARMOUR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

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

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Monk Level

Non-Monk Levels

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

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STUNNING FIST TODAY

FORTITUDE SAVE DC

Monk Level

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

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
DC 10 Acrobatics to move more than half speed |
| | or | |
| | 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

- | | | |
|-------|--|--|
| Level | <input type="checkbox"/> Catch off-guard | <input type="checkbox"/> Combat Reflexes |
| 1 | <input type="checkbox"/> Deflect Arrows | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dodge |
| | <input type="checkbox"/> Improved Grapple | <input type="checkbox"/> Scorpion Style |
| | <input type="checkbox"/> Throw Anything | |
| Level | <input type="checkbox"/> Gorgon's Fist | <input type="checkbox"/> Improved Bull Rush |
| 6 | <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 |

WHOLENESS OF BODY

HEALING POINTS

Level

Monk Level

7

$$= \text{WIS}$$

DIAMOND SOUL

SPELL RESISTANCE

Level

Monk Level

13

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

QUIVERING PALM

QUIVER DAYS

Level

Monk Level

days

$$= \text{WIS}$$

FORTITUDE SAVE DC

Level

Monk Level

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

PERFECT SELF

Treated as an Outsider

Level

20 Immune to Charm Person and other effects that target non-outsiders.

Damage reduction 10/chaotic

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	■		Iron Monk	Toughness and +1 natural armour
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) Bastion Stance	Treat unarmed attacks as magic weapons Cannot be knocked prone or moved while stationary
5			Iron Limb Defence Purity of Body	+2 shield bonus to AC and CMD while stationary Increase bonus to +4 - 1 ki point 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			Adamantine Monk Fast Movement +30 ft	Damage reduction Double damage reduction - 1 ki point (which grants +12 to Acrobatics checks for jumping)
10	■		Ki Pool (lawful)	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immune to all poisons
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			Diamond Soul	Spell resistance
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) Bastion Stance 2	Treat unarmed attacks as adamantite weapons Cannot be moved, even by teleportation
17			Timeless Body Vow of Silence	No age penalties or artificial ageing +2 insight to AC and CMD +4 to Sense Motive, Stealth, Perception
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	Treated as outsider

KI POOL

KI POOL CAPACITY

Monk Level

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

KI POOL

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ACROBATICS

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's **CMD**

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
	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
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					