

MONK OF THE LOTUS

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)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

TOUCH OF SERENITY PER DAY

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

(Naar beneden afgerond)

TOUCH OF SERENITY TODAY

Declare before making an attack; if successful, the attack deals no damage, but target cannot attack or cast spells. Target may attempt a will save to end the effect.

SERENITY DURATION

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] \text{ rds} = 1 + \left(\frac{\text{Monk Level}}{6} \right)$$

WILL SAVE DC

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

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

WHOLENESS OF BODY

HEALING POINTS

$$\text{Level 7} \left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = \text{Monk Level}$$

TOUCH OF SURRENDER

When an attack would reduce a target to 0hp or below, opt to make the target surrender. Target is reduced to 0hp, is disabled and charmed. No saving throw. Effect lasts until dismissed, used on another target or target is next reduced to 0hp.

DIAMOND SOUL

$$\text{Level 13} \left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] \text{ SPELL RESISTANCE} = 10 + \text{Monk Level}$$

TOUCH OF PEACE

Level 15 Once a day, announce before making a melee attack. On a hit, the attack deals no damage but target is charmed. No saving throw.

PERFECT SELF

Level 20 Treated as an Outsider
Immune to Charm Person and other effects that target non-outsiders.
Damage reduction 10/chaotic

MONK

Monk Level Bonus Strike Damage
Level Prestaties Sml / Lrg

1 ■ d6
d4 / d8

Armour Class Bonus
Flurry of Blows
Unarmed Strike
Touch of Serenity

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
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 Wholeness of Body

Heal your own wounds - 2 ki points

8 d10
d8 / 2d8

Slow Fall 40 ft

Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)

9 Improved Evasion
Fast Movement +30 ft

Treat unarmed attacks as lawful weapons

10 ■ Ki Pool (lawful)
Slow Fall 50 ft

Immune to all poisons

11 Diamond Body

Target of an attack surrenders - 6 ki points (which grants +16 to Acrobatics checks for jumping)

12 2d6
d10 / 3d6

Slow Fall 60 ft

Spell resistance

13 Diamond Soul

Spell resistance

14 ■ Slow Fall 70 ft

Delayed death (which grants +20 to Acrobatics checks for jumping)

15 Touch of Peace
Fast Movement +50 ft

Treat unarmed attacks as adamantite weapons

16 2d8
2d6 / 3d8

Ki Pool (adamantine)
Slow Fall 80 ft

No age penalties or artificial ageing
Linguistics and Knowledge are class skills using WIS

17 Timeless Body
Learned Master

(which grants +24 to Acrobatics checks for jumping)

18 ■ Fast Movement +60 ft
Slow Fall 90 ft

Assume ethereal state for 1 minute - 3 ki points

19 Empty Body

Treated as outsider

20 2d10
2d8 / 4d8

Perfect Self
Slow Fall Any distance

KI POOL

KI POOL CAPACITY

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

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

	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	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