

# MONK

Monk  
Level

## ARMOUR CLASS BONUS

### AC BONUS

+ PK

### CMD BONUS

+ CMD

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

(Naar beneden afgerond)

Bonus only applied when unarmoured, unencumbered and not helpless

## STUNNING FIST

### STUNNING FIST PER DAY

Monk  
Level

Non-Monk  
Levels

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

STUNNING FIST  
TODAY

(Naar beneden afgerond)

### FORTITUDE SAVE DC

Monk  
Level

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

Level		
1	Stunned	Geen actie deze ronde BEHbonus aan PK; -2 PK
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	Geen actie deze ronde BEHbonus aan PK; -2 PK

## BONUS PRESTATIES

	<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	<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

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

## DIAMOND SOUL

### SPELL RESISTANCE

Monk Level

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

## QUIVERING PALM

### QUIVER DAYS

Monk Level

$$\text{Level } 15 \left[ \begin{array}{c} \square \\ \square \\ \square \end{array} \right] \text{ days} = \text{Monk Level}$$

### FORTITUDE SAVE DC

Monk  
Level

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

## PERFECT SELF

Treated as an Outsider

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

# MONK

Monk Bonus  
LevelPrestaties

Unarmed  
Strike  
Damage  
Sml / Lrg  
d6  
d4 / d8

Armour Class Bonus  
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  
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 Add monk level to Acrobatics checks for jumping  
Purity of Body +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

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 Diamond Body Immune to all poisons

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 Quivering Palm  
Fast Movement +50 ft Delayed death  
(which grants +20 to Acrobatics checks for jumping)

16 2d8  
2d6 / 3d8 Ki Pool (adamantine)  
Slow Fall 80 ft Treat unarmed attacks as adamantite weapons

17 Timeless Body  
Tongue of the Sun and Moon No age penalties or artificial ageing  
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 Perfect Self  
Slow Fall Any distance Treated as outsider

## KI POOL

### KI POOL CAPACITY

Monk Level

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

### KI POOL

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## 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