

FLOWING MONK

Monk
Level

ARMOR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

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

(Round down)

Bonus only applied when unarmed, unencumbered and not helpless

REDIRECTION

REDIRECTION
PER DAY

Monk
Level

Redirection
Today

=

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Once a round when attacked in melee, attempt a reposition or trip on the attacker, provided the enemy is within range. If combat maneuver is successful, target is sickened.

SICKENED
DURATION

Monk
Level

rds

=

$$\left(\frac{\text{Monk Level}}{4} \right)$$

(Round up)

Target may halve the duration with a reflex save:

REFLEX
SAVE DC

Monk
Level

=

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

If target charged, gain +2 on CMB and +2 to the save DC.

If target used Power Attack, +2 on CMB and +2 to the save DC.

Level 4 Use redirection on a target who melee attacks an ally

Level 8 Make both reposition and trip attacks

Level 12 Use redirection on any melee attacker

BONUS FEATS

- | | |
|--|--|
| <input type="checkbox"/> Agile Maneuvers | <input type="checkbox"/> Combat Reflexes |
| <input type="checkbox"/> Deflect Arrows | <input type="checkbox"/> Dodge |
| <input type="checkbox"/> Improved Reposition | <input type="checkbox"/> Improved Trip |
| <input type="checkbox"/> Nimble Moves | <input type="checkbox"/> Weapon Finesse |

- | | |
|--|---|
| <input type="checkbox"/> Acrobatic Steps | <input type="checkbox"/> Bodyguard |
| <input type="checkbox"/> Improved Disarm | <input type="checkbox"/> Improved Feint |
| <input type="checkbox"/> Ki Throw | <input type="checkbox"/> Mobility |
| <input type="checkbox"/> Second Chance | <input type="checkbox"/> Sidestep |

- | | |
|--|---|
| <input type="checkbox"/> In Harm's Way | <input type="checkbox"/> Repositioning Strike |
| <input type="checkbox"/> Snatch Arrows | <input type="checkbox"/> Spring Attack |
| <input type="checkbox"/> Tripping Strike | |

ELUSIVE TARGET

Level 5 When successfully attacked, attempt a reflex save against the attack roll to halve the damage. You suffer all the other effects of the attack.

Level 11 Take no damage on a successful reflex save, and only half damage on a failed save. If flanked, the attack is redirected to other attacker; if the attack is successful, they take half or full damage.

WHOLENESS OF BODY

HEALING
POINTS

Monk Level

=

DIAMOND SOUL

SPELL RESISTANCE

Monk Level

=

$$10 + \left(\frac{\text{Monk Level}}{4} \right)$$

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

Sm / Lg

1

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d6

d4 / d8

Armor Class Bonus
Flurry of Blows
Unarmed Strike
Redirection

Use a full attack action for more attacks
Treat hands, feet, knees and elbows as weapons
Reposition or trip when attacked

2

Evasion
Unbalancing counter

Avoid all damage on successful reflex save
Attacks of opportunity leave enemy flat-footed

3

Flowing Dodge
Maneuver Training
Still Mind

+1dodge bonus for each adjacent enemy
Use monk level in place of BAB for calculating CMB
+2saving 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
Elusive Target

Add monk level to Acrobatics checks for jumping
+20to jump checks - 1 ki point
Reflex save to avoid damage - 2 ki points

6

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Slow Fall 30 ft

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

d10
d8 / 2d8

Slow Fall 40 ft

9

Improved Evasion

Avoid half damage on failed reflex save

10

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Ki Pool (lawful)
Slow Fall 50 ft

Treat unarmed attacks as lawful weapons

11

Elusive Target (2)

No damage on successful save, half on failure
Redirect damage to flanking attacker

12

2d6
d10 / 3d6

Abundant step
Slow Fall 60 ft

Slip magically between spaces - 2 ki points

13

Diamond Soul

Spell resistance

14

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Slow Fall 70 ft

15

Volley Spell

Reflect a spell onto the caster - half spell level

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

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Slow Fall 90 ft

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

=

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

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

LONG JUMP

| Distance | 5ft | 10ft | 15ft | 20ft | 25ft | 30ft | 35ft | 40ft | 45ft | 50ft | 55ft |
|----------|-----|------|------|------|------|------|------|------|------|------|------|
| 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