

# JANISSARY

(MONK)

Monk  
Level

## FLURRY OF BLOWS

### FLURRY ATTACK BONUS

Monk Level

$$\boxed{\phantom{00}} = \phantom{00} - 2$$

## UNARMED STRIKE

### UNARMED STRIKE DAMAGE ROLL

□ d6 > □ d8 > □ d10 > □ 2d6 > □ 2d8 > □ 2d10

## STUNNING FIST

### STUNNING FIST PER DAY

Monk  
Level

Non-Monk  
Level

$$\boxed{\phantom{00}} = \phantom{00} + \left( \phantom{00} \div 4 \right)$$

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### STUNNING FIST TODAY

(Round down)

### FORTITUDE SAVE DC

Monk Level

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{WIS}$$

Monk Effects  
Level

- |           |           |  |
|-----------|-----------|--|
| <b>1</b>  | Stunned   | No action this round<br>Lose DEX bonus to AC; -2 AC  |
| <b>4</b>  | Fatigued  | Cannot run or charge<br>-2 Strength and Dexterity  |
| <b>8</b>  | Sickened  | -2 to attack rolls, damage rolls,<br>saving throws, skill and ability checks   |
| <b>12</b> | Staggered | May make a standard or move action,<br>but not both  |
| <b>16</b> | Blinded   | Lose DEX bonus to AC; -2 AC<br>-4 on STR and DEX skills, opposed Perception<br>50% miss chance when attacking<br>DC 10 Acrobatics to move more than half speed |
|           | or        |  |
|           | Deafened  | -4 initiative; 20% miss chance when attacking<br>-4 on opposed Perception<br>automatically fail Perception checks for sound                                    |
| <b>20</b> | Paralysed | No action this round<br>Lose DEX bonus to AC; -2 AC  |

## MIND OVER MAGIC

### INSIGHT BONUS

Level

Monk Level

$$4 + \boxed{\phantom{00}} = \phantom{00} \div 2$$

## COMMAND TRUCE

- Level Intimidate check to impose a truce between warring parties.  
**5** The truce is broken if anyone in your group draws a weapon, casts a spell or takes a threatening action.

## WHOLENESS OF BODY

### HEALING POINTS

Level

Monk Level

$$7 \boxed{\phantom{00}} = \phantom{00}$$

## DIAMOND SOUL

### SPELL RESISTANCE

Level

Monk Level

$$11 \boxed{\phantom{00}} = 10 + \phantom{00}$$

## QUIVERING PALM

### QUIVER DAYS

Monk Level

$$\boxed{\phantom{00}} = \phantom{00}$$

Level

### FORTITUDE SAVE DC

Monk  
Level

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{WIS}$$

## PERFECT SELF

### Treated as an Outsider

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

## MONK

Monk Bonus  
Level Feats

**1**

Armor Class Bonus  
Flurry of Blows  
Unarmed Strike  
Stunning Fist  
Psionic Aura

Use a full attack action for more attacks  
Treat hands as weapons  
Stun (or other effects) target for one round  
Unnerve non-sentient beings; Charm Person 1/day

**2**



Evasion

Avoid all damage on successful reflex save

**3**

Fast Movement +10 ft  
Maneuvre Training  
Still Mind

Use monk level in place of BAB for calculating CMB  
+2 saving throws against enchantment

**4**

Ki Pool (magic)  
Mind Over Magic

Treat unarmed attacks as magic weapons  
Gain a bonus to saving throws - 1 ki point

**5**

Command Truce  
Purity of Body

Impose a truce between fighting parties - 1 ki point / min  
Immune to all diseases

**6**



Fast Movement +20 ft  
Slow Fall 30 ft

**7**

Wholeness of Body

Heal your own wounds - 2 ki points

**8**

Slow Fall 40 ft

**9**

Improved Evasion  
Fast Movement +30 ft

Avoid half damage on failed reflex save

**10**



Ki Pool (lawful)  
Slow Fall 50 ft  
Psionic Aura

Treat unarmed attacks as lawful weapons  
Charm Person 2/day

**11**

Diamond Body

Immune to all poisons

**12**

Abundant step  
Fast Movement +40 ft  
Slow Fall 60 ft

Slip magically between spaces - 2 ki points

**13**

Diamond Soul

Spell resistance

**14**



Slow Fall 70 ft

**15**

Quivering Palm  
Fast Movement +50 ft  
Psionic Aura

Delayed death  
Charm Person 3/day

**16**

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 aging  
Speak with any living creature

**18**



Fast Movement +60 ft  
Slow Fall 90 ft

**19**

Empty Body

Assume ethereal state for 1 minute - 3 ki points

**20**

Perfect Self  
Slow Fall Any distance  
Psionic Aura

Treated as outsider  
Charm Person 4/day

## KI POOL

### KI POOL CAPACITY

Monk Level

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \text{WIS}$$

Ki Pool