

MONK OF THE SACRED MOUNTAIN

ARMOUR CLASS BONUS

AC BONUS

+ RK

+ KMV

Mönch-
stufe

Mönch-
stufe

WE

+

(

÷ 4

)

(abrunden)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Mönch-
stufe

Non-Monk
Levels

=

+

(

÷ 4

)

(abrunden)

STUNNING FIST TODAY

FORTITUDE SAVE DC

Mönch-
stufe

=

10

+

(

÷ 2

)

+

WE

- Stufe
- 1 Stunned
- No action this round
Lose **DEX** bonus to **AC**; -2 **AC**
- 4 Fatigued
- Cannot run or charge
-2 Strength and Dexterity
- 8 Kränkelnd
- 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
- oder
- 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

- Stufe
- 1
- ☐ Catch off-guard

☐ Combat Reflexes

☐ Deflect Arrows

☐ Dodge

☐ Improved Grapple

☐ Scorpion Style

☐ Throw Anything
- Stufe
- 6
- ☐ Gorgon's Fist

☐ Improved Bull Rush

☐ Improved Disarm

☐ Improved Feint

☐ Improved Trip

☐ Mobility
- Stufe
- 10
- ☐ Improved Critical

☐ Medusa's Wrath

☐ Snatch Arrows

☐ Spring Attack

WHOLENESS OF BODY

HEALING POINTS

Stufe

7

=

Mönchstufe

DIAMOND SOUL

SPELL RESISTANCE

Stufe

13

=

10

+

Mönchstufe

QUIVERING PALM

QUIVER DAYS

Stufe

Tage

=

Mönchstufe

FORTITUDE SAVE DC

Stufe

20

=

10

+

(

÷ 2

)

+

WE

PERFECT SELF

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

Mönch			
Mönch- stufe	Bonus Feats	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus
1	■	W6 W4 / W8	Flurry of Blows Waffenloser Schlag 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) Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
4		W8 W6 / 2W6	Ki-Vorrat (Magisch) 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 Immun gegen alle Krankheiten
6	■		Fast Movement +20 ft (which grants +8 to Acrobatics)
7			Wholeness of Body Heal your own wounds - 2 ki points
8		W10 W8 / 2W8	
9			Adamantine Monk Fast Movement +30 ft Damage reduction Double damage reduction - 1 ki point (which grants +12 to Acrobatics)
10	■		Ki-Vorrat (Rechtschaffen) Treat unarmed attacks as lawful weapons
11			Diamond Body Immun gegen alle Gifte
12		2W6 W10 3W6	Abundant step Fast Movement +40 ft Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics)
13			Diamond Soul Spell resistance
14	■		
		Quivering Palm Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics)
16		2W8 2W6 / 3W8	Ki-Vorrat (Adamant) Bastion Stance 2 Treat unarmed attacks as adamantine 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)
19			Empty Body Assume ethereal state for 1 minute - 3 ki points
20		2W10 2W8 / 4W8	Perfect Self Treated as outsider

Ki-Vorrat

KI POOL CAPACITY

=

(

÷ 2

)

+

WE

Mönchstufe

Ki-Vorrat

ACROBATICS

MOVE THROUGH THREATENED SQUARE		at half speed
Acrobatics DC = Opponent's CMD		+10 to move at full speed
MOVE THROUGH ENEMY'S OWN SQUARE		at half speed
Acrobatics DC = 5 + Opponent's CMD		+10 to move at full speed
LONG JUMP	Entfernung	5ft 10ft 15ft 20ft 25ft 30ft 35ft 40ft 45ft 50ft 55ft
	SG	5 10 no penalty for riding bareback 35 40 45 50 55
HIGH JUMP	Entfernung	1ft 2ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft
	SG	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	SG 20 Reflex save	if you fail a jump by 4 or less
FALL	SG 15 Acrobatics	to ignore 10ft of falling damage