FLOWING MONK

Monk Level

ARMOR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

= WIS + (Monk Level ÷ 4) (Round down)

Bonus only applied when unarmored, unencumbered and not helpless

REDIRECTION

REDIRECTION PER DAY = Monk Level

Redirection Today

Once a round when attacked in melee, attempt a reposition or trip on the attacker, provided the enemy is within range.
Gain +2 on **CMD**for the reposition or trip attack.
If combat maneuver is successful, target is sickened.

SICKENED DURATION = (Monk Level ÷ 4) rds (Round up)

Target may halve the duration with a reflex save:

REFLEX SAVE DC = 10 + (Monk Level ÷ 2) + WIS

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

Level 1	☐ Agile Maneuvers	☐ Combat Reflexes
	☐ Deflect Arrows	☐ ☐ ☐ Dodge
	☐ Improved Reposition	☐ Improved Trip
	☐ Nimble Moves	☐ Weapon Finesse
Level 6	☐ Acrobatic Steps	☐ Bodyguard
	☐ Improved Disarm	☐ Improved Feint
	☐ Ki Throw	☐ Mobility
	☐ Second Chance	☐ Sidestep
Level 10	☐ In Harm's Way	☐ Repositioning Strike
	☐ Snatch Arrows	☐ Spring Attack
	☐ 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

Level 7 — HEALING POINTS = Monk Level

DIAMOND SOUL

Level 13 — SPELL RESISTANCE = 10 + Monk Level

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 Feats	Unarmed Strike Damage Sml / Lrg		
1	■	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	**+1** dodge bonus for each adjacent enemy 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 Elusive Target	Add monk level to Acrobatics checks for jumping **+20** to jump checks - **1 ki point** Reflex save to avoid damage - **2 ki points**
6	■		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	■		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	■		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	■		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 ÷ 2) + WIS

KI POOL

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	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