

SENSEI (MONK)

Mönch-
stufe

STUNNING FIST

STUNNING FIST PER DAY

Mönch-
stufe

Non-Monk
Levels

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

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STUNNING FIST TODAY

(abrunden)

FORTITUDE SAVE DC

Mönch-
stufe

$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + WE$$

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 FEAT

- ☐ Catch off-guard ☐ Combat Reflexes
- ☐ Deflect Arrows ☐ Dodge
- ☐ Improved Grapple ☐ Scorpion Style
- ☐ Throw Anything

ADVICE

PERFORMANCE PER DAY

Mönch-
stufe

$$\boxed{} = \boxed{} + WE$$

LIED DES MUTES

- Stufe **1** **+** Bonus against charm and compulsion
Bonus auf Angriffs- und Waffenschadenswürfel

LIED DES ERFOLGS

- Stufe **3** **+**

LIED DER GRÖSSE MAX AFFECTED

- Stufe **9** 2 Bonus Trefferwürfel
+ 2W10 (+ KO Modifikatoren)

WHOLENESS OF BODY

HEALING POINTS

- Stufe **7** = Mönchstufe

DIAMOND SOUL

SPELL RESISTANCE

Mönchstufe

- Stufe **13** = 10 +

QUIVERING PALM

QUIVER DAYS

Mönchstufe

- Stufe Tage =

FORTITUDE SAVE DC

Mönch-
stufe

$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + WE$$

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- Bonus
stufe Feats

Unarmed
Strike
Damage
Sml / Lrg

1

■

W6
W4 / W8

Armour Class Bonus
Advice
Waffenloser Schlag
Stunning Fist

Inspire Courage
Treat hands, feet, knees and elbows as weapons
Stun (or other effects) target for one round

2

Insightful Strike

Use **WIS** in place of **STR/DEX** for monk weapons

3

Advice 2
Manoeuvre Training
Still Mind

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

4

W8
W6 / 2W6

Ki-Vorrat (Magisch)
Slow Fall 20 ft

Treat unarmed attacks as magic weapons
Reduce effective falling height using wall

5

High Jump
Purity of Body

Add monk level to Acrobatics checks for jumping
+20 to jump checks - **1 ki point**
Immun gegen alle Krankheiten

6

Mystic Wisdom
Slow Fall 30 ft

Grant bonus to an ally - **1 ki point**

7

Wholeness of Body

Heal your own wounds - **2 ki points**

8

W10
W8 / 2W8

Slow Fall 40 ft

Inspire Greatness

9

Advice 3

Inspire Greatness

10

Ki-Vorrat (Rechtschaffen)
Slow Fall 50 ft

Treat unarmed attacks as lawful weapons

11

Diamond Body

Immun gegen alle Gifte

12

2W6
W10 3W6

Abundant step
Mystic Wisdom 2
Slow Fall 60 ft

Slip magically between spaces - **2 ki points**
Grant bonus to allies in 30ft - **1 ki point**

13

Diamond Soul

Spell resistance

14

Slow Fall 70 ft

Quivering Palm

Delayed death

16

2W8
2W6 / 3W8

Ki-Vorrat (Adamant)
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

Mystic Wisdom 3
Slow Fall 90 ft

Grant more abilities to allies - **2 ki points**

19

Empty Body

Assume ethereal state for 1 minute - **3 ki points**

20

2W10
2W8 / 4W8

Perfect Self
Slow Fall Any distance

Treated as outsider

MYSTIC WISDOM

Stufe

6

Grant a single ally within 30ft:

1 ki point

Stufe

12

Grant all allies within 30ft:

Grant a single ally within 30ft: Evasion, Fast Movement, High Jump, Purity of Body, Slow Fall

1 ki point

Stufe

18

Grant all allies within 30ft: Evasion, Fast Movement, High Jump, Purity of Body, Slow Fall

Grant a single ally within 30ft: Diamond Body, Diamond Soul, Improved Evasion

2 ki points

2 ki points

Ki-Vorrat

KI POOL CAPACITY

Mönchstufe

$$\boxed{} = \left(\boxed{} \div 2 \right) + WE$$

Ki-Vorrat

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00 00
00 00

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

Entfernung	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
SG	5	10	no penalty for riding bareback	20	30	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

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