Monk Level

ARMOUR CLASS BONUS

AC BONUS + CMD BONUS

Monk Level WIS + (Round down)

> Bonus only applied when unarmoured, unencumbered and not helpless

FLURRY OF BLOWS

FLURRY ATTACK BONUS

Monk Level

UNARMED STRIKE

UNARMED STRIKE DAMAGE ROLL

 \Box d6 > \Box d8 > \Box d10 > \Box 2d6 > \Box 2d8 > \Box 2d10

STUNNING FIST STUNNING FIST Monk Non-Monk **PER DAY** Level Level (Round down) STUNNING FIST

FORTITUDE SAVE DC

Monk Level

= 10 + ÷ 2) + WIS

Monk Effects Level

8

No action this round Stunned 1

Lose DEX bonus to AC; -2 AC

Cannot run or charge 4 Fatigued -2 Strength and Dexterity

> -2 to attack rolls, damage rolls, Sickened

saving throws, skill and ability checks

May make a standard or move action, 12 Staggered

but not both

Lose DEX bonus to AC: -2 AC Blinded 16

-4 on STR and DEX skills, opposed Perception

50% miss chance when attacking or

DC 10 Acrobatics to move more than half speed

-4 initiative; 20% miss chance when attacking Deafened

-4 on opposed Perception automatically fail Perception checks for sound

No action this round

Paralysed Lose DEX bonus to AC: -2 AC

WHOLENESS OF BODY

HEALING POINTS Level

Monk Level

7

DIAMOND SOUL

SPELL RESISTANCE Leve

Monk Level

13 = 10 +

QUIVERING PALM

QUIVER DAYS Monk Level Level **FORTITUDE** Monk 15 SAVE DC Level

PERFECT SELF

Treated as an Outsider

Immune to Charm Person and other effects that

target non-outsiders.

Damage reduction 10/chaotic

*			MONK
	Bonus Feats	Armour Class Bonus	
1	•	Flurry of Blows Unarmed Strike Stunning Fist	Use a full attack action for more attacks Treat hands as weapons Stun (or other effects) target for one round
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) 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 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	Treat unarmed attacks as lawful weapons
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	Delayed death
16		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	-	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	Treated as outsider

KI POOL

KI POOL

CAPACITY Monk Level

Ki Pool

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

Distance 5ft 10ft 15ft 25ft 30ft 35ft 45ft 50ft 55ft LONG JUMP DC 5 10 15 20 25 30 35 40 45 50 55 Distance 1ft 2ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft HIGH JUMP 24 DC 4 8 12 16 20 28 32 36 40 44

if you fail a jump by 4 or less

Acrobatics skill +4 for every 10ft of your standard move above 30ft

DC 20 Reflex save **CATCH LEDGE**

DC 15 Acrobatics to ignore 10ft of falling damage