

# KI MYSTIC

Mönch-  
stufe

## ARMOUR CLASS BONUS

### AC BONUS

+ RK

### CMD BONUS

+ KMV

$$\left. \begin{array}{l} + RK \\ + KMV \end{array} \right\} = WE + \left( \frac{\text{Mönch-stufe}}{4} \right) \text{ (abrunden)}$$

Bonus only applied when unarmoured, unencumbered and not helpless

## STUNNING FIST

### STUNNING FIST PER DAY

Mönch-stufe Non-Monk Levels

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] + \left( \frac{\text{Mönch-stufe}}{4} \right) \text{ (abrunden)}$$

### STUNNING FIST TODAY

### FORTITUDE SAVE DC

Mönch-stufe

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left( \frac{\text{Mönch-stufe}}{2} \right) + WE$$

Stufe

- |             |           |  |
|-------------|-----------|--|
| <b>1</b>    | Stunned   | No action this round<br>Lose <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b>  |
| <b>4</b>    | Fatigued  | Cannot run or charge<br>-2 Strength and Dexterity  |
| <b>8</b>    | Kränkelnd | -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 <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b><br>-4 on <b>STR</b> and <b>DEX</b> skills, opposed Perception<br>50% miss chance when attacking<br>DC 10 Acrobatics to move more than half speed |
| <b>oder</b> |           |  |
|             | 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 <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b>  |

## BONUS FEATS

- |   |  |
|---|--|
| <input type="checkbox"/> Catch off-guard  | <input type="checkbox"/> Combat Reflexes |
| <input type="checkbox"/> Deflect Arrows   | <input type="checkbox"/> Dodge           |
| <input type="checkbox"/> Improved Grapple | <input type="checkbox"/> Scorpion Style  |
| <input type="checkbox"/> Throw Anything   |  |

- |  |   |
|--|---|
| <input type="checkbox"/> Gorgon's Fist   | <input type="checkbox"/> Improved Bull Rush |
| <input type="checkbox"/> Improved Disarm | <input type="checkbox"/> Improved Feint     |
| <input type="checkbox"/> Improved Trip   | <input type="checkbox"/> Mobility           |

- |  |   |
|--|---|
| <input type="checkbox"/> Improved Critical | <input type="checkbox"/> Medusa's Wrath |
| <input type="checkbox"/> Snatch Arrows     | <input type="checkbox"/> Spring Attack  |

## WHOLENESS OF BODY

### HEALING POINTS

$$\text{Stufe } 7 \left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \text{Mönchstufe}$$

## QUIVERING PALM

### QUIVER DAYS

Mönchstufe

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] \text{ Tage} =$$

### FORTITUDE SAVE DC

Mönch-stufe

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left( \frac{\text{Mönch-stufe}}{2} \right) + WE$$

## MYSTIC PERSISTENCE

As a swift action once a day, create a 20ft-radius aura of luck allowing yourself and all allies to take the better of two rolls for attacks and saving throws.  
Aura lasts **1 round** for every **2 ki points** spent

## 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  
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**

■

Entrinnen

Avoid all damage on successful reflex save

**3**

Fast Movement **+10 ft**  
Manoeuvre Training  
Ki Pool

(which grants **+4** to Acrobatics)  
Use monk level in place of **BAB** for calculating **CMB**  
Insight bonus to knowledge and skills

**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

Mystic Insight

Add monk level to Acrobatics checks for jumping  
**+20** to jump checks - **1 ki point**  
Ally may re-roll attack or save - **2 ki points**

**6**

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Fast Movement **+20 ft**  
Slow Fall **30 ft**

(which grants **+8** to Acrobatics)

**7**

Wholeness of Body

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

**8**

**W10**

**W8 / 2W8**

Slow Fall **40 ft**

**9**

Improved Evasion  
Fast Movement **+30 ft**

Avoid half damage on failed reflex save  
(which grants **+12** to Acrobatics)

**10**

■

Ki-Vorrat (Rechtschaffen)  
Slow Fall **50 ft**

Treat unarmed attacks as lawful weapons

**11**

Mystic Visions

Receive enlightenment while you rest - **2 ki points**

**12**

**2W6**

**W10 3W6**

Abundant step  
Fast Movement **+40 ft**  
Slow Fall **60 ft**

Slip magically between spaces - **2 ki points**  
(which grants **+16** to Acrobatics)

**13**

Mystic Presence **+2**

Insight bonus to **AC** and **CMD**

**14**

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Slow Fall **70 ft**

Quivering Palm  
Fast Movement **+50 ft**

Delayed death  
(which grants **+20** to Acrobatics)

**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**

■

Fast Movement **+60 ft**  
Slow Fall **90 ft**

(which grants **+24** to Acrobatics)

**19**

Mystic Persistence

20ft aura of luck - **2 or more ki points**

**20**

**2W10**

**2W8 / 4W8**

Perfect Self  
Slow Fall **Any distance**  
Mystic Presence **+4**

Treated as outsider

## Ki-Vorrat

### KI POOL CAPACITY

Stufe Stufe

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = WE$$

$$= 2 + \left( \frac{\text{Mönchstufe}}{2} \right) + WE$$

### Ki-Vorrat

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☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐

**+2** to all Knowledge skills as long as you have at least **1 ki point** in you pool  
As a swift action, gain **+4** insight bonus to any skill or ability check, at a cost of **1 ki point**

## 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

	Entfernung	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
<b>LONG JUMP</b>	SG	5	10	no penalty for riding bareback	20	30	35	40	45	50	55	
<b>HIGH JUMP</b>	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