

HUNGRY GHOST MONK

Monk
Level

ARMOR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

$$\left. \begin{array}{l} + AC \\ + CMD \end{array} \right\} = WIS + \left(\frac{\text{Monk Level}}{4} \right)$$

(Round down)

PUNISHING KICK

PUNISHING KICK PER DAY

$$\left[\text{Box} \right] = \left[\text{Box} \right] + \left(\frac{\text{Monk Level}}{4} \right)$$

(Round down)

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PUNISHING KICK TODAY

DISTANCE PUSHED

Monk
Level

$$\left[\text{Box} \right] \text{ ft} = \left(\frac{\text{Monk Level}}{5} \right) \times 5 \text{ ft}$$

FORTITUDE SAVE DC

Monk
Level

$$\left[\text{Box} \right] = 10 + \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

Fortitude save to avoid being knocked prone

Level 15 Push a target back 5ft and knock them prone with the same attack

STEAL KI

Level 5 On a confirmed critical hit, or on reducing a target to 0hp, regain 1 ki point up to your maximum.

Level 11 For each point regained, gain an immediate saving throw against one disease.

BONUS FEATS

- Level 1
- ☐ Catch off-guard
 - ☐ Combat Reflexes
 - ☐ Deflect Arrows
 - ☐ Dodge
 - ☐ Improved Grapple
 - ☐ Scorpion Style
 - ☐ Throw Anything

- Level 6
- ☐ Gorgon's Fist
 - ☐ Improved Bull Rush
 - ☐ Improved Disarm
 - ☐ Improved Feint
 - ☐ Improved Trip
 - ☐ Mobility

- Level 10
- ☐ Improved Critical
 - ☐ Medusa's Wrath
 - ☐ Snatch Arrows
 - ☐ Spring Attack

LIFE FUNNEL

On a confirmed critical hit, or on reducing a target to 0hp, regain health.

Level 7 **HEALING POINTS**

$\left[\text{Box} \right] = \text{Monk Level}$

SIPPING DEMON

Gain 1hp on a successful melee attack

Level Gain WIS hp on a confirmed critical attack

13 You may gain up to your monk level in temporary hit points. They disappear after 1 hour

QUIVERING PALM

QUIVER DAYS Monk Level

$$\left[\text{Box} \right] \text{ days} = \text{Monk Level}$$

Level 15 **FORTITUDE SAVE DC**

Monk
Level

$$\left[\text{Box} \right] = 10 + \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that target non-outsiders.

20 Damage reduction 10/chaotic

MONK

| Monk Level | Bonus Feats | Unarmed Strike Damage Sml / Lrg | Armor Class Bonus | |
|------------|-------------|---------------------------------|--|---|
| 1 | ■ | d6 d4 / d8 | Flurry of Blows Unarmed Strike Punishing Kick | Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Push targets away from you |
| 2 | ■ | | Evasion | Avoid all damage on successful reflex save |
| 3 | | | Fast Movement +10 ft Maneuver Training Still Mind | (which grants +4 to Acrobatics) 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 Steal Ki | Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Take ki from other creatures |
| 6 | ■ | | Fast Movement +20 ft Slow Fall 30 ft | (which grants +8 to Acrobatics) |
| 7 | | | Life Funnel | Take hp from other creatures |
| 8 | | d10 d8 / 2d8 | 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 Pool (lawful) Slow Fall 50 ft | Treat unarmed attacks as lawful weapons |
| 11 | | | Life from a Stone | Take ki or hp from any creature at all |
| 12 | | 2d6 d10 / 3d6 | Abundant step Fast Movement +40 ft Slow Fall 60 ft | Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics) |
| 13 | | | Sipping Demon | Gain temporary hp on melee attacks |
| 14 | ■ | | Slow Fall 70 ft | |
| 15 | | | Quivering Palm Fast Movement +50 ft | Delayed death (which grants +20 to Acrobatics) |
| 16 | | 2d8 2d6 / 3d8 | Ki Pool (adamantine) Slow Fall 80 ft | Treat unarmed attacks as adamantite 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 | (which grants +24 to Acrobatics) |
| 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

$$\left[\text{Box} \right] = \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

KI POOL

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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

| 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