# MONK OF THE **LOTUS**

Monk Level

# **ARMOUR CLASS BONUS**



Bonus only applied when unarmoured, unencumbered and not helpless

#### STUNNING FIST **TOUCH OF** Non-Monk Monk



Declare before making an attack; if successful, the attack deals no damage, but target cannot attack or cast spells. Target may attempt a will save to end the effect.

DURATION		evel	
rds	= 1 + (	÷ 6 )	
WILL SAVE DC		Monk Level	
	= 10 + (	÷ 2	) + WIS

#### **BONUS FEATS**

SEPENITY

	□ Catch off-guard	□ Combat Reflexes
Level	□ Deflect Arrows	□ □ □ Dodge
1	☐ Improved Grapple	□ Scorpion Style
	☐ Throw Anything	
Laural	☐ Gorgon's Fist	☐ Improved Bull Rush
Level	<ul><li>☐ Gorgon's Fist</li><li>☐ Improved Disarm</li></ul>	<ul><li>☐ Improved Bull Rush</li><li>☐ Improved Feint</li></ul>

☐ Medusa's Wrath

#### □ Snatch Arrows ☐ Spring Attack WHOLENESS OF BODY

Level	HEALING POINTS	Monk Level
7		=

Level ☐ Improved Critical

## TOUCH OF SURRENDER

When an attack would reduce a target to Ohp or below, opt to make the target surrender. Target is reduced to Ohp, is disabled and charmed. No saving throw.

Effect lasts until dismissed, used on another target or target is next reduced to Ohp

## **DIAMOND SOUL**

Level	SPELL RESISTANCE				Monk Level								
		= 10	+	_	_	_		_		_			

### **TOUCH OF PEACE**

Once a day, announce before makinga melee attack. On a hit, the attack deals no damage but target is charmed. 15 No saving throw.

# PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

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	Bonus Feats	Damage Sml / Lrg	Armour Class Bonus Flurry of Blows	Use a full attack action for more attacks		
1		<b>d6</b> d4/d8	Unarmed Strike Touch of Serenity	Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round		
2			Evasion	Avoid all damage on successful reflex save		
3			Fast Movement <b>+10 ft</b> Manoeuvre Training Still Mind	(which grants +4 to Acrobatics) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> +2 saving throws against enchantment		
4		<b>d8</b> d6/2d6	Ki Pool (magic) Slow Fall <b>20 ft</b>	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	(which grants +8 to Acrobatics)		
7			Wholeness of Body	Heal your own wounds - 2 ki points		
8		<b>d10</b> d8/2d8	Slow Fall <b>40 ft</b>			
9			Improved Evasion Fast Movement <b>+30 ft</b>	Avoid half damage on failed reflex save (which grants <b>+12</b> to Acrobatics)		
10			Ki Pool (lawful) Slow Fall <b>50 ft</b>	Treat unarmed attacks as lawful weapons		
11			Diamond Body	Immune to all poisons		
12		<b>2d6</b> d10 / 3d6	Touch of Surrender Fast Movement +40 ft Slow Fall 60 ft	Target of an attack surrenders - 6 ki points (which grants +16 to Acrobatics)		
13			Diamond Soul	Spell resistance		
14			Slow Fall 70 ft			
15			Touch of Peace Fast Movement +50 ft	Delayed death (which grants <b>+20</b> to Acrobatics)		
16		2d8 2d6/3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b>	Treat unarmed attacks as adamantine weapons		
17			Timeless Body Learned Master	No age penalties or artificial aging Linguistics and Knowledge are class skills using <b>WIS</b>		
18			Fast Movement <b>+60 ft</b> Slow Fall <b>90 ft</b>	(which grants +24 to Acrobatics)		
19			Empty Body	Assume ethereal state for 1 minute - <b>3 ki points</b>		
20		<b>2d10</b> 2d8 / 4d8	Perfect Self Slow Fall <b>Any distance</b>	Treated as outsider		

# KI POOL

KI POOL CAPACITY

FALL

Monk Level ÷ 2 )

KI POOL		

## **ACROBATICS**

MOVE THROUGH THREATENED SQUARE at half speed Acrobatics DC = Opponent's CMD

MOVE THROUGH ENEMY'S OWN SQUARE

DC 15 Acrobatics

Acrobatics DC = 5 + Opponent's CMD

+10 to move at full speed

at half speed +10 to move at full speed

20ft Distance 5ft 10ft 15ft 25ft 30ft 35ft 40ft 45ft 50ft 55ft LONG IUMP DC 5 10 15 20 25 30 35 40 45 50 55 4ft 5ft 6ft 7ft Distance 1ft 2ft 3ft 8ft 9ft 10ft 11ft **HIGH JUMP** 20 24 28 32 8 12 16 36 Acrobatics skill +4 for every 10ft of your standard move above 30ft if you fail a jump by 4 or less **CATCH LEDGE** DC 20 Reflex save

to ignore 10ft of falling damage