MANOEUVRE Monk Level **MASTER** (MONK) ARMOUR CLASS BONUS **AC BONUS** Monk Level **CMD** BONUS (Round down) Bonus only applied when unarmoured, unencumbered and not helpless STUNNING FIST STUNNING FIST Monk Non-Monk **PER DAY** Level Levels ÷ 4 (Round down) STUNNING FIST **FORTITUDE** Monk SAVE DC Level = 10 + Level 1 Stunned No action this round Lose DEX bonus to AC; -2 AC Cannot run or charge Fatigued 4 -2 Strength and Dexterity 8 Sickened -2 to attack rolls, damage rolls, saving throws, skill and ability checks May make a standard or move action, 12 Staggered but not both 16 Blinded Lose DEX bonus to AC; -2 AC -4 on STR, 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 BONUS FEATS** ☐ Catch off-guard □ Combat Reflexes □ Deflect Arrows □ □ □ Dodge Level ☐ Improved Grapple □ Scorpion Style ☐ Throw Anything □ Improved □ Improved ☐ Gorgon's Fist ☐ Improved Bull Rush ☐ Improved Disarm ☐ Improved Feint Level ☐ Improved Trip ☐ Mobility 6 ☐ Greater □ Greater ☐ Medusa's Wrath ☐ Improved Critical ☐ Snatch Arrows ☐ Spring Attack 10 Strike WHOLENESS OF BODY HEALING **POINTS** Monk Level Level MOVE THROUGH THREATENED SQUARE 7 DIAMOND SOUL SPELL RESISTANCE Monk Level Level = 10 + 13 **PERFECT SELF**

Treated as an Outsider

target non-outsiders. Damage reduction 10/chaotic

Level Immune to Charm Person and other effects that

MONK									
	Bonus Feats		Armour Class Bonus						
1	•	d6 d4/d8	Flurry of Manoeuvres Unarmed Strike Stunning Fist	Use a full attack action for more combat manoeuvres 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 +10 ft Manoeuvre Training Manoeuvre Defence	(which grants +4 to Acrobatics) Use monk level in place of BAB for calculating CMB Attacks of opportunity against manoeuvres					
4		d8 d6/2d6	Ki Pool (magic) Reliable Manoeuvre	Treat unarmed attacks as magic weapons Roll twice for CMB - 1 ki point					
5			High Jump Meditative Manoeuvre	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Add WIS to CMB, once a round					
6	-		Fast Movement +20 ft	(which grants +8 to Acrobatics)					
7			Wholeness of Body	Heal your own wounds - 2 ki points					
8		d10 d8/2d8							
9			Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants +12 to Acrobatics)					
10			Ki Pool (lawful)	Treat unarmed attacks as lawful weapons					
11			Sweeping Manoeuvre	Make a manoeuvre against two enemies OR two manoeuvres against the same enemy					
12		2d6 d10/3d6	Abundant step Fast Movement +40 ft	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics)					
13			Diamond Soul	Spell resistance					
14									
15			Whirlwind Manoeuvre Fast Movement +50 ft	Make one manoeuvre against all adjacent enemies (which grants +20 to Acrobatics)					
16		2d8 2d6/3d8	Ki Pool (adamantine)	Treat unarmed attacks as adamantine 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	(which grants +24 to Acrobatics)					
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points					
20		2d10 2d8 / 4d8	Perfect Self	Treated as outsider					
×			FLURRY OF M	ANOEUVRES					
1 8 15	First combat manoeuvre Second combat manoeuvre Third combat manoeuvre -3 Third combat manoeuvre -7 As part of a full attack, make additional combat manoeuvres at a penalty to CMB.								
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CAPACITY	Monk Level	KI POOL
= (÷ 2) + WIS	
	ACROBATICS	

at half speed

Acrobatics DC = Opponent's CMD						+	+10 to move at full speed						
MOVE THROUGH ENEMY'S OWN SQUARE Acrobatics DC = 5 + Opponent's CM						at half speed +10 to move at full speed							
	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft	
LONG JUMP	DC	5	10	15	20	25	30	35	40	45	50	55	
HIGH JUMP	Distance DC		2ft 8	3ft 12	4ft 16	5ft 20	6ft 24	7ft 28	8ft 32	9ft 36	10ft 40	11ft 44	
		Acrobatics skill +4 for every 10				ry 10ft (ft 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								