HUNGRY GHOST MONK

Monk Level ☐

ARMOUR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

$$\Big\} = WIS + \Big(\underline{\quad} \div 4 \Big)$$

Monk Level

(Round down)

PUNISHING KICK

PUNISHING KICK PER DAY

$$\underline{\quad} = \underline{\quad} + \Big(\underline{\quad} \div 4 \Big)$$

Monk Level — Non-Monk Levels

(Round down)

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☐☐☐ ☐☐☐ **PUNISHING KICK TODAY**
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DISTANCE PUSHED

$$\underline{\quad} ft = \Big(\underline{\quad} \div 5 \Big) \times 5ft$$

Monk Level

FORTITUDE SAVE DC

$$\underline{\quad} = 10 + \Big(\underline{\quad} \div 2 \Big) + WIS$$

Monk Level

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**

$$\underline{\quad} = \underline{\quad}$$

Monk Level

SIPPING DEMON

Level 13
Gain 1hp on a successful melee attack
Gain WIS hp on a confirmed critical attack
You may gain up to your monk level in temporary hit points. They disappear after 1 hour

QUIVERING PALM

QUIVER DAYS

$$\underline{\quad} days = \underline{\quad}$$

Monk Level

Level 15 — **FORTITUDE SAVE DC**

$$\underline{\quad} = 10 + \Big(\underline{\quad} \div 2 \Big) + WIS$$

Monk Level

PERFECT SELF

Level 20
Treated as an Outsider
Immune to Charm Person and other effects that target non-outsiders.
Damage reduction **10/chaotic**

MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg		
1	■	d6 d4 / d8	Armour Class Bonus	
			Flurry of Blows	Use a full attack action for more attacks
			Unarmed Strike	Treat hands, feet, knees and elbows as weapons
			Punishing Kick	Push targets away from you
2	■		Evasion	Avoid all damage on successful reflex save
3			Fast Movement +10 ft	(which grants +4 to Acrobatics)
			Manoeuvre Training	Use monk level in place of **BAB** for calculating **CMB**
			Still Mind	+2 saving throws against enchantment
4		d8 d6 / 2d6	Ki Pool (magic)	Treat unarmed attacks as magic weapons
			Slow Fall 20 ft	Reduce effective falling height using wall
5			High Jump	Add monk level to Acrobatics checks for jumping +20 to jump checks - **1 ki point**
			Steal Ki	Take ki from other creatures
6	■		Fast Movement +20 ft	(which grants +8 to Acrobatics)
			Slow Fall 30 ft	
7			Life Funnel	Take hp from other creatures
8		d10 d8 / 2d8	Slow Fall 40 ft	
9			Improved Evasion	Avoid half damage on failed reflex save
			Fast Movement +30 ft	(which grants +12 to Acrobatics)
10	■		Ki Pool (lawful)	Treat unarmed attacks as lawful weapons
			Slow Fall 50 ft	
11			Life from a Stone	Take ki or hp from any creature at all
12		2d6 d10 / 3d6	Abundant step	Slip magically between spaces - **2 ki points**
			Fast Movement +40 ft	(which grants +16 to Acrobatics)
			Slow Fall 60 ft	
13			Sipping Demon	Gain temporary hp on melee attacks
14	■		Slow Fall 70 ft	
15			Quivering Palm	Delayed death
			Fast Movement +50 ft	(which grants +20 to Acrobatics)
16		2d8 2d6 / 3d8	Ki Pool (adamantine)	Treat unarmed attacks as adamantine weapons
			Slow Fall 80 ft	
17			Timeless Body	No age penalties or artificial ageing
			Tongue of the Sun and Moon	Speak with any living creature
18	■		Fast Movement +60 ft	(which grants +24 to Acrobatics)
			Slow Fall 90 ft	
19			Empty Body	Assume ethereal state for 1 minute - **3 ki points**
20		2d10 2d8 / 4d8	Perfect Self	Treated as outsider
			Slow Fall **Any distance**	

KI POOL

KI POOL CAPACITY

$$\underline{\quad} = \Big(\underline{\quad} \div 2 \Big) + WIS$$

Monk Level

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

	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
	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
HIGH JUMP	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