QINGGONG MONK

Monk Level

ARMOUR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

= WIS + (Monk Level ÷ 4) (Round down)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

= Monk Level + (Non-Monk Levels ÷ 4) (Round down)

STUNNING FIST TODAY

FORTITUDE SAVE DC

= 10 + (Monk Level ÷ 2) + WIS

Level		
1	Stunned	No action this round Lose **DEX** bonus to **AC**; -2 **AC**
4	Fatigued	Cannot run or charge -2 Strength and Dexterity
8	Sickened	-2 to attack rolls, damage rolls, saving throws, skill and ability checks
12	Staggered	May make a standard or move action, but not both
16	Blinded	Lose **DEX** bonus to **AC**; -2 **AC** -4 on **STR** and **DEX** skills, opposed Perception 50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	or	
	Deafened	-4 initiative; 20% miss chance when attacking -4 on opposed Perception automatically fail Perception checks for sound
20	Paralysed	No action this round Lose **DEX** bonus to **AC**; -2 **AC**

BONUS FEATS

Level		
1	☐ Catch off-guard	☐ Combat Reflexes
	☐ Deflect Arrows	☐ ☐ ☐ Dodge
	☐ Improved Grapple	☐ Scorpion Style
	☐ Throw Anything	
6	☐ Gorgon's Fist	☐ Improved Bull Rush
	☐ Improved Disarm	☐ Improved Feint
	☐ Improved Trip	☐ Mobility
10	☐ Improved Critical	☐ Medusa's Wrath
	☐ Snatch Arrows	☐ Spring Attack

KI POOL

KI POOL CAPACITY

= (Monk Level ÷ 2) + WIS

KI POOL

KI POWERS

KI POWER SAVE DC

= 10 + (Monk Level ÷ 2) + WIS

MONK

Monk Level	Bonus Feats	Unarmed Strike Sml / Lrg		
1	■	d6 d4 / d8	Armour Class Bonus Flurry of Blows Unarmed Strike 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	■		Evasion	Avoid all damage on successful reflex save
3			Fast Movement **+10 ft** Manoeuvre 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)	Treat unarmed attacks as magic weapons
5			Purity of Body	Immune to all diseases
6	■		Fast Movement **+20 ft** Slow Fall **30 ft**	(which grants **+8** to Acrobatics)
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
12		2d6 d10 / 3d6	Fast Movement **+40 ft** Slow Fall **60 ft**	(which grants **+16** to Acrobatics)
14	■		Slow Fall **70 ft**	
15			Fast Movement **+50 ft**	(which grants **+20** to Acrobatics)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall **80 ft**	Treat unarmed attacks as adamantine weapons
18	■		Fast Movement **+60 ft** Slow Fall **90 ft**	(which grants **+24** to Acrobatics)
20		2d10 2d8 / 4d8	Slow Fall **Any distance**	

KI POWERS

Level 4		
Level 5		
Level 7		
Level 11		
Level 12		
Level 13		
Level 15		
Level 17		
Level 17		
Level 19		
Level 20		