

Monk
Level

AC BONUS

CMD BONUS

$$\text{WIS} = \text{WIS} + \left(\frac{\text{Monk Level}}{4} \right)$$

(Round down)

Bonus only applied when unarmoured,
unencumbered and not helpless

**STUNNING FIST
PER DAY**

$$\boxed{} = \underline{} + \left(\underline{} \div 4 \right)$$

(Round down)

**FORTITUDE
SAVE DC**

$$\boxed{} = 10 + \left(\div 2 \right) + \text{WIS}$$

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
	or	50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	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

<input type="checkbox"/> Catch off-guard	<input type="checkbox"/> Combat Reflexes
<input type="checkbox"/> Deflect Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dodge
<input type="checkbox"/> Improved Grapple	<input type="checkbox"/> Scorpion Style
<input type="checkbox"/> Throw Anything	

Level 1	<input type="checkbox"/> Deflect Arrows <input type="checkbox"/> Improved Grapple <input type="checkbox"/> Throw Anything	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dodge <input type="checkbox"/> Scorpion Style
Level 6	<input type="checkbox"/> Gorgon's Fist <input type="checkbox"/> Improved Disarm <input type="checkbox"/> Improved Trip	<input type="checkbox"/> Improved Bull Rush <input type="checkbox"/> Improved Feint <input type="checkbox"/> Mobility

Level	<input type="checkbox"/> Improved Critical	<input type="checkbox"/> Medusa's Wrath
10	<input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Spring Attack

HEALING POINTS

Level **POINTS** Monk Level

7 =

OUIVER DAYS

QUIVER DAYS = days

$$\boxed{\text{Fortitude Save DC}} = 10 + (\text{Monk Level} \div 2) + \text{WIS}$$


Level 19 As a swift action once a day, create a 20ft-radius aura of luck allowing yourself and all allies to take the better of two rolls for attacks and saving throws.
Aura lasts **1 round** for every **2 ki points** spent

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

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg
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	Damage Sml / Lrg	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
1	■	d6 d4 / d8	
2	■	Evasion	Avoid all damage on successful reflex save
3		Fast Movement +10 ft Manoeuvre Training Ki Pool	(which grants +4 to Acrobatics) Use monk level in place of BAB for calculating CMB Insight bonus to knowledge and skills
4		d8 d6 / 2d6	Ki Pool (magic) Slow Fall 20 ft
5		High Jump Mystic Insight	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Ally may re-roll attack or save - 2 ki points
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		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		Mystic Visions	Receive enlightenment while you rest - 2 ki points
12		2d6 d10 / 3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft
13		Mystic Presence +2	Insight bonus to AC and CMD
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
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 Slow Fall 90 ft	(which grants +24 to Acrobatics)
19		Mystic Persistence	20ft aura of luck - 2 or more ki points
20		2d10 2d8 / 4d8	Perfect Self Slow Fall Any distance Mystic Presence +4

KI POOL
CAPACITY

KI POOL CAPACITY <div style="border: 1px solid black; width: 100px; height: 40px; margin-bottom: 5px;"></div> = WIS	<div style="display: flex; align-items: center;"> <div style="margin-right: 5px;">Level</div> <div style="font-size: 2em; font-weight: bold;">3</div> </div> <div style="border-left: 1px solid black; padding-left: 5px; position: relative;"> <div style="position: absolute; left: -5px; top: 0; bottom: 0; border-left: 1px solid black; border-right: 1px solid black; width: 2px;"></div> <div style="display: flex; align-items: center; padding: 5px;"> <div style="margin-right: 5px;">Level</div> <div style="font-size: 2em; font-weight: bold;">4</div> <div style="margin-left: 10px;">Monk Level</div> </div> <div style="padding-top: 10px;"> $= 2 + \left(\frac{\quad}{\div 2} \right) + \text{WIS}$ </div> </div>	KI POOL 
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+2 to all Knowledge skills as long as you have at least 1 ki point in you pool
As a swift action, gain **+4** insight bonus to any skill or ability check, at a cost of **1 ki point**

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's **CMD** +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
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