

FLOWING MONK

Monk
Level

ARMOUR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

$$\left. \begin{array}{l} + AC \\ + CMD \end{array} \right\} = WIS + \left(\frac{\text{Monk Level}}{4} \right)$$

(Round down)

Bonus only applied when unarmoured, unencumbered and not helpless

REDIRECTION

REDIRECTION PER DAY

Monk
Level

Redirection
Today

=

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Once a round when attacked in melee, attempt a reposition or trip on the attacker, provided the enemy is within range. Gain +2 on CMB for the reposition or trip attack. If combat manoeuvre is successful, target is sickened.

SICKENED DURATION

Monk
Level

 rds

=

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

(Round up)

Target may halve the duration with a reflex save:

REFLEX SAVE DC

Monk
Level

=

$$10 + \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

Level 4 Use redirection on a target who melee attacks an ally

Level 8 Make both reposition and trip attacks

Level 12 Use redirection on any melee attacker

BONUS FEATS

- Level 1
- ☐ Agile Manoeuvres
 - ☐ Combat Reflexes
 - ☐ Deflect Arrows
 - ☐ Dodge
 - ☐ Improved Reposition
 - ☐ Improved Trip
 - ☐ Nimble Moves
 - ☐ Weapon Finesse

- Level 6
- ☐ Acrobatic Steps
 - ☐ Bodyguard
 - ☐ Improved Disarm
 - ☐ Improved Feint
 - ☐ Ki Throw
 - ☐ Mobility
 - ☐ Second Chance
 - ☐ Sidestep

- Level 10
- ☐ In Harm's Way
 - ☐ Repositioning Strike
 - ☐ Snatch Arrows
 - ☐ Spring Attack
 - ☐ Tripping Strike

ELUSIVE TARGET

Level 5 When successfully attacked, attempt a reflex save against the attack roll to halve the damage. You suffer all the other effects of the attack.

Level 11 Take no damage on a successful reflex save, and only half damage on a failed save. If flanked, the attack is redirected to other attacker; if the attack is successful, they take half or full damage.

WHOLENESS OF BODY

HEALING POINTS

Level 7

Monk Level

=

DIAMOND SOUL

SPELL RESISTANCE

Level 13

Monk Level

=

PERFECT SELF

Treated as an Outsider

Level 20 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 | Armour Class Bonus | |
|------------|-------------|-------------------------------------|--|--|
| 1 | ■ | d6 d4 / d8 | Flurry of Blows Unarmed Strike Redirection | Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Reposition or trip when attacked |
| 2 | | | Evasion Unbalancing counter | Avoid all damage on successful reflex save Attacks of opportunity leave enemy flat-footed |
| 3 | | | Flowing Dodge Maneuvre Training Still Mind | +1 dodge bonus for each adjacent enemy Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment |
| 4 | | d8 d6 / 2d6 | Ki Pool (magic) Slow Fall 20 ft | Treat unarmed attacks as magic weapons Reduce effective falling height using wall |
| 5 | | | High Jump Elusive Target | Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Reflex save to avoid damage - 2 ki points |
| 6 | ■ | | Slow Fall 30 ft | |
| 7 | | | Wholeness of Body | Heal your own wounds - 2 ki points |
| 8 | | d10 d8 / 2d8 | Slow Fall 40 ft | |
| 9 | | | Improved Evasion | Avoid half damage on failed reflex save |
| 10 | ■ | Ki Pool (lawful) Slow Fall 50 ft | | Treat unarmed attacks as lawful weapons |
| 11 | | | Elusive Target (2) | No damage on successful save, half on failure Redirect damage to flanking attacker |
| 12 | | 2d6 d10 / 3d6 | Abundant step Slow Fall 60 ft | Slip magically between spaces - 2 ki points |
| 13 | | | Diamond Soul | Spell resistance |
| 14 | ■ | | Slow Fall 70 ft | |
| 15 | | | Volley Spell | Reflect a spell onto the caster - half spell level |
| 16 | | 2d8 2d6 / 3d8 | Ki Pool (adamantine) Slow Fall 80 ft | Treat unarmed attacks as adamantite weapons |
| 17 | | | Timeless Body Tongue of the Sun and Moon | No age penalties or artificial aging Speak with any living creature |
| 18 | ■ | | Slow Fall 90 ft | |
| 19 | | | Empty Body | Assume ethereal state for 1 minute - 3 ki points |
| 20 | | 2d10 2d8 / 4d8 | Perfect Self Slow Fall Any distance | Treated as outsider |

KI POOL

KI POOL CAPACITY

Monk Level

$$= \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

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

LONG JUMP

| Distance | 5ft | 10ft | 15ft | 20ft | 25ft | 30ft | 35ft | 40ft | 45ft | 50ft | 55ft |
|----------|-----|------|------|------|------|------|------|------|------|------|------|
| DC | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 |

HIGH JUMP

| Distance | 1ft | 2ft | 3ft | 4ft | 5ft | 6ft | 7ft | 8ft | 9ft | 10ft | 11ft |
|----------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|
| 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