

# MONK

Monk  
Level

## ARMOUR CLASS BONUS

### AC BONUS

+ **RK**

### CMD BONUS

+ **KMV**

$$\left. \begin{array}{l} + \text{RK} \\ + \text{KMV} \end{array} \right\} = \text{WE} + \left( \frac{\text{Monk Level}}{4} \right) \text{ (abunden)}$$

Bonus only applied when unarmoured, unencumbered and not helpless

## STUNNING FIST

### STUNNING FIST PER DAY

Monk  
Level

Non-Monk  
Levels

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] + \left( \frac{\text{Monk Level}}{4} \right) \text{ (abunden)}$$

### STUNNING FIST TODAY

### FORTITUDE SAVE DC

Monk  
Level

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left( \frac{\text{Monk Level}}{2} \right) + \text{WE}$$

Stufe

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

## BONUS FEATS

- |           |  |   |
|-----------|--|---|
| Stufe     | <input type="checkbox"/> Catch off-guard   | <input type="checkbox"/> Combat Reflexes    |
| <b>1</b>  | <input type="checkbox"/> Deflect Arrows    | <input type="checkbox"/> Dodge              |
|           | <input type="checkbox"/> Improved Grapple  | <input type="checkbox"/> Scorpion Style     |
|           | <input type="checkbox"/> Throw Anything    |   |
| Stufe     | <input type="checkbox"/> Gorgon's Fist     | <input type="checkbox"/> Improved Bull Rush |
| <b>6</b>  | <input type="checkbox"/> Improved Disarm   | <input type="checkbox"/> Improved Feint     |
|           | <input type="checkbox"/> Improved Trip     | <input type="checkbox"/> Mobility           |
| Stufe     | <input type="checkbox"/> Improved Critical | <input type="checkbox"/> Medusa's Wrath     |
| <b>10</b> | <input type="checkbox"/> Snatch Arrows     | <input type="checkbox"/> Spring Attack      |

## WHOLENESS OF BODY

### HEALING POINTS

$$\text{Stufe } 7 \left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \text{Monk Level}$$

## DIAMOND SOUL

### SPELL RESISTANCE

Monk Level

$$\text{Stufe } 13 \left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \text{Monk Level}$$

## QUIVERING PALM

### QUIVER DAYS

Monk Level

$$\text{Stufe } 15 \left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] \text{ days} = \text{Monk Level}$$

### FORTITUDE SAVE DC

Monk  
Level

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left( \frac{\text{Monk Level}}{2} \right) + \text{WE}$$

## PERFECT SELF

Treated as an Outsider

- Stufe **20** Immune to Charm Person and other effects that target non-outsiders.  
Damage reduction 10/chaotic

# MONK

Monk  
Level

Unarmed  
Strike  
Damage

Sml / Lrg

**W6**

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** ■

Entrinnen

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)  
Slow Fall 20 ft

Treat unarmed attacks as magic weapons  
Reduce effective falling height using wall

**5**

High Jump  
Purity of Body

Add monk level to Acrobatics checks for jumping  
+20 to jump checks - 1 ki point  
Immune to all diseases

**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**

Diamond Body

Immune to all poisons

**12**

**2d6**  
d10 / 3d6

Abundant step  
Fast Movement +40 ft  
Slow Fall 60 ft

Slip magically between spaces - 2 ki points  
(which grants +16 to Acrobatics)

**13**

Diamond Soul

Spell resistance

**14** ■

Slow Fall 70 ft

**15**

Quivering Palm  
Fast Movement +50 ft

Delayed death  
(which grants +20 to Acrobatics)

**16**

**2W8**  
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 ageing  
Speak with any living creature

**18** ■

Fast Movement +60 ft  
Slow Fall 90 ft

(which grants +24 to Acrobatics)

**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

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left( \frac{\text{Monk Level}}{2} \right) + \text{WE}$$

### 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
SG	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
SG	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

SG 20 Reflex save

if you fail a jump by 4 or less

### FALL

SG 15 Acrobatics

to ignore 10ft of falling damage