MANEUVER Monk Level **MASTER** MOVE THROUGH THREATENED SQUARE

		(MONK)								
×	A	RMOR CL	ASS BONUS							
AC B	ONUS									
+	AC	7	Monk Level							
CMD	BONUS	= w	$_{\mathrm{IS}}$ + $(\div 4)$							
4	CMD	J	(Round down)							
	CIVID	Boi	nus only applied when unarmored,							
	_		unencumbered and not helpless							
STUN	INING FIS		Non-Monk							
PER I		Level	Levels							
		= -	+ (÷ 4)							
		STUNNING	G FIST (Round down)							
FORT SAVE	TITUDE		Monk							
SAVE		= 10 + (÷2)+WIS							
Ļ.,		- 10 + (72) T W15							
Level 1	Stunned	No action this	s round onus 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,							
16	Blinded		ose DEX bonus to AC ; -2 AC 4 on STR , DEX skills, opposed Perception							
	or	50% miss cha	nnce when attacking tics to move more than half speed							
	Deafened	eafened -4 initiative; 20% miss chance when attacking -4 on opposed Perception								
	-4 on opposed Perception automatically fail Perception checks for sound									
20	Paralysed	No action this	s round onus to AC : -2 AC							
N.	BONUS FEATS									
	□ Catch	off-guard	☐ Combat Reflexes							
	□ Deflec		□ □ □ Dodge							
Level		ed Grapple	☐ Scorpion Style							
1	☐ Throw Anything									
	□ Improved									
	□ Gorgor		☐ Improved Bull Bush							
	-	red Disarm	☐ Improved Bull Rush☐ Improved Feint							
Level	□ Improv		□ Mobility							
6	☐ Greate	r	•							
	☐ Greate	r								
	□ Improv	ed Critical	☐ Medusa's Wrath							
Level	☐ Snatch	Arrows	☐ Spring Attack							
			Strike							
1			SS OF BODY							
Level	HEALING POINTS		k Level							
7		=								
		DIAMON	ID SOUL							
*	SDELL DE	DIAMON SISTANCE	ND SOUL Monk Level							
Level	GI ELL KE	= 10								
×			CT SELF							
	Immune to	Charm Person	and other effects that							

target non-outsiders. Damage reduction 10/chaotic

		_	MO	NIP.			
	Bonus	STrike	MOI	NK ,			
Level	Feats	Damage Sml / Lrg d6 d4/d8	Armor Class Bonus Flurry of Maneuvers Unarmed Strike Stunning Fist	Use a full attack action for more combat maneuvers 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 Maneuver Training Maneuver Defence	(which grants +4 to Acrobatics) Use monk level in place of BAB for calculating CMB Attacks of opportunity against maneuvers			
4		d8 d6/2d6	Ki Pool (magic) Reliable Maneuver	Treat unarmed attacks as magic weapons Roll twice for CMB - 1 ki point			
5			High Jump Meditative Maneuver	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Add WIS to CMB, once a round			
6			Fast Movement +20 ft	(which grants +8 to Acrobatics)			
7			Wholeness of Body	Heal your own wounds - 2 ki points			
8		d10 d8/2d8					
9			Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants +12 to Acrobatics)			
10			Ki Pool (lawful)	Treat unarmed attacks as lawful weapons			
11			Sweeping Maneuver	Make a maneuver against two enemies OR two maneuvers against the same enemy			
12		2d6 d10 / 3d6	Abundant step Fast Movement +40 ft	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics)			
13			Diamond Soul	Spell resistance			
14							
15			Whirlwind Maneuver Fast Movement +50 ft	Make one maneuver against all adjacent enemies (which grants +20 to Acrobatics)			
16		2d8 2d6/3d8	Ki Pool (adamantine)	Treat unarmed attacks as adamantine weapons			
17			Timeless Body Tongue of the Sun and Moon	No age penalties or artificial aging Speak with any living creature			
18			Fast Movement +60 ft	(which grants +24 to Acrobatics)			
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points			
20		2d10 2d8 / 4d8	Perfect Self	Treated as outsider			
FLURRY OF MANEUVERS							

FLURRY OF MANEUVERS Level СМВ As part of a full attack, make additional combat manoeuvres at a penalty to **CMB**. -2 1 First combat maneuver 8 Second combat maneuver -3 Third combat maneuver -7 **15**

KI POOL CAPACITY	Monk Level	KI POOL
= (÷ 2) + WIS	

ACROBATICS

at half speed

KI POOL

Acrobatics DC = Opponent's CMD							+10 to move at full speed					
MOVE THROUGH ENEMY'S OWN SQUARE Acrobatics DC = 5 + Opponent's CMD						MD	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
HIGH JUMP	Distance DC		2ft 8	3ft 12	4ft 16	5ft 20	6ft 24	7ft 28	8ft 32	9ft 36	10ft 40	11ft 44
Acrobatics skill +4 for every 10f					ft of your standard move above 30ft							
CATCH LEDGE DC 2		20 R	20 Reflex save		if you fail a jump by 4 or less							
FAIT DC 15 Acrobatics			to ignore 10ft of falling damage									