MANOEUVRE MASTER
(MONK)

Mönch-stufe

ARMOUR CLASS BONUS

AC BONUS

+ RK

CMD BONUS

+ KMV

= WE + (Mönch-stufe ÷ 4) (abrunden)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

= Mönch-stufe + (Non-Monk Levels ÷ 4) (abrunden)

STUNNING FIST TODAY

FORTITUDE SAVE DC

= 10 + (Mönch-stufe ÷ 2) + WE

Stufe		
1	Stunned	No action this round Lose **DEX** bonus to **AC**; -2 **AC**
4	Fatigued	Cannot run or charge -2 Strength and Dexterity
8	Kränkelnd	-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**, **DEX** skills, opposed Perception 50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	oder	
	Deafened	-4 initiative; 20% miss chance when attacking -4 on opposed Perception automatically fail Perception checks [illegible]
20	Paralysed	No action this round Lose **DEX** bonus to **AC**; -2 **AC**

no penalty for riding bareback

BONUS FEATS

Stufe 1
- ☐ Catch off-guard
- ☐ Deflect Arrows
- ☐ Improved Grapple
- ☐ Throw Anything
- ☐ Improved _____
- ☐ Improved _____
- ☐ Combat Reflexes
- ☐ ☐ ☐ Dodge
- ☐ Scorpion Style

Stufe 6
- ☐ Gorgon's Fist
- ☐ Improved Disarm
- ☐ Improved Trip
- ☐ Greater _____
- ☐ Greater _____
- ☐ Improved Bull Rush
- ☐ Improved Feint
- ☐ Mobility

no penalty for riding bareback

Stufe 10
- ☐ Improved Critical
- ☐ Snatch Arrows
- ☐ _____ Strike
- ☐ Medusa's Wrath
- ☐ Spring Attack

WHOLENESS OF BODY

Stufe 7 — HEALING POINTS

= Mönchstufe

DIAMOND SOUL

Stufe 13 — SPELL RESISTANCE

= 10 + Mönchstufe

PERFECT SELF

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

Mönch

Mönch-stufe	Bonus Feats	Unarmed Strike Damage Sml / Lrg		
1	■	W6 W4 / W8	Armour Class Bonus Flurry of Manoeuvres Waffenloser Schlag Stunning Fist	Use a full attack action for more combat manoeuvres 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 Manoeuvre Defence	(which grants **+4** to Acrobatics) Use monk level in place of **BAB** for calculating **CMB** Attacks of opportunity against manoeuvres
4		W8 W6 / 2W6	Ki-Vorrat (Magisch) Reliable Manoeuvre	Treat unarmed attacks as magic weapons Roll twice for **CMB** - **1 ki point**
5			High Jump Meditative Manoeuvre	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		W10 W8 / 2W8		
9			Improved Evasion Fast Movement **+30 ft**	Avoid half damage on failed reflex save (which grants **+12** to Acrobatics)
10	■		Ki-Vorrat (Rechtschaffen)	Treat unarmed attacks as lawful weapons
11			Sweeping Manoeuvre	Make a manoeuvre against two enemies OR two manoeuvres against the same enemy
12		2W6 W10 3W6	Abundant step Fast Movement **+40 ft**	Slip magically between spaces - **2 ki points** (which grants **+16** to Acrobatics)
13			Diamond Soul	Spell resistance
14	■			
			Whirlwind Manoeuvre Fast Movement **+50 ft**	Make one manoeuvre against all adjacent enemies (which grants **+20** to Acrobatics)
16		2W8 2W6 / 3W8	Ki-Vorrat (Adamant)	Treat unarmed attacks as adamantine 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**	(which grants **+24** to Acrobatics)
19			Empty Body	Assume ethereal state for 1 minute - **3 ki points**
20		2W10 2W8 / 4W8	Perfect Self	Treated as outsider

FLURRY OF MANOEUVRES

Stufe		KMB
1	First combat manoeuvre	-2
8	Second combat manoeuvre	-3
[illegible]	Third combat manoeuvre	-7

As part of a full attack, make additional combat manoeuvres at a penalty to **CMB**.

Ki-Vorrat

KI POOL CAPACITY

= (Mönchstufe ÷ 2) + WE

Ki-Vorrat

ACROBATICS

MOVE THROUGH THREATENED SQUARE
Acrobatics DC = Opponent's **CMB**
at half speed
+10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE
Acrobatics DC = 5 + Opponent's **CMB**
at half speed
+10 to move at full speed

LONG JUMP	Entfernung	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
	SG	5	10	[illegible]	[illegible]	[illegible]	[illegible]	35	40	45	50	55
HIGH JUMP	Entfernung	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
	SG	4	8	12	16	20	24	28	32	36	40	44

no penalty for riding bareback

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