

# 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

=

Once a round when attacked in melee, attempt a reposition or trip on the attacker, provided the enemy is within range. 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

If target charged, gain +2 on **CMB** and +2 to the save DC

If target used Power Attack, +2 on **CMB** and +2 to the save DC

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

Monk Level

=

## DIAMOND SOUL

### SPELL RESISTANCE

Level

Monk Level

=

10 +

## 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 Manoeuvre Training Still Mind	+1 dodge bonus for each adjacent enemy Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> +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 ageing 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

=

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

+ WIS

### KI POOL

## 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

	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					