

Monk  
Level

## ARMOR CLASS BONUS

## AC BONUS



$$\begin{array}{|c|c|} \hline + & \text{AC} \\ \hline \end{array} \quad \text{CMD BONUS} \quad \left. \begin{array}{|c|c|} \hline + & \text{CMD} \\ \hline \end{array} \right\} = \text{WIS} + \left( \frac{\text{Monk Level}}{4} \right)$$





(Round down)


Bonus only applied when unarmed  
unencumbered and not helpless


## STUNNING FIST



**STUNNING FIST**  
PER DAY


















































































































































































**FORTITUDE  
SAVE DC**

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{WIS}$$

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

## BONUS FEATS

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

## WHOLENESS OF BODY

## HEALING POINTS

Level **POINTS** Monk Level

7  =

## QUIVERING PALM

## QUIVER DAYS

**QUIVER DAYS**      Monk Level

days =

**FORTITUDE  
SAVE DC**

$$\boxed{\text{FORTITUDE SAVE DC}} = 10 + \left( \frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

**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	Armor Class Bonus	
1	■	<b>d6</b> d4 / d8	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	■		Evasion	Avoid all damage on successful reflex save
3			Fast Movement <b>+10 ft</b> Maneuver Training Drunken Ki	Grants <b>+4</b> to Acrobatics Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> <b>+1</b> temporary ki point (for 1 hour) on drinking
4		<b>d8</b> d6 / 2d6	Ki Pool (magic) Slow Fall <b>20 ft</b>	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5			High Jump  Drunken Strength <b>1d6</b>	Add monk level to Acrobatics checks for jumping <b>+20</b> to jump checks - <b>1 ki point</b> Inflict extra damage - <b>1 ki point</b>
6	■		Fast Movement <b>+20 ft</b> Slow Fall <b>30 ft</b>	Grants <b>+8</b> to Acrobatics
7			Wholeness of Body	Heal your own wounds - <b>2 ki points</b>
8		<b>d10</b> d8 / 2d8	Slow Fall <b>40 ft</b>	
9			Improved Evasion Fast Movement <b>+30 ft</b>	Avoid half damage on failed reflex save Grants <b>+12</b> to Acrobatics
10	■		Ki Pool (lawful) Slow Fall <b>50 ft</b> Drunken Strength <b>2d6</b>	Treat unarmed attacks as lawful weapons  <b>2 ki points</b>
11			Drunken Courage	Immune to fear
12		<b>2d6</b> d10 / 3d6	Abundant step Fast Movement <b>+40 ft</b> Slow Fall <b>60 ft</b>	Slip magically between spaces - <b>2 ki points</b> Grants <b>+16</b> to Acrobatics
13			Drunken Resilience 1/–	Damage reduction
14	■		Slow Fall <b>70 ft</b>	
15			Quivering Palm Fast Movement <b>+50 ft</b> Drunken Strength <b>3d6</b>	Delayed death Grants <b>+20</b> to Acrobatics <b>3 ki points</b>
16		<b>2d8</b> 2d6 / 3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b> Drunken Resilience 2/–	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	■		Fast Movement <b>+60 ft</b> Slow Fall <b>90 ft</b>	Grants <b>+24</b> to Acrobatics
19			Firewater Breath Drunken Resilience 3/–	30ft cone of fire, deals 2d6 damage - <b>4 ki points</b>
20		<b>2d10</b> 2d8 / 4d8	Perfect Self Slow Fall <b>Any distance</b> Drunken Strength <b>4d6</b>	Treated as outsider  <b>4 ki points</b>

## KI POOL

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

## KI POOL

DRUNKEN  
KI

## 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
CATCH LEDGE	Acrobatics skill +4				for every 10ft of your standard move above 30ft							
	DC	20	Reflex save		if you fail a jump by 4 or less							
FALL	DC	15	Acrobatics		to ignore 10ft of falling damage							