Mönch-MONK OF THE stufe **LOTUS** ARMOUR CLASS BONUS **AC BONUS** Mönchstufe **CMD BONUS** (abrunden) Bonus only applied when unarmoured, unencumbered and not helpless **STUNNING FIST TOUCH OF** Non-Monk Mönch-SERENITY stufe Levels PER DAY (abrunden) TOUCH OF **SERENITY** Declare before making an attack; if successful, the attack deals no damage, but target cannot attack or cast spells. Target may attempt a will save to end the effect. **SERENITY** Mönch-**DURATION** stufe Runden WILL Mönch-SAVE DC stufe = 10 + **BONUS FEATS** □ Catch off-guard □ Combat Reflexes Stufe Deflect Arrows □ □ □ Dodge 1 ☐ Improved Grapple ☐ Scorpion Style ☐ Throw Anything □ Gorgon's Fist □ Improved Bad Bueshalty f Stufe ☐ Improved Disarm ☐ Improved Feint 6 ☐ Improved Trip ☐ Mobility Stufe Improved Critical ☐ Medusa's Wrath ☐ Spring Attack **10** ☐ Snatch Arrows WHOLENESS OF BODY HEALING POINTS Mönchstufe Stufe 7 = **TOUCH OF SURRENDER** When an attack would reduce a target to Ohp or below,

opt to make the target surrender. Target is reduced to Ohp, Stufe is disabled and charmed. No saving throw.

Effect lasts until dismissed, used on another target or target is next reduced to 0hp

DIAMOND SOUL SPELL RESISTANCE Stufe = 10 + 13 **TOUCH OF PEACE**

Stufe Once a day, announce before making a melee attack. alty for riding a hit the attack deals no damage but target is charmed.

PERFECT SELF

Treated as an Outsider

Stufe Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

X _			Mön	ch
Mönch- stufe 1		STILKE	Armour Class Bonus Flurry of Blows Waffenloser Schlag Touch of Serenity	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		W8 W6/2W6	Ki-Vorrat (Magisch) 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 Immun gegen alle Krankheiten
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		W10 W8/2W8	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-Vorrat (Rechtschaffen) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immun gegen alle Gifte
12		2W6 W10 3W6	Touch of Surrender Fast Movement +40 ft Slow Fall 60 ft	Target of an attack surrenders - 6 ki points (which grants +16 to Acrobatics)
13			Diamond Soul	Spell resistance
14			Slow Fall 70 ft	
or rid	ing l	barebacl	Touch of Peace Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics)
16		2W8 2W6/3W8	Ki-Vorrat (Adamant) Slow Fall 80 ft	Treat unarmed attacks as adamantine weapons
17			Timeless Body Learned Master	No age penalties or artificial ageing Linguistics and Knowledge are class skills using WIS
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		2W10 2W8 / 4W8	Perfect Self Slow Fall Any distance	Treated as outsider

Ki-Vorrat

KI POOL CAPACITY	Mönchstufe	Ki-Vorrat
= (÷ 2) + WE	

ACROBATICS

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

SG 15 Acrobatics

FALL

at half speed +10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE

at half speed +10 to move at full speed

to ignore 10ft of falling damage

	Acrobatics DC = 5 + Opponent's CMD +1									10 to move at full speed					
	Entfernung	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft			
LONG JUMP	SG	5	10	no pen	a1210) for i	ri 216 ng ba	an3e0back	35	40	45	50	55			
HIGH JUMP	Entfernung SG		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 10ft of your standard move above 30ft											
CATCH LEDGE SG		20 Reflex save			if you fail a jump by 4 or less										