

WEAPON ADEPT

Mönch-
stufe

(MONK)

ARMOUR CLASS BONUS

AC BONUS

+ **RK**

CMD BONUS

+ **KMV**

$$\left. \begin{array}{l} + \text{RK} \\ + \text{KMV} \end{array} \right\} = \text{WE} + \left(\frac{\text{Mönch-stufe}}{4} \right) \text{ (abunden)}$$

Bonus only applied when unarmoured, unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE
PER DAY

Mönch-
stufe

Non-Monk
Levels

$$\left[\frac{\text{Mönch-stufe}}{4} \right] = \left[\frac{\text{Non-Monk Levels}}{4} \right] \text{ (abunden)}$$

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PERFECT STRIKE
TODAY

Announce before making an attack using a kama, nunchaku, quarterstaff, sai or siangham. Roll the attack twice, and take the higher result. If one attack is within critical threat range, the other is the confirmation roll.

WAY OF THE WEAPON MASTER

Weapon

BONUS FEATS

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

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

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

WHOLENESS OF BODY

HEALING
POINTS

$$\text{Stufe 7} \left[\frac{\text{Mönchstufe}}{4} \right] = \left[\frac{\text{Mönchstufe}}{4} \right]$$

DIAMOND SOUL

SPELL RESISTANCE Mönchstufe

$$\text{Stufe 13} \left[\frac{\text{Mönchstufe}}{4} \right] = 10 + \left[\frac{\text{Mönchstufe}}{4} \right]$$

QUIVERING PALM

QUIVER DAYS Mönchstufe

$$\text{Stufe} \left[\frac{\text{Mönchstufe}}{4} \right] = \left[\frac{\text{Mönchstufe}}{4} \right] \text{ Tage}$$

FORTITUDE
SAVE DC

$$\text{Stufe} \left[\frac{\text{Mönchstufe}}{4} \right] = 10 + \left(\frac{\text{Mönchstufe}}{2} \right) + \text{WE}$$

PERFECT SELF

Treated as an Outsider

Stufe 20 Immune to Charm Person and other effects that target non-outsiders.
Damage reduction 10/chaotic

Mönch

Mönch- Bonus
stufe Feats Unarmed
Strike
Damage
Sml / Lrg

1

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W6
W4 / W8

Armour Class Bonus
Flurry of Blows
Waffenloser Schlag
Perfect Strike

Use a full attack action for more attacks
Treat hands, feet, knees and elbows as weapons
Roll attack twice when using a monk weapon

2

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Way of the Weapon Master

Weapon Focus for one monk weapon

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

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Fast Movement +20 ft
Slow Fall 30 ft
Way of the Weapon Master 2

(which grants +8 to Acrobatics)
Weapon Specialisation for the same monk weapon

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

W10
W6 / 2W8

Slow Fall 40 ft

Entrainen
Fast Movement +30 ft
Avoid all damage on successful reflex save
(which grants +12 to Acrobatics)

10

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Ki-Vorrat (Rechtschaffen)
Slow Fall 50 ft

Treat unarmed attacks as lawful weapons

11

Diamond Body

Immun gegen alle Gifte

12

2W6
W10 3W6

Abundant step
Fast Movement +40 ft
Slow Fall 60 ft

Slip magically between spaces - 2 ki points
(which grants +16 to Acrobatics)

13

Diamond Soul

Spell resistance

14

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Slow Fall 70 ft

Quivering Palm
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 adamantite weapons

17

Uncanny Initiative
Tongue of the Sun and Moon

Choose your own initiative roll
Speak with any living creature

18

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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

Pure Power
Slow Fall Any distance

+2 to Strength, Dexterity and Wisdom score

Ki-Vorrat

KI POOL
CAPACITY

Mönchstufe

$$\left[\frac{\text{Mönchstufe}}{2} \right] = \left(\frac{\text{Mönchstufe}}{2} \right) + \text{WE}$$

Ki-Vorrat

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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

	Entfernung	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
LONG JUMP	SG	5	10	no penalty	20 for riding bareback	30	35	40	45	50	55	
HIGH JUMP	SG	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

SG 20 Reflex save

if you fail a jump by 4 or less

FALL

SG 15 Acrobatics

to ignore 10ft of falling damage