

Monk  
Level

## AC BONUS

## CMD BONUS

$$\text{WIS} = \text{WIS} + \left( \frac{\text{Monk Level}}{4} \right)$$

(Round down)

Bonus only applied when unarmoured,  
unencumbered and not helpless

**STUNNING FIST  
PER DAY**

$$\boxed{\phantom{00}} = \underline{\phantom{00}} + \left( \underline{\phantom{00}} \div 4 \right)$$

(Round down)

**FORTITUDE  
SAVE DC**

$$\boxed{\phantom{000}} = 10 + \left( \phantom{00} \div 2 \right) + \text{WIS}$$

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
	or	50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	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>

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

Level 1	<input type="checkbox"/> Deflect Arrows <input type="checkbox"/> Improved Grapple <input type="checkbox"/> Throw Anything	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dodge <input type="checkbox"/> Scorpion Style
Level 6	<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	<input type="checkbox"/> Improved Critical	<input type="checkbox"/> Medusa's Wrath
<b>10</b>	<input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Spring Attack

## HEALING POINTS

Level **POINTS** Monk Level

7  =

## QUIVER DAYS

**QUIVER DAYS** =  days =

$$\boxed{\text{Fortitude Save DC}} = 10 + (\text{Monk Level} \div 2) + \text{WIS}$$

**Level 19** As a swift action once a day, create a 20ft-radius aura of luck allowing yourself and all allies to take the better of two rolls for attacks and saving throws.  
**Aura lasts 1 round for every 2 ki points spent**

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

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg
1	■	d6 d4 / d8

2	■	Evasion	Avoid all damage on successful reflex save
3		Fast Movement <b>+10 ft</b> Manoeuvre Training Ki Pool	(which grants <b>+4</b> to Acrobatics) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> Insight bonus to knowledge and skills
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  Mystic Insight	Add monk level to Acrobatics checks for jumping <b>+20</b> to jump checks - <b>1 ki point</b> Ally may re-roll attack or save - <b>2 ki points</b>
6	■	Fast Movement <b>+20 ft</b> Slow Fall <b>30 ft</b>	(which 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 (which grants <b>+12</b> to Acrobatics)
10	■	Ki Pool (lawful) Slow Fall <b>50 ft</b>	Treat unarmed attacks as lawful weapons
11		Mystic Visions	Receive enlightenment while you rest - <b>2 ki points</b>
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> (which grants <b>+16</b> to Acrobatics)
13		Mystic Presence <b>+2</b>	Insight bonus to <b>AC</b> and <b>CMD</b>
14	■	Slow Fall <b>70 ft</b>	
15		Quivering Palm Fast Movement <b>+50 ft</b>	Delayed death (which grants <b>+20</b> to Acrobatics)
16	<b>2d8</b> 2d6 / 3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b>	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>	(which grants <b>+24</b> to Acrobatics)
19		Mystic Persistence	20ft aura of luck - <b>2 or more ki points</b>
20	<b>2d10</b> 2d8 / 4d8	Perfect Self Slow Fall <b>Any distance</b> Mystic Presence <b>+4</b>	Treated as outsider

KI POOL  
CAPACITY

KI POOL CAPACITY	Level 3	Level 4	Monk Level	KI POOL
<div style="border: 1px solid black; width: 100px; height: 40px;"></div>	= WIS	= 2 + ( <div style="border: 1px solid black; width: 100px; height: 40px;"></div> ÷ 2 ) + WIS		<div style="display: flex; justify-content: space-around;"> <div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div> <div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div> </div>

**+2 to all Knowledge skills as long as you have at least 1 ki point in you pool**  
As a swift action, gain **+4** insight bonus to any skill or ability check, at a cost of **1 ki point**

## MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

## MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's **CMD** +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

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

<b>FALL</b>	DC 15 Acrobatics	to ignore 10ft of falling damage
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