Monk KI MYSTIC Level ARMOUR CLASS BONUS **AC BONUS** Monk + Level **CMD BONUS** (Round down) Bonus only applied when unarmoured, unencumbered and not helpless STUNNING FIST STUNNING FIST Non-Monk Monk PER DAY Level Levels ÷ 4 (Round down) STUNNING FIST **FORTITUDE** Monk SAVE DC Level = 10 + Level No action this round Stunned 1 Lose DEX bonus to AC; -2 AC Cannot run or charge Fatiqued 4 -2 Strength and Dexterity -2 to attack rolls, damage rolls, 8 Sickened saving throws, skill and ability checks 12 Staggered May make a standard or move action, but not both 16 Blinded Lose DEX bonus to AC; -2 AC -4 on STR and DEX skills, opposed Perception 50% miss chance when attacking or DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking Deafened -4 on opposed Perception automatically fail Perception checks for sound Paralysed No action this round Lose DEX bonus to AC; -2 AC **BONUS FEATS** ☐ Combat Reflexes ☐ Catch off-guard Level ☐ Deflect Arrows □ □ □ Dodge ☐ Improved Grapple ☐ Scorpion Style □ Throw Anything ☐ Gorgon's Fist ☐ Improved Bull Rush ☐ Improved Disarm ☐ Improved Feint 6 ☐ Improved Trip □ Mobility ☐ Improved Critical ☐ Medusa's Wrath Level 10 □ Snatch Arrows ☐ Spring Attack

*	WHOLENESS OF BODY							
Level	HEALING POINTS		Monk Level					
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QUIVER DAYS days FORTITUDE SAVE DC Monk Level Monk Level ### House | ### H

MYSTIC PERSISTENCE

As a swift action once a day, create a 20ft-radius aura of Level 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

PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

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	Bonus Feats	Damage	Armour Class Bonus	
1	•	d6 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 +10 ft Manoeuvre Training Ki Pool	(which grants +4 to Acrobatics) Use monk level in place of BAB for calculating CMB Insight bonus to knowledge and skills
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 Mystic Insight	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Ally may re-roll attack or save - 2 ki points
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		d10 d8/2d8	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 Pool (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
11			Mystic Visions	Receive enlightenment while you rest - 2 ki points
12		2d6 d10/3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics)
13			Mystic Presence +2	Insight bonus to AC and CMD
14			Slow Fall 70 ft	
15			Quivering Palm Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantine weapons
17			Timeless Body Tongue of the Sun and Moon	No age penalties or artificial ageing Speak with any living creature
18			Fast Movement +60 ft Slow Fall 90 ft	(which grants +24 to Acrobatics)
19			Mystic Persistence	20ft aura of luck - 2 or more ki points
20		2d10 2d8 / 4d8	Perfect Self Slow Fall Any distance Mystic Presence +4	Treated as outsider

+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

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 DC					25ft 25		35ft 35	40ft 40	45ft 45	50ft 50	55ft 55
HIGH JUMP	Distance DC		2ft 8	3ft 12		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 DC 20 Reflex save if you fail a jump by 4 or less

FALL DC 15 Acrobatics to ignore 10ft of falling damage