Unarmed Monk Bonus ARMOUR CLASS BONUS Strike Feats Level Damage **AC BONUS Armour Class Bonus** Sml / Lrg Monk Flurry of Blows Use a full attack action for more attacks d6 1 Level **Unarmed Strike** Treat hands, feet, knees and elbows as weapons d4/d8 Redirection Reposition or trip when attacked WIS + **CMD** BONUS Avoid all damage on successful reflex save Evasion (Round down) 2. Unbalancing counter Attacks of opportunity leave enemy flat-footed Bonus only applied when unarmoured, Flowing Dodge +1 dodge bonus for each adjacent enemy unencumbered and not helpless Use monk level in place of BAB for calculating CMB 3 Manoeuvre Training REDIRECTION Still Mind +2 saving throws against enchantment REDIRECTION Monk Redirection PER DAY Level Today Ki Pool (magic) Treat unarmed attacks as magic weapons 48 4 Slow Fall 20 ft Reduce effective falling height using wall d6/2d6 Ξ Add monk level to Acrobatics checks for jumping High Jump Once a round when attacked in melee, attempt a reposition or +20 to jump checks - 1 ki point 5 trip on the attacker, provided the enemy is within range. **Elusive Target** Reflex save to avoid damage - 2 ki points Gain +2 on CMD for the reposition or trip attack. If combat manoeuvre is successful, target is sickened. Slow Fall 30 ft 6 SICKENED Monk DURATION Level Wholeness of Body Heal your own wounds - 2 ki points 7 rds **d10** (Round up) 8 Slow Fall 40 ft d8/2d8 Target may halve the duration with a reflex save: REFLEX 9 Improved Evasion Avoid half damage on failed reflex save Monk SAVE DO Leve Ki Pool (lawful) Treat unarmed attacks as lawful weapons 10 Slow Fall 50 ft Level Elusive Target (2) No damage on successful save, half on failure 11 Use redirection on a target who melee attacks an ally Redirect damage to flanking attacker 4 Level Abundant step Slip magically between spaces - 2 ki points Make both reposition and trip attacks 2d6 8 12 d10 / 3d6 Level Slow Fall 60 ft Use redirection on any melee attacker 12 Diamond Soul Spell resistance 13 **BONUS FEATS** ☐ Combat Reflexes ☐ Agile Manoeuvres Slow Fall 70 ft 14 Level ☐ Deflect Arrows □ □ □ Dodge Volley Spell 15 Reflect a spell onto the caster - half spell level ☐ Improved Reposition ☐ Improved Trip ☐ Nimble Moves □ Weapon Finesse Ki Pool (adamantine) 2d8 Treat unarmed attacks as adamantine weapons 16 Slow Fall 80 ft 2d6/3d8 □ Acrobatic Steps □ Bodyguard Level ☐ Improved Disarm ☐ Improved Feint No age penalties or artificial ageing Timeless Body 17 Tongue of the Sun and Moon Speak with any living creature 6 ☐ Ki Throw ☐ Mobility □ Second Chance □ Sidestep Slow Fall 90 ft 18 ☐ In Harm's Way ☐ Repositioning Strike Level Empty Body Assume ethereal state for 1 minute - 3 ki points 19 ☐ Snatch Arrows □ Spring Attack 10 □ Tripping Strike Perfect Self Treated as outsider 2d10 20 2d8 / 4d8 Slow Fall Any distance **ELUSIVE TARGET** When successfully attacked, attempt a reflex save against KI POOL Level the attack roll to halve the damage 5 KI POOL You suffer all the other effects of the attack. KI POOL CAPACITY Take no damage on a successful reflex save, and only half Level damage on a failed save. 11 If flanked, the attack is redirected to other attacker; if the attack is successful, they take half or full damage. **ACROBATICS** WHOLENESS OF BODY MOVE THROUGH THREATENED SQUARE at half speed HEALING Acrobatics DC = Opponent's CMD +10 to move at full speed **POINTS** Monk Level Level MOVE THROUGH ENEMY'S OWN SQUARE at half speed 7 = Acrobatics DC = 5 + Opponent's CMD +10 to move at full speed DIAMOND SOUL Distance 5ft 10ft 15ft 20ft 25ft 30ft 35ft 40ft 45ft 50ft 55ft LONG IUMP DC 5 10 15 20 25 30 35 40 45 50 55 SPELL RESISTANCE Monk Level Level 7ft Distance 1ft 2ft 3ft 4ft 5ft 6ft 8ft 9ft 10ft 11ft 13 = 10 + HIGH JUMP 12 20 24 28 32 36 40 44 Acrobatics skill +4 for every 10ft of your standard move above 30ft PERFECT SELF **CATCH LEDGE** DC 20 Reflex save if you fail a jump by 4 or less Treated as an Outsider to ignore 10ft of falling damage I evel Immune to Charm Person and other effects that **FALL** DC 15 Acrobatics 20 target non-outsiders.

MONK

Monk

Level

FLOWING MONK

Damage reduction 10/chaotic