HEALING HAND Unarmed Mönch- Bonus Strike stufe Feats Damage **ARMOUR CLASS BONUS Armour Class Bonus** Sml / Lrg **AC BONUS** Flurry of Blows Use a full attack action for more attacks W₆ 1 Mönch Waffenloser Schlag Treat hands, feet, knees and elbows as weapons stufe W4/W8 Stunning Fist Stun (or other effects) target for one round ÷ 4 CMD BONUS Entrinnen Avoid all damage on successful reflex save 2 (abrunden) Fast Movement +10 ft (which grants +4 to Acrobatics) Bonus only applied when unarmoured, Manoeuvre Training Use monk level in place of BAB for calculating CMB 3 unencumbered and not helpless Still Mind +2 saving throws against enchantment STUNNING FIST W8 Ki-Vorrat (Magisch) Treat unarmed attacks as magic weapons STUNNING FIST Mönch-Non-Monk 4 Slow Fall 20 ft Reduce effective falling height using wall W6/2W6 PER DAY stufe Levels High Jump Add monk level to Acrobatics checks for jumping = +20 to jump checks - 1 ki point 5 Purity of Body Immun gegen alle Krankheiten (abrunden) **STUNNING FIST** Fast Movement +20 ft (which grants +8 to Acrobatics) 6 Slow Fall 30 ft **FORTITUDE** Mönch-SAVE DO stufe 7 Ancient Healing Hand Heal somebody else's wounds - 2 ki points = 10 + W10 8 Slow Fall 40 ft Stufe W8 / 2W8 Stunned 1 No action this round Avoid half damage on failed reflex save Improved Evasion Lose DEX bonus to AC; -2 AC 9 Fast Movement +30 ft (which grants +12 to Acrobatics) Fatiqued Cannot run or charge 4 -2 Strength and Dexterity Ki-Vorrat (Rechtschaffen) Treat unarmed attacks as lawful weapons 10 Slow Fall 50 ft 8 -2 to attack rolls, damage rolls Kränkelnd saving throws, skill and ability checks Ki Sacrifice Bring a target back to life - all your ki points 11 12 Staggered May make a standard or move action, but not both Slip magically between spaces - 2 ki points Abundant step 2W6 Blinded Lose DEX bonus to AC; -2 AC 12 Fast Movement +40 ft (which grants +16 to Acrobatics) 16 W10 3W6 -4 on STR and DEX skills, opposed Perception Slow Fall 60 ft 50% miss chance when attacking oder DC 10 Acrobatics to move more than half speed 13 Diamond Soul Spell resistance -4 initiative; 20% miss chance when attacking Deafened Slow Fall 70 ft -4 on opposed Perception 14 automatically fail Perception checks for sound Ki Sacrifice Resurrect a target - all your kit points No action this round no penalty for riding bareback Ki Sacrifice Lose DEX bonus to AC; -2 AC 20 Paralysed (which grants +20 to Acrobatics) Ki-Vorrat (Adamant) **BONUS FEATS** Treat unarmed attacks as adamantine weapons 2W8 **16** Slow Fall 80 ft 2W6/3W8 □ Catch off-quard □ Combat Reflexes Timeless Body No age penalties or artificial ageing Stufe □ Deflect Arrows □ □ □ Dodae 17 Tongue of the Sun and Moon Speak with any living creature 1 ☐ Improved Grapple ☐ Scorpion Style Fast Movement +60 ft (which grants +24 to Acrobatics) □ Throw Anything 18 Slow Fall 90 ft □ Gorgon's Fist ☐ Improved Bull Rush Stufe **Empty Body** Assume ethereal state for 1 minute - 3 ki points 19 ☐ Improved Disarm □ Improved Feint 6 ☐ Improved Trip □ Mobility True Sacrifice Give your life to revive allies within 50ft 2W10 20 2W8/4W8 Slow Fall Any distance Stufe Improved Critical ☐ Medusa's Wrath ☐ Snatch Arrows □ Spring Attack <u>Ki-Vorrat</u> WHOLENESS OF BODY KI POOL HEALING CAPACITY Mönchstufe **POINTS** Stufe Mönchstufe 7 = **ACROBATICS** KI SACRIFICE MOVE THROUGH THREATENED SQUARE at half speed Spend an hour and sacrifice your entire ki pool (which must Acrobatics DC = Opponent's CMD +10 to move at full speed be at least 6 ki points) to cast Raise Dead with a caster level equal to your Monk level. at half speed MOVE THROUGH ENEMY'S OWN SOUARE Acrobatics DC = 5 + Opponent's CMD +10 to move at full speed As above, but cast Resurrection. alty for riding bairebackour ki pool contain at least 8 ki points. 15ft 20ft 25ft 40ft 45ft 50ft 55ft Entfernung 5ft 10ft 30ft 35ft LONG JUMP SG 5 10 no penal20 for rilling baseback 35 40 45 50 55 DIAMOND SOUL Entfernung 1ft 2ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft SPELL RESISTANCE Mönchstufe Stufe **HIGH JUMP** SG 4 8 12 16 20 24 28 32 36 40 44 13 = 10 + Acrobatics skill +4 for every 10ft of your standard move above 30ft SG 20 Reflex save if you fail a jump by 4 or less TRUE SACRIFICE CATCH LEDGE to ignore 10ft of falling damage SG 15 Acrobatics **FALL** All dead allies within 50ft are revived, as if the subject of a True Resurrection Stufe The monk is utterly destroyed, and can never be revived. 20

Mönch

MONK OF THE Mönch-

His name can never be spoken or written down again, all all written mentions of his name become blank.