### Monk KI MYSTIC Level ARMOR CLASS BONUS **AC BONUS** Monk + Level **CMD BONUS** (Round down) Bonus only applied when unarmored, 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 HEALING **POINTS** Monk Level Level 7 =

``	QUIVERING PALM				
	QUIVER DAYS	Monk Level			
Level	days				
	FORTITUDE SAVE DC	Monk			

## **MYSTIC PERSISTENCE**

=10+

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.

19 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

target non-outsiders. 20

Damage reduction 10/chaotic

``			MON	JK ,
	Bonus Feats	Damage	Armor 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 <b>+10 ft</b> Maneuver Training Ki Pool	(which grants +4 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 +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		<b>d10</b> d8/2d8	Slow Fall 40 ft	
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 - 2 ki points
12		<b>2d6</b> d10 / 3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - <b>2 ki points</b> (which grants <b>+16</b> to Acrobatics)
13			Mystic Presence +2	Insight bonus to <b>AC</b> and <b>CMD</b>
14			Slow Fall 70 ft	
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 adamantine 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 +24 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 +4	Treated as outsider

#### KI POOL Level Level KI POOL 3 4 KI POOL CAPACITY Monk Level ÷2 = 2 +

+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

CATCH LEDGE

FALL

Acrobatics DC = Opponent's CMD

DC 20 Reflex save

DC 15 Acrobatics

at half speed +10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE

at half speed

if you fail a jump by 4 or less

to ignore 10ft of falling damage

Acrobatics DC = 5 + Opponent's CMD

+10 to move at full speed

LONG JUMP	Distance DC		10ft 10			25ft 25		35ft 35	40ft 40	45ft 45	50ft 50	55ft 55
HIGH JUMP	Distance DC		2ft 8	3ft 12		5ft 20		7ft 28	8ft 32	9ft 36	10ft 40	11ft 44
		Acrobatics skill +4			for every 10ft of your standard move above 30ft							