## MONK OF THE Monk **MONK** Level HEALING HAND Unarmed Monk Bonus Strike Feats Level Damage ARMOUR CLASS BONUS **Armour Class Bonus** Sml / Lrg **AC BONUS** Flurry of Blows Use a full attack action for more attacks d6 1 Monk **Unarmed Strike** Treat hands, feet, knees and elbows as weapons Level d4/d8 Stunning Fist Stun (or other effects) target for one round ÷ 4 CMD BONUS Evasion Avoid all damage on successful reflex save 2 (Round down) 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 d8 Ki Pool (magic) Treat unarmed attacks as magic weapons STUNNING FIST Monk Non-Monk 4 Slow Fall 20 ft Reduce effective falling height using wall d6 / 2d6 PER DAY Level Levels High Jump Add monk level to Acrobatics checks for jumping = +20 to jump checks - 1 ki point 5 Immune to all diseases Purity of Body (Round down) **STUNNING FIST** Fast Movement +20 ft (which grants +8 to Acrobatics) 6 Slow Fall 30 ft **FORTITUDE** Monk SAVE DC 7 **Ancient Healing Hand** Heal somebody else's wounds - 2 ki points = 10 + d10 8 Slow Fall 40 ft Level d8 / 2d8 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 Pool (lawful) Treat unarmed attacks as lawful weapons 10 Slow Fall 50 ft 8 -2 to attack rolls, damage rolls Sickened 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 Abundant step Slip magically between spaces - 2 ki points 2d6 Blinded Lose DEX bonus to AC; -2 AC 12 Fast Movement +40 ft (which grants +16 to Acrobatics) 16 d10 / 3d6 -4 on STR and DEX skills, opposed Perception Slow Fall 60 ft 50% miss chance when attacking or 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 20 Paralysed 15 Fast Movement +50 ft (which grants +20 to Acrobatics) Lose DEX bonus to AC; -2 AC Ki Pool (adamantine) **BONUS FEATS** Treat unarmed attacks as adamantine weapons 2d8 **16** Slow Fall 80 ft 2d6/3d8 □ Catch off-quard □ Combat Reflexes Timeless Body No age penalties or artificial ageing Level □ Deflect Arrows 17 Tongue of the Sun and Moon Speak with any living creature ☐ Improved Grapple ☐ Scorpion Style (which grants +24 to Acrobatics) Fast Movement +60 ft □ Throw Anything 18 Slow Fall 90 ft □ Gorgon's Fist ☐ Improved Bull Rush Level **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 2d10 20 Slow Fall Any distance 2d8 / 4d8 ☐ Improved Critical ☐ Medusa's Wrath Level ☐ Snatch Arrows □ Spring Attack WHOLENESS OF BODY KI POOL HEALING CAPACITY Monk Level **POINTS** Level Monk Level 7 = **ACROBATICS** KI SACRIFICE MOVE THROUGH THREATENED SQUARE at half speed Spend an hour and sacrifice your entire ki pool (which must Level 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 11 equal to your Monk level. at half speed MOVE THROUGH ENEMY'S OWN SQUARE Level As above, but cast Resurrection.

15 This requires that your ki pool contain at least 8 ki points.

DIAMOND SOUL						
SPELL RESISTANCE Monk Level						
= 10 +						
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All dead allies within 50ft are revived, as if the subject of

**FALL** 

Level a True Resurrection.

The monk is utterly destroyed, and can never be revived.

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

	Acropatics DC = 5 + Upponent's CMD +10 to move at full speed											
LONG JUMP	Distance DC		10ft 10	15ft 15	20ft 20	25ft 25	30ft 30	35ft 35	40ft 40	45ft 45	50ft 50	55ft 55
HIGH JUMP	Distance DC		2ft 8	3ft 12	4ft 16	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	E DC	DC 20 Reflex save			if you fail a jump by 4 or less							

DC 15 Acrobatics

to ignore 10ft of falling damage