

MONK OF THE FOUR WINDS

Mönch-
stufe

ARMOUR CLASS BONUS

AC BONUS

+ RK

CMD BONUS

+ KMV

$$\left. \begin{array}{l} + RK \\ + KMV \end{array} \right\} = WE + \left(\frac{\text{Mönch-stufe}}{4} \right) \text{ (abrunden)}$$

Bonus only applied when unarmoured, unencumbered and not helpless

ELEMENTAL FIST

ELEMENTAL FIST PER DAY

Mönch-
stufe

Non-Monk
Levels

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] + \left(\frac{\text{Mönch-stufe}}{4} \right) \text{ (abrunden)}$$

ELEMENTAL FIST TODAY

Declare an elemental damage type before making an attack:
Acid, Cold, Electricity or Fire

ELEMENTAL DAMAGE

Mönch-
stufe

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = 1 + \left(\frac{\text{Mönch-stufe}}{5} \right) \text{ (abrunden)}$$

BONUS FEATS

- Stufe 1
- ☐ Catch off-guard
 - ☐ Deflect Arrows
 - ☐ Improved Grapple
 - ☐ Throw Anything
 - ☐ Combat Reflexes
 - ☐ Dodge
 - ☐ Scorpion Style

- Stufe 6
- ☐ Gorgon's Fist
 - ☐ Improved Disarm
 - ☐ Improved Trip
 - ☐ Improved Bull Rush
 - ☐ Improved Feint
 - ☐ Mobility

- Stufe 10
- ☐ Improved Critical
 - ☐ Snatch Arrows
 - ☐ Medusa's Wrath
 - ☐ Spring Attack

WHOLENESS OF BODY

HEALING POINTS

Stufe

7

Mönchstufe

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right]$$

DIAMOND SOUL

SPELL RESISTANCE

Stufe

13

Mönchstufe

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = 10 + \left(\frac{\text{Mönchstufe}}{4} \right) \text{ (abrunden)}$$

QUIVERING PALM

QUIVER DAYS

Mönchstufe

Stufe

17

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] + \left(\frac{\text{Mönchstufe}}{2} \right) + WE$$

ASPECT MASTER

Aspect

Special Abilities

Stufe

17

PERFECT SELF

Treated as an Outsider

Stufe

20

Immune to Charm Person and other effects that target non-outsiders.

Damage reduction 10/chaotic

Mönch

Mönch-
stufe

Unarmed
Strike
Damage
Sml / Lrg

1

■

W6

W4 / W8

Armour Class Bonus
Flurry of Blows
Waffenloser Schlag
Elemental Fist

Use a full attack action for more attacks
Treat hands, feet, knees and elbows as weapons
Add elemental damage to an attack

2

■

Entrinnen

Avoid all damage on successful reflex save

3

Fast Movement +10 ft
Manoeuvre Training
Still Mind

(which grants +4 to Acrobatics)
Use monk level in place of BAB for calculating CMB
+2 saving throws against enchantment

4

W8

W6 / 2W6

Ki-Vorrat (Magisch)
Slow Fall 20 ft

Treat unarmed attacks as magic weapons
Reduce effective falling height using wall

5

High Jump

Purity of Body

Add monk level to Acrobatics checks for jumping
+20 to jump checks - 1 ki point
Immun gegen alle Krankheiten

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

W10

W8 / 2W8

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-Vorrat (Rechtschaffen)
Slow Fall 50 ft

Treat unarmed attacks as lawful weapons

11

Diamond Body

Immun gegen alle Gifte

12

2W6

W10 3W6

Slow Time
Fast Movement +40 ft
Slow Fall 60 ft

Gain two extra standard actions - 6 ki points
(which grants +16 to Acrobatics)

13

Diamond Soul

Spell resistance

14

■

Slow Fall 70 ft

Quivering Palm
Fast Movement +50 ft

Delayed death
(which grants +20 to Acrobatics)

16

2W8

2W6 / 3W8

Ki-Vorrat (Adamant)
Slow Fall 80 ft

Treat unarmed attacks as adamantite weapons

17

Aspect Master
Tongue of the Sun and Moon

Choose an aspect of the natural world
Speak with any living creature

18

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Fast Movement +60 ft
Slow Fall 90 ft

(which grants +24 to Acrobatics)

19

Empty Body

Assume ethereal state for 1 minute - 3 ki points

20

2W10

2W8 / 4W8

Immortality
Slow Fall Any distance

Never age, spontaneously reincarnate

Ki-Vorrat

KI POOL CAPACITY

Mönchstufe

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = \left(\frac{\text{Mönchstufe}}{2} \right) + WE$$

Ki-Vorrat

$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right]$

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

Entfernung	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
SG	5	10	no penalty for riding bareback	10	15	20	25	30	35	40	45

HIGH JUMP

Entfernung	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
SG	4	8	12	16	20	24	28	32	36	40	44

Acrobatics skill +4 for every 10ft of your standard move above 30ft

CATCH LEDGE

SG 20 Reflex save

if you fail a jump by 4 or less

FALL

SG 15 Acrobatics

to ignore 10ft of falling damage