

Monk
Level

AC BONUS

+ AC

CMD BONUS

+ CMD

$$\} = \text{WIS} + \left(\frac{\text{Monk Level}}{4} \right)$$

(Round down)

Bonus only applied when unarmored, unencumbered and not helpless

STUNNING FIST PER DAY

Page 10 of 10

$$= \frac{\text{STUNNING FIRST}}{\text{LEVELS}} + \left(\frac{\text{LEVELS}}{4} \right) \quad (\text{Round down})$$

**FORTITUDE
SAVE DC**

11/11/2019

$$= 10 + \left(\frac{\text{LIFE}}{2} \right) + \text{WIS}$$

Level

- | | | |
|-----------|-----------|---|
| 1 | Stunned | No action this round
Lose DEX bonus to AC ; -2 AC |
| 4 | Fatigued | Cannot run or charge
-2 Strength and Dexterity |
| 8 | Sickened | -2 to attack rolls, damage rolls,
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 |
| | or | 50% miss chance when attacking
DC 10 Acrobatics to move more than half speed |
| | Deafened | -4 initiative; 20% miss chance when attacking
-4 on opposed Perception
automatically fail Perception checks for sound |
| 20 | Paralysed | No action this round
Lose DEX bonus to AC ; -2 AC |

	<input type="checkbox"/> Catch off-guard	<input type="checkbox"/> Combat Reflexes
Level	<input type="checkbox"/> Deflect Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dodge
1	<input type="checkbox"/> Improved Grapple	<input type="checkbox"/> Scorpion Style
	<input type="checkbox"/> Throw Anything	

- | | | |
|------------|--|---|
| Level
6 | <input type="checkbox"/> Gorgon's Fist | <input type="checkbox"/> Improved Bull Rush |
| | <input type="checkbox"/> Improved Disarm | <input type="checkbox"/> Improved Feint |
| | <input type="checkbox"/> Improved Trip | <input type="checkbox"/> Mobility |

- | | | |
|-----------|--|---|
| Level | <input type="checkbox"/> Improved Critical | <input type="checkbox"/> Medusa's Wrath |
| 10 | <input type="checkbox"/> Snatch Arrows | <input type="checkbox"/> Spring Attack |

HEALING POINTS

Level **POINTS** Monk Level

SPELL RESISTANCE

Level **SPELL RESISTANCE** Monk Level
13 **= 10 +**

QUIVER DAYS = **Monk Level**

$$\text{Level } 15 \text{ FORTITUDE SAVE } DC = 10 + (\text{Monk Level} \div 2) + \text{WIS}$$

Treated as an Outsider

- Level 20** Immune to Charm Person and other effects that target non-outsiders.
Damage reduction 10/chaotic

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg
1	■	d6 d4 / d8

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 | ■ | | Iron Monk | Toughness and +1 natural armor |
| 3 | | | Fast Movement +10 ft
Maneuver Training
Still Mind | (which grants +4 to Acrobatics)
Use monk level in place of BAB for calculating CMB
+2 saving throws against enchantment |
| 4 | | d8
d6 / 2d6 | Ki Pool (magic)
Bastion Stance | Treat unarmed attacks as magic weapons
Cannot be knocked prone or moved while stationary |
| 5 | | | Iron Limb Defence
Purity of Body | +2 shield bonus to AC and CMD while stationary
Increase bonus to +4 - 1 ki point
Immune to all diseases |
| 6 | ■ | | Fast Movement +20 ft | (which grants +8 to Acrobatics) |
| 7 | | | Wholeness of Body | Heal your own wounds - 2 ki points |
| 8 | | d10
d8 / 2d8 | | |
| 9 | | | Adamantine Monk
Fast Movement +30 ft | Damage reduction
Double damage reduction - 1 ki point
(which grants +12 to Acrobatics) |
| 10 | ■ | | Ki Pool (lawful) | Treat unarmed attacks as lawful weapons |
| 11 | | | Diamond Body | Immune to all poisons |
| 12 | | 2d6
d10 / 3d6 | Abundant step
Fast Movement +40 ft | Slip magically between spaces - 2 ki points
(which grants +16 to Acrobatics) |
| 13 | | | Diamond Soul | Spell resistance |
| 14 | ■ | | | |
| 15 | | | Quivering Palm
Fast Movement +50 ft | Delayed death
(which grants +20 to Acrobatics) |
| 16 | | 2d8
2d6 / 3d8 | Ki Pool (adamantine)
Bastion Stance 2 | Treat unarmed attacks as adamantite weapons
Cannot be moved, even by teleportation |
| 17 | | | Timeless Body
Vow of Silence | No age penalties or artificial aging
+2 insight to AC and CMD
+4 to Sense Motive, Stealth, Perception |
| 18 | ■ | | Fast Movement +60 ft | (which grants +24 to Acrobatics) |
| 19 | | | Empty Body | Assume ethereal state for 1 minute - 3 ki points |
| 20 | | 2d10
2d8 / 4d8 | Perfect Self | Treated as outsider |

KI POOL
CAPACITY

$$\boxed{\text{CAPACITY}} = \left(\frac{\text{Monk Level}}{2} \right) + \text{WIS}$$

KI POOL

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

	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
LONG JUMP	DC	5	10	15	20	25	30	35	40	45	50	55

HIGH JUMP

	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
HIGH JUMP	DC	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

DC 20 Reflex save if you fail a jump by 4 or less

FALL

DC 15 Acrobatics to ignore 10ft of falling damage