MONK OF THE EMPTY HAND

Mönch-stufe

ARMOUR CLASS BONUS

AC BONUS: + RK

CMD BONUS: + KMV

= WE + (Mönch-stufe ÷ 4) (abrunden)

STUNNING FIST

STUNNING FIST PER DAY = Mönch-stufe + (Non-Monk Levels ÷ 4) (abrunden)

STUNNING FIST TODAY

FORTITUDE SAVE DC = 10 + (Mönch-stufe ÷ 2) + WE

Stufe		
1	Stunned	No action this round Lose **DEX** bonus to **AC**; -2 **AC**
4	Fatigued	Cannot run or charge -2 Strength and Dexterity
8	Kränkelnd	-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 50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	oder	
	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**

no penalty for riding bareback

BONUS FEATS

Stufe		
1	☐ Catch off-guard	☐ Combat Reflexes
	☐ Deflect Arrows	☐ ☐ ☐ Dodge
	☐ Improved Grapple	☐ Scorpion Style
	☐ Throw Anything	☐ Scorpion Style
6	☐ Gorgon's Fist	☐ Improved Bull Rush
	☐ Improved Dirty Trick	☐ Improved Disarm
	☐ Improved Feint	☐ Improved Steal
	☐ Improved Trip	☐ Improved Weapon Mastery
	☐ Mobility	
10	☐ Improved Critical	☐ Medusa's Wrath
	☐ Snatch Arrows	☐ Spring Attack

WHOLENESS OF BODY

Stufe 7 — HEALING POINTS = Mönchstufe

DIAMOND SOUL

Stufe 13 — SPELL RESISTANCE = 10 + Mönchstufe

QUIVERING PALM

QUIVER DAYS = Mönchstufe Tage

Stufe — FORTITUDE SAVE DC = 10 + (Mönch-stufe ÷ 2) + WE

nalty for riding bareback

PERFECT SELF

Stufe 20 — **Treated as an Outsider**
Immune to Charm Person and other effects that target non-outsiders.
Damage reduction **10/chaotic**

Mönch

Mönch-stufe	Bonus Feats	Unarmed Strike Damage Sml / Lrg		
1	■	W6 W4 / W8	Armour Class Bonus Flurry of Blows Waffenloser Schlag 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	■		Entrinnen	Avoid all damage on successful reflex save
3			Fast Movement **+10 ft** Manoeuvre Training Versatile Improvisation	(which grants **+4** to Acrobatics) Use monk level in place of **BAB** for calculating **CMB** Use weapon of the wrong type
4		W8 W6 / 2W6	Ki-Vorrat (Magisch) Slow Fall **20 ft**	Treat unarmed attacks as magic weapons Increase range of a thrown object **20ft** - **1 ki point** Reduce effective falling height using wall
5			High Jump Ki Weapons	Add monk level to Acrobatics checks for jumping **+20** to jump checks - **1 ki point** Enhance improvised weapons
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
12		2W6 W10 3W6	Abundant step Fast Movement **+40 ft** Slow Fall **60 ft**	Slip magically between spaces - **2 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 adamantine weapons
17			Timeless Body Tongue of the Sun and Moon	No age penalties or artificial ageing Speak with any living creature
18	■		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	Perfect Self Slow Fall **Any distance**	Treated as outsider

Ki-Vorrat

KI POOL CAPACITY = (Mönchstufe ÷ 2) + WE

Ki-Vorrat

KI WEAPONS

Stufe 5 — As a swift action, deal damage equal to your Unarmed Strike when using an improvised weapon
Damage bonus lasts for one round - **1 ki point**

Stufe 11 — Spend up to 3 ki points to enhance an improvised weapon, granting magical enhancement or additional weapon effects. Enhancement lasts for one round, and does not require a suitable weapon.

MOVE THROUGH THREATENED SQUARE — at half speed
Acrobatics DC = Opponent's **CMD** — +10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE — at half speed
Acrobatics DC = 5 + Opponent's **CMD** — +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			30	35	40	45	50	55
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