MANOEUVRE Monk Level **MASTER** (MONK) **ARMOUR CLASS BONUS AC BONUS** Monk Level **CMD** BONUS (Round down) Bonus only applied when unarmoured, unencumbered and not helpless **STUNNING FIST** STUNNING FIST Monk Non-Monk PER DAY Level Levels ÷ 4 (Round down) STUNNING FIST **FORTITUDE** Monk SAVE DC Level = 10 + Level 1 Stunned No action this round Lose DEX bonus to AC; -2 AC Cannot run or charge Fatigued 4 -2 Strength and Dexterity 8 Sickened -2 to attack rolls, damage rolls, saving throws, skill and ability checks May make a standard or move action, 12 Staggered but not both 16 Blinded Lose DEX bonus to AC; -2 AC -4 on STR, 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 No action this round Paralysed Lose **DEX** bonus to **AC**; -2 **AC BONUS FEATS** ☐ Catch off-guard □ Combat Reflexes □ Deflect Arrows □ □ □ Dodge Level ☐ Improved Grapple □ Scorpion Style ☐ Throw Anything □ Improved □ Improved ☐ Gorgon's Fist ☐ Improved Bull Rush ☐ Improved Disarm ☐ Improved Feint Level ☐ Improved Trip ☐ Mobility 6 ☐ Greater □ Greater ☐ Improved Critical ☐ Medusa's Wrath ☐ Snatch Arrows ☐ Spring Attack 10 Strike WHOLENESS OF BODY **HEALING POINTS** Monk Level Level MOVE THROUGH THREATENED SQUARE 7 DIAMOND SOUL SPELL RESISTANCE Monk Level Level = 10 + 13 **PERFECT SELF**

Treated as an Outsider

target non-outsiders. Damage reduction 10/chaotic

Level Immune to Charm Person and other effects that

Monk Bonus Level Feats 1	d6 d4/d8	Armour Class Bonus Flurry of Manoeuvres Unarmed Strike Stunning Fist Evasion Fast Movement +10 ft Manoeuvre Training Manoeuvre Defence	Use a full attack action for more combat manoeuvres Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round Avoid all damage on successful reflex save (which grants +4 to Acrobatics)
1 1 2 1 3	d6 d4/d8	Flurry of Manoeuvres Unarmed Strike Stunning Fist Evasion Fast Movement +10 ft Manoeuvre Training	Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round Avoid all damage on successful reflex save (which grants +4 to Acrobatics)
3		Evasion Fast Movement +10 ft Manoeuvre Training	Avoid all damage on successful reflex save (which grants +4 to Acrobatics)
		Manoeuvre Training	,
4			Use monk level in place of BAB for calculating CMB Attacks of opportunity against manoeuvres
	d6 / 2d6	Ki Pool (magic) Reliable Manoeuvre	Treat unarmed attacks as magic weapons Roll twice for CMB - 1 ki point
5		High Jump Meditative Manoeuvre	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Add WIS to CMB, once a round
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		Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants +12 to Acrobatics)
10		Ki Pool (lawful)	Treat unarmed attacks as lawful weapons
11		Sweeping Manoeuvre	Make a manoeuvre against two enemies OR two manoeuvres against the same enemy
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		Whirlwind Manoeuvre Fast Movement +50 ft	Make one manoeuvre against all adjacent enemies (which grants +20 to Acrobatics)
16	2d8 2d6/3d8	Ki Pool (adamantine)	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 +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
		FLURRY OF M	ANOEUVRES
Level 1 First c	ombat man		part of a full attack, make additional
_	d combat m		mbat maneoevres at a penalty to CMB .
•	combat mai	······	
		KI PC	OOL
TI POOL CAPACITY		lonk Level	KI POOL

ACROBATICS

at half speed

Acropatics DC = Opponent's CMD							+ IU to move at full speed						
MOVE THROU				-	RE ent's CI	at half speed CMD +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	
	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	E DC	DC 20 Reflex save			if you fail a jump by 4 or less								
FALL	DC	15 Acrobatics			to ign	to ignore 10ft of falling damage							