

# QINGGONG MONK

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

## STUNNING FIST

### STUNNING FIST PER DAY

Mönch-  
stufe

Non-Monk  
Levels

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

### STUNNING FIST TODAY

### FORTITUDE SAVE DC

Mönch-  
stufe

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left( \frac{\text{Mönch-stufe}}{2} \right) + WE$$

- 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**

## BONUS FEATS

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

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

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

## Ki-Vorrat

### KI POOL CAPACITY

Mönchstufe

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

### Ki-Vorrat

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no penalty for riding bareback

## KI POWERS

### KI POWER SAVE DC

Mönch-  
stufe

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left( \frac{\text{Mönch-stufe}}{2} \right) + WE$$

## Mönch

Mönch- stufe	Bonus Feats	Unarmed Strike Sml / Lrg	Armour Class Bonus	
<b>1</b>	■	<b>W6</b> W4 / W8	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
<b>2</b>	■		Entrinnen	Avoid all damage on successful reflex save
<b>3</b>			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
<b>4</b>		<b>W8</b> W6 / 2W6	Ki-Vorrat (Magisch)	Treat unarmed attacks as magic weapons
<b>5</b>			Purity of Body	Immun gegen alle Krankheiten
<b>6</b>	■		Fast Movement +20 ft Slow Fall 30 ft	(which grants +8 to Acrobatics)
<b>8</b>		<b>W10</b> W8 / 2W8	Slow Fall 40 ft	
<b>9</b>			Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants +12 to Acrobatics)
<b>10</b>	■		Ki-Vorrat (Rechtschaffen) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
<b>12</b>		<b>2W6</b> W10 3W6	Fast Movement +40 ft Slow Fall 60 ft	(which grants +16 to Acrobatics)
<b>14</b>	■		Slow Fall 70 ft	
<b>16</b>		<b>2W8</b> 2W6 / 3W8	Ki-Vorrat (Adamant) Slow Fall 80 ft	Treat unarmed attacks as adamantite weapons
<b>18</b>	■		Fast Movement +60 ft Slow Fall 90 ft	(which grants +24 to Acrobatics)
<b>20</b>		<b>2W10</b> 2W8 / 4W8	Slow Fall Any distance	

## KI POWERS

Stufe	<b>4</b>		
Stufe	<b>5</b>		
Stufe	<b>7</b>		
Stufe	<b>11</b>		
Stufe	<b>12</b>		
Stufe	<b>13</b>		
Stufe			
Stufe	<b>17</b>		
Stufe	<b>17</b>		
Stufe	<b>19</b>		
Stufe	<b>20</b>		