

# MASTER OF MANY STYLES (MONK)

Mönch-  
stufe

## ARMOUR CLASS BONUS

### AC BONUS

+ **RK**

### CMD BONUS

+ **KMV**

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

Bonus only applied when unarmoured, unencumbered and not helpless

## STUNNING FIST

### STUNNING FIST PER DAY

Mönch-  
stufe

Non-Monk  
Levels

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

### STUNNING FIST TODAY

### FORTITUDE SAVE DC

Mönch-  
stufe

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

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

- 1** \_\_\_\_\_
- 2** \_\_\_\_\_
- 6** \_\_\_\_\_
- 10** \_\_\_\_\_
- 14** \_\_\_\_\_
- 18** \_\_\_\_\_

## WHOLENESS OF BODY

### HEALING POINTS

Stufe

Mönchstufe

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

## DIAMOND SOUL

### SPELL RESISTANCE

Stufe

Mönchstufe

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

## QUIVERING PALM

### QUIVER DAYS

Mönchstufe

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

Stufe

### FORTITUDE SAVE DC

Mönch-  
stufe

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

## Mönch

Mönch-  
stufe

Bonus  
Feats

Unarmed  
Strike  
Damage  
Sml / Lrg

**1**

■

**W6**

**W4 / W8**

Armour Class Bonus  
Fuse Style 2  
Waffenloser Schlag  
Stunning Fist

Use two styles at once  
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  
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  
Fuse Style 3

Enter up to 3 stances as a swift action

**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**

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  
Fuse Style 4

Delayed death  
(which grants +20 to Acrobatics)  
Enter up to 4 stances immediately - **1 ki point**

**16**

**2W8**  
**2W6 / 3W8**

Ki-Vorrat (Adamant)  
Slow Fall 80 ft

Treat unarmed attacks as adamantite 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 Style  
Slow Fall Any distance

Use 5 styles at once, enter 5 stances as a free action

## Ki-Vorrat

### KI POOL CAPACITY

Mönchstufe

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

Ki-Vorrat

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

## 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