MARTIAL ARTIST
(MONK)

Monk Level

ARMOUR CLASS BONUS

AC BONUS + AC

CMD BONUS + CMD

= WIS + (Monk Level ÷ 4) (Round down)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY = Monk Level + (Non-Monk Levels ÷ 4) (Round down)

STUNNING FIST TODAY

FORTITUDE SAVE DC = 10 + (Monk Level ÷ 2) + WIS (from level 3 +1)

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 50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	or	
	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

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

WHOLENESS OF BODY

Level 7 — HEALING POINTS = Monk Level

DIAMOND SOUL

Level 13 — SPELL RESISTANCE = 10 + Monk Level

QUIVERING PALM

QUIVER DAYS = Monk Level days

Level 15 — FORTITUDE SAVE DC = 11 + (Monk Level ÷ 2) + WIS

PERFECT SELF

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

MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg		
1	■	d6 d4 / d8	Armour Class Bonus 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	■		Evasion	Avoid all damage on successful reflex save
3			Fast Movement **+10 ft** Maneuvre Training Pain Points	(which grants **+4** to Acrobatics) Use monk level in place of **BAB** for calculating **CMB** **+1** to confirm critical hits
4		d8 d6 / 2d6	Exploit Weakness Martial Arts Master	Gain +2 to attack, bypass DR, other bonuses Use monk level to take Fighter feats
5			High Jump Extreme Endurance	Add monk level to Acrobatics checks for jumping **+20** to jump checks - **1 ki point** † Immune to fatigue
6	■		Fast Movement **+20 ft** Slow Fall **30 ft**	(which grants **+8** to Acrobatics)
7			Wholeness of Body Physical Resistance **-1**	Heal your own wounds - **2 ki points** † Reduced ability damage
8		d10 d8 / 2d8	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 Pool (lawful) Slow Fall **50 ft** Extreme Endurance **2** Physical Resistance **-2**	Treat unarmed attacks as lawful weapons Immune to exhaustion
12		2d6 d10 / 3d6	Abundant step Fast Movement **+40 ft** Slow Fall **60 ft**	Slip magically between spaces - **2 ki points** † (which grants **+16** to Acrobatics)
13			Defensive Roll Physical Resistance **-3**	Reflex for half damage to avoid hitting 0hp
14	■		Slow Fall **70 ft**	
15			Quivering Palm Fast Movement **+50 ft**	Delayed death (which grants **+20** to Acrobatics)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall **80 ft** Physical Resistance **-4**	Treat unarmed attacks as adamantine weapons
17			Timeless Body	No age penalties or artificial aging
18	■		Fast Movement **+60 ft** Slow Fall **90 ft**	(which grants **+24** to Acrobatics)
19			Greater Defensive Roll Physical Resistance **-5**	Reduced damage on Defensive Roll
20		2d10 2d8 / 4d8	Extreme Endurance **4** Slow Fall **Any distance**	Immune to death effects

† Martial Artist cannot use ki abilities without gaining a *ki pool* from another class

EXPLOIT WEAKNESS

WISDOM CHECK BONUS + = Monk Level + WIS

WISDOM CHECK DC = 10 + CR (Challenge Rating or object's hardness)

As a swift action, make a wisdom check (above). If successful, gain **+2** to attack until the end of your turn, and ignore damage reducation and hardness.
Alternatively, add half your level to Sense Motive, Reflex saves and a dodge bonus to **AC** until your next turn.

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