

JANISSARY

(MONK)

Monk
Level

FLURRY OF BLOWS

FLURRY ATTACK BONUS

Monk Level

$$\boxed{} = - 2$$

UNARMED STRIKE

UNARMED STRIKE DAMAGE ROLL

□ d6 > □ d8 > □ d10 > □ 2d6 > □ 2d8 > □ 2d10

STUNNING FIST

STUNNING FIST PER DAY

Monk
Level

Non-Monk
Level

$$\boxed{} = + \left(\div 4 \right)$$

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STUNNING FIST TODAY

(Round down)

FORTITUDE SAVE DC

Monk Level

$$\boxed{} = 10 + \left(\div 2 \right) + \text{WIS}$$

Monk Effects
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 |

MIND OVER MAGIC

INSIGHT BONUS

Level

Monk Level

$$4 + \boxed{} = \div 2$$

COMMAND TRUCE

- Level Intimidate check to impose a truce between warring parties.
5 The truce is broken if anyone in your group draws a weapon, casts a spell or takes a threatening action.

WHOLENESS OF BODY

HEALING POINTS

Level

Monk Level

$$7 \boxed{} = $$

DIAMOND SOUL

SPELL RESISTANCE

Level

Monk Level

$$11 \boxed{} = 10 + $$

QUIVERING PALM

QUIVER DAYS

Monk Level

$$\boxed{} = $$

Level

FORTITUDE SAVE DC

Monk
Level

$$\boxed{} = 10 + \left(\div 2 \right) + \text{WIS}$$

PERFECT SELF

Treated as an Outsider

- Level Immune to Charm Person and other effects that
20 target non-outsiders.

Damage reduction 10/chaotic

MONK

Monk Bonus
Level Feats

1

Armor Class Bonus
Flurry of Blows
Unarmed Strike
Stunning Fist
Psionic Aura

Use a full attack action for more attacks
Treat hands as weapons
Stun (or other effects) target for one round
Unnerve non-sentient beings; Charm Person **1/day**

2



Evasion

Avoid all damage on successful reflex save

3

Fast Movement **+10 ft**
Maneuvre Training
Still Mind

Use monk level in place of BAB for calculating CMB
+2 saving throws against enchantment

4

Ki Pool (magic)
Mind Over Magic

Treat unarmed attacks as magic weapons
Gain a bonus to saving throws - **1 ki point**

5

Command Truce
Purity of Body

Impose a truce between fighting parties - **1 ki point / min**
Immune to all diseases

6



Fast Movement **+20 ft**
Slow Fall **30 ft**

7

Wholeness of Body

Heal your own wounds - **2 ki points**

8

Slow Fall **40 ft**

9

Improved Evasion
Fast Movement **+30 ft**

Avoid half damage on failed reflex save

10



Ki Pool (lawful)
Slow Fall **50 ft**
Psionic Aura

Treat unarmed attacks as lawful weapons
Charm Person **2/day**

11

Diamond Body

Immune to all poisons

12

Abundant step
Fast Movement **+40 ft**
Slow Fall **60 ft**

Slip magically between spaces - **2 ki points**

13

Diamond Soul

Spell resistance

14



Slow Fall **70 ft**

15

Quivering Palm
Fast Movement **+50 ft**
Psionic Aura

Delayed death
Charm Person **3/day**

16

Ki Pool (adamantine)
Slow Fall **80 ft**

Treat unarmed attacks as adamantite 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**
Slow Fall **90 ft**

19

Empty Body

Assume ethereal state for 1 minute - **3 ki points**

20

Perfect Self
Slow Fall **Any distance**
Psionic Aura

Treated as outsider
Charm Person **4/day**

KI POOL

KI POOL CAPACITY

Monk Level

$$\boxed{} = \left(\div 2 \right) + \text{WIS}$$

Ki Pool