

MONK OF THE SACRED MOUNTAIN

ARMOUR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

WIS + ($\frac{\text{Monk Level}}{4}$)

(Round down)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Monk Level

Non-Monk Levels

$\frac{\text{Monk Level}}{4}$ + ($\frac{\text{Non-Monk Levels}}{4}$)

(Round down)

STUNNING FIST TODAY

FORTITUDE SAVE DC

Monk Level

$10 + (\frac{\text{Monk Level}}{2}) + \text{WIS}$

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

WHOLENESS OF BODY

HEALING POINTS

Monk Level

$7 + (\frac{\text{Monk Level}}{2}) + \text{WIS}$

DIAMOND SOUL

SPELL RESISTANCE

Monk Level

$13 + (\frac{\text{Monk Level}}{2}) + \text{WIS}$

QUIVERING PALM

QUIVER DAYS

Monk Level

$\frac{\text{Monk Level}}{2}$ days

FORTITUDE SAVE DC

Monk Level

$15 + (\frac{\text{Monk Level}}{2}) + \text{WIS}$

PERFECT SELF

- Treated as an Outsider
- Level
- 20**
- 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	Armour Class Bonus	
1	■	d6 d4 / d8	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	■		Iron Monk	Toughness and +1 natural armour
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		d8 d6 / 2d6	Ki Pool (magic) Bastion Stance	Treat unarmed attacks as magic weapons Cannot be knocked prone or moved while stationary
5			Iron Limb Defence Purity of Body	+2 shield bonus to AC and CMD while stationary Increase bonus to +4 - 1 ki point Immune to all diseases
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			Adamantine Monk Fast Movement +30 ft	Damage reduction Double damage reduction - 1 ki point (which grants +12 to Acrobatics)
10	■		Ki Pool (lawful)	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immune to all poisons
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			Quivering Palm Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Bastion Stance 2	Treat unarmed attacks as adamantite weapons Cannot be moved, even by teleportation
17			Timeless Body Vow of Silence	No age penalties or artificial ageing +2 insight to AC and CMD +4 to Sense Motive, Stealth, Perception
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

KI POOL

KI POOL CAPACITY

Monk Level

$\frac{\text{Monk Level}}{2} + \text{WIS}$

KI POOL

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ACROBATICS

MOVE THROUGH THREATENED SQUARE		at half speed
Acrobatics DC = Opponent's CMD		+10 to move at full speed
MOVE THROUGH ENEMY'S OWN SQUARE		at half speed
Acrobatics DC = 5 + Opponent's CMD		+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