

# JANISSARY

(MONK)

Monk  
Level

## FLURRY OF BLOWS

### FLURRY ATTACK BONUS

Monk Level

$$\boxed{\phantom{00}} = \phantom{00} - 2$$

## UNARMED STRIKE

### UNARMED STRIKE DAMAGE ROLL

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

## STUNNING FIST

### STUNNING FIST PER DAY

Monk  
Level

Non-Monk  
Level

$$\boxed{\phantom{00}} = \phantom{00} + \left( \phantom{00} \div 4 \right)$$

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### STUNNING FIST TODAY

(Round down)

### FORTITUDE SAVE DC

Monk Level

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{WIS}$$

Monk Effects  
Level

- |    |           |  |
|----|-----------|--|
| 1  | Stunned   | No action this round<br>Lose DEX bonus to AC; -2 AC  |
| 4  | Fatigued  | Cannot run or charge<br>-2 Strength and Dexterity  |
| 8  | Sickened  | -2 to attack rolls, damage rolls,<br>saving throws, skill and ability checks   |
| 12 | Staggered | May make a standard or move action,<br>but not both  |
| 16 | Blinded   | Lose DEX bonus to AC; -2 AC<br>-4 on STR and DEX skills, opposed Perception<br>50% miss chance when attacking<br>DC 10 Acrobatics to move more than half speed |
|    | or        |  |
|    | Deafened  | -4 initiative; 20% miss chance when attacking<br>-4 on opposed Perception<br>automatically fail Perception checks for sound                                    |
| 20 | Paralysed | No action this round<br>Lose DEX bonus to AC; -2 AC  |

## MIND OVER MAGIC

### INSIGHT BONUS

Level

Monk Level

$$4 + \boxed{\phantom{00}} = \phantom{00} \div 2$$

## 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

$$7 \boxed{\phantom{00}} = \phantom{00}$$

## DIAMOND SOUL

### SPELL RESISTANCE

Level

Monk Level

$$11 \boxed{\phantom{00}} = 10 + \phantom{00}$$

## QUIVERING PALM

### QUIVER DAYS

Monk Level

$$\boxed{\phantom{00}} = \phantom{00}$$

Level

### FORTITUDE SAVE DC

Monk  
Level

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{WIS}$$

## 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

$$\boxed{\phantom{00}} = \left( \phantom{00} \div 2 \right) + \text{WIS}$$

Ki Pool