

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

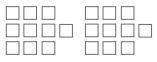
STUNNING FIST

STUNNING FIST PER DAY

Monk
Level

Non-Monk
Level

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



STUNNING FIST (Round down)
TODAY

FORTITUDE

SAVE DC

Monk Level

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

Monk Level	Effects
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

Monk Level

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

COMMAND TRUCE

Level 5 Intimidate check to impose a truce between warring parties.
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

Monk Level

$$7 \boxed{} = $$

DIAMOND SOUL

SPELL RESISTANCE

Monk Level

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

QUIVERING PALM

QUIVER DAYS

Monk Level

$$\boxed{} = $$

FORTITUDE SAVE DC

Monk
Level

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

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	
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 Maneuver 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
