

Monk  
Level

## AC BONUS

## CMD BONUS



Bonus only applied when unarmoured,  
unencumbered and not helpless

TOUCH OF  
SERENITY  
PER DAY

**TOUCH OF  
SERENITY  
TODAY**

Declare before making an attack; if successful, the attack deals no damage, but target cannot attack or cast spells. Target may attempt a will save to end the effect.

## SERENITY DURATION

WILL  
SAVE DC

$$\boxed{\phantom{000}} = 10 + \left( \phantom{00} \div 2 \right) + \text{WIS}$$

	<input type="checkbox"/> Catch off-guard	<input type="checkbox"/> Combat Reflexes
Level	<input type="checkbox"/> Deflect Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dodge
<b>1</b>	<input type="checkbox"/> Improved Grapple	<input type="checkbox"/> Scorpion Style
	<input type="checkbox"/> Throw Anything	

Level 6	<input type="checkbox"/> Gorgon's Fist	<input type="checkbox"/> Improved Bull Rush
	<input type="checkbox"/> Improved Disarm	<input type="checkbox"/> Improved Feint
	<input type="checkbox"/> Improved Trip	<input type="checkbox"/> Mobility

Level	<input type="checkbox"/> Improved Critical	<input type="checkbox"/> Medusa's Wrath
<b>10</b>	<input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Spring Attack

Level	HEALING POINTS
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Level **POINTS** Monk Level

7  =

**Level 12** When an attack would reduce a target to 0hp or below, opt to make the target surrender. Target is reduced to 0hp, is disabled and charmed. No saving throw. Effect lasts until dismissed, used on another target or target is next reduced to 0hp.

$$\text{Level } 13 \quad \boxed{\phantom{000}} = 10 +$$

**Level 15** Once a day, announce before making a melee attack. On a hit, the attack deals no damage but target is charmed. No saving throw.

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

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus	
1	■	<b>d6</b> d4 / d8	Flurry of Blows Unarmed Strike Touch of Serenity	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 <b>+10 ft</b> Manoeuvre Training Still Mind	(which grants <b>+4</b> to Acrobatics) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> <b>+2</b> saving throws against enchantment
4		<b>d8</b> d6 / 2d6	Ki Pool (magic) Slow Fall <b>20 ft</b>	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5			High Jump Purity of Body	Add monk level to Acrobatics checks for jumping <b>+20</b> to jump checks - <b>1 ki point</b> Immune to all diseases
6	■		Fast Movement <b>+20 ft</b> Slow Fall <b>30 ft</b>	(which grants <b>+8</b> to Acrobatics)
7			Wholeness of Body	Heal your own wounds - <b>2 ki points</b>
8		<b>d10</b> d8 / 2d8	Slow Fall <b>40 ft</b>	
9			Improved Evasion Fast Movement <b>+30 ft</b>	Avoid half damage on failed reflex save (which grants <b>+12</b> to Acrobatics)
10	■		Ki Pool (lawful) Slow Fall <b>50 ft</b>	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immune to all poisons
12		<b>2d6</b> d10 / 3d6	Touch of Surrender Fast Movement <b>+40 ft</b> Slow Fall <b>60 ft</b>	Target of an attack surrenders - <b>6 ki points</b> (which grants <b>+16</b> to Acrobatics)
13			Diamond Soul	Spell resistance
14	■		Slow Fall <b>70 ft</b>	
15			Touch of Peace Fast Movement <b>+50 ft</b>	Delayed death (which grants <b>+20</b> to Acrobatics)
16		<b>2d8</b> 2d6 / 3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b>	Treat unarmed attacks as adamantite weapons
17			Timeless Body Learned Master	No age penalties or artificial ageing Linguistics and Knowledge are class skills using <b>WIS</b>
18	■		Fast Movement <b>+60 ft</b> Slow Fall <b>90 ft</b>	(which grants <b>+24</b> to Acrobatics)
19			Empty Body	Assume ethereal state for 1 minute - <b>3 ki points</b>
20		<b>2d10</b> 2d8 / 4d8	Perfect Self Slow Fall <b>Any distance</b>	Treated as outsider

KI POOL  
CAPACITY
$$\boxed{\text{Room Capacity}} = \left( \frac{\text{Monk Level}}{2} \right) + \text{Wisdom}$$

## KI POOL

## 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

## 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