

MONK OF THE LOTUS

Mönch-
stufe

ARMOUR CLASS BONUS

AC BONUS

+ RK

CMD BONUS

+ KMV

$$\left. \begin{array}{l} + RK \\ + KMV \end{array} \right\} = WE + \left(\frac{\text{Mönch-stufe}}{4} \right) \text{ (abrunden)}$$

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

TOUCH OF SERENITY PER DAY

Mönch-stufe Non-Monk Levels

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] + \left(\frac{\text{Mönch-stufe}}{4} \right) \text{ (abrunden)}$$

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

Mönch-stufe

$$\text{Runden} = 1 + \left(\frac{\text{Mönch-stufe}}{6} \right)$$

WILL SAVE DC

Mönch-stufe

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Mönch-stufe}}{2} \right) + WE$$

BONUS FEATS

- Stufe 1
- ☐ Catch off-guard
 - ☐ Combat Reflexes
 - ☐ Deflect Arrows
 - ☐ Dodge
 - ☐ Improved Grapple
 - ☐ Scorpion Style
 - ☐ Throw Anything

- Stufe 6
- ☐ Gorgon's Fist
 - ☐ Improved Bull Rush
 - ☐ Improved Disarm
 - ☐ Improved Feint
 - ☐ Improved Trip
 - ☐ Mobility

- Stufe 10
- ☐ Improved Critical
 - ☐ Medusa's Wrath
 - ☐ Snatch Arrows
 - ☐ Spring Attack

WHOLENESS OF BODY

HEALING POINTS

Stufe Mönchstufe

$$7 \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] =$$

TOUCH OF SURRENDER

Stufe 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.

DIAMOND SOUL

SPELL RESISTANCE

Mönchstufe

$$13 \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 +$$

TOUCH OF PEACE

Stufe 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.

PERFECT SELF

Treated as an Outsider

Stufe 20 Immune to Charm Person and other effects that target non-outsiders. Damage reduction 10/chaotic

Mönch

Mönch- Bonus
stufe Feats

Unarmed
Strike
Damage
Sml / Lrg

1 ■ W6
W4 / W8

Armour Class Bonus
Flurry of Blows
Waffenloser Schlag
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 ■

Entrinnen

Avoid all damage on successful reflex save

3

Fast Movement +10 ft
Manoeuvre Training
Still Mind

(which grants +4 to Acrobatics checks for jumping)
Use monk level in place of BAB for calculating CMB
+2 saving throws against enchantment

4

W8
W6 / 2W6

Ki-Vorrat (Magisch)
Slow Fall 20 ft

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
+20 to jump checks - 1 ki point
Immun gegen alle Krankheiten

6 ■

Fast Movement +20 ft
Slow Fall 30 ft

(which grants +8 to Acrobatics checks for jumping)

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

W10
W8 / 2W8

Slow Fall 40 ft

9

Improved Evasion
Fast Movement +30 ft

Avoid half damage on failed reflex save
(which grants +12 to Acrobatics checks for jumping)

10 ■

Ki-Vorrat (Rechtschaffen)
Slow Fall 50 ft

Treat unarmed attacks as lawful weapons

11

Diamond Body

Immun gegen alle Gifte

12

2W6
W10 3W6

Touch of Surrender
Fast Movement +40 ft
Slow Fall 60 ft

Target of an attack surrenders - 6 ki points
(which grants +16 to Acrobatics checks for jumping)

13

Diamond Soul

Spell resistance

14 ■

Slow Fall 70 ft

15

Touch of Peace
Fast Movement +50 ft

Delayed death
(which grants +20 to Acrobatics checks for jumping)

16

2W8
2W6 / 3W8

Ki-Vorrat (Adamant)
Slow Fall 80 ft

Treat unarmed attacks as adamantite weapons

17

Timeless Body
Learned Master

No age penalties or artificial ageing
Linguistics and Knowledge are class skills using WIS

18 ■

Fast Movement +60 ft
Slow Fall 90 ft

(which grants +24 to Acrobatics checks for jumping)

19

Empty Body

Assume ethereal state for 1 minute - 3 ki points

20

2W10
2W8 / 4W8

Perfect Self
Slow Fall Any distance

Treated as outsider

Ki-Vorrat

KI POOL CAPACITY

Mönchstufe

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left(\frac{\text{Mönchstufe}}{2} \right) + WE$$

Ki-Vorrat

$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right]$

ACROBATICS

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

	Entfernung	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
LONG JUMP	SG	5	10	15	20	25	30	35	40	45	50	55
HIGH JUMP	Entfernung	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
	SG	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

SG 20 Reflex save

if you fail a jump by 4 or less

FALL

SG 15 Acrobatics

to ignore 10ft of falling damage