MANOEUVRE MASTER
(MONK)

Monk Level

ARMOUR CLASS BONUS

AC BONUS + AC

CMD BONUS + CMD

= WIS + (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 ÷ 4) (Round down)

STUNNING FIST TODAY

FORTITUDE SAVE DC = 10 + (Monk Level ÷ 2) + 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**, **DEX** skills, opposed Perception
	or	50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	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
- ☐ Combat Reflexes
- ☐ Deflect Arrows
- ☐ ☐ ☐ Dodge
- ☐ Improved Grapple
- ☐ Scorpion Style
- ☐ Throw Anything
- ☐ Improved _____
- ☐ Improved _____

Level 6
- ☐ Gorgon's Fist
- ☐ Improved Bull Rush
- ☐ Improved Disarm
- ☐ Improved Feint
- ☐ Improved Trip
- ☐ Mobility
- ☐ Greater _____
- ☐ Greater _____

Level 10
- ☐ Improved Critical
- ☐ Medusa's Wrath
- ☐ Snatch Arrows
- ☐ Spring Attack
- ☐ _____ Strike

WHOLENESS OF BODY

Level 7 — **HEALING POINTS** = Monk Level

DIAMOND SOUL

Level 13 — **SPELL RESISTANCE** = 10 + Monk Level

PERFECT SELF

Level 20 — **Treated as an Outsider**
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		
1	■	d6 d4 / d8	Armour Class Bonus Flurry of Manoeuvres Unarmed Strike Stunning Fist	Use a full attack action for more combat manoeuvres 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 **+10 ft** Manoeuvre Training Manoeuvre Defence	(which grants **+4** to Acrobatics checks for jumping) Use monk level in place of **BAB** for calculating **CMB** Attacks of opportunity against manoeuvres
4		d8 d6 / 2d6	Ki Pool (magic) Reliable Manoeuvre	Treat unarmed attacks as magic weapons Roll twice for **CMB** - **1 ki point**
5			High Jump Meditative Manoeuvre	Add monk level to Acrobatics checks for jumping **+20** to jump checks - **1 ki point** Add **WIS** to **CMB**, once a round
6	■		Fast Movement **+20 ft**	(which grants **+8** to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - **2 ki points**
8		d10 d8 / 2d8		
9			Improved Evasion Fast Movement **+30 ft**	Avoid half damage on failed reflex save (which grants **+12** to Acrobatics checks for jumping)
10	■		Ki Pool (lawful)	Treat unarmed attacks as lawful weapons
11			Sweeping Manoeuvre	Make a manoeuvre against two enemies OR two manoeuvres against the same enemy
12		2d6 d10 / 3d6	Abundant step Fast Movement **+40 ft**	Slip magically between spaces - **2 ki points** (which grants **+16** to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14	■			
15			Whirlwind Manoeuvre Fast Movement **+50 ft**	Make one manoeuvre against all adjacent enemies (which grants **+20** to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine)	Treat unarmed attacks as adamantine weapons
17			Timeless Body Tongue of the Sun and Moon	No age penalties or artificial ageing Speak with any living creature
18	■		Fast Movement **+60 ft**	(which grants **+24** to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - **3 ki points**
20		2d10 2d8 / 4d8	Perfect Self	Treated as outsider

FLURRY OF MANOEUVRES

Level		CMB
1	First combat manoeuvre	-2
8	Second combat manoeuvre	-3
15	Third combat manoeuvre	-7

As part of a full attack, make additional combat manoeuvres at a penalty to **CMB**.

KI POOL

KI POOL CAPACITY = (Monk Level ÷ 2) + WIS

KI POOL

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