

WEAPON ADEPT

Monk
Level

(MONK)

ARMOUR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

$$\left. \begin{array}{l} + AC \\ + CMD \end{array} \right\} = WIS + \left(\frac{\text{Monk Level}}{4} \right)$$

Bonus only applied when unarmoured, unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE PER DAY

Monk Level

Non-Monk Levels

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = \left\lfloor \frac{\text{Non-Monk Levels}}{4} \right\rfloor + \left(\frac{\text{Monk Level}}{4} \right)$$

□□□ □□□
□□□ □□□
□□□ □□□

PERFECT STRIKE TODAY

Announce before making an attack using a kama, nunchaku, quarterstaff, sai or siangham. Roll the attack twice, and take the higher result. If one attack is within critical threat range, the other is the confirmation roll.

WAY OF THE WEAPON MASTER

Weapon

BONUS FEATS

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

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

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

WHOLENESS OF BODY

HEALING POINTS

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = \left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor$$

DIAMOND SOUL

SPELL RESISTANCE

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = 10 + \left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor$$

QUIVERING PALM

QUIVER DAYS

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor \text{ days} = \left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor$$

FORTITUDE SAVE DC

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = 10 + \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

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	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus	
1	■	d6 d4 / d8	Flurry of Blows Unarmed Strike Perfect Strike	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Roll attack twice when using a monk weapon
2	■		Way of the Weapon Master	Weapon Focus for one monk weapon
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		d8 d6 / 2d6	Ki Pool (magic) 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 Immune to all diseases
6	■	Fast Movement +20 ft Slow Fall 30 ft Way of the Weapon Master 2		(which grants +8 to Acrobatics checks for jumping) Weapon Specialisation for the same monk weapon
7		Wholeness of Body		Heal your own wounds - 2 ki points
8		d10 d8 / 2d8	Slow Fall 40 ft	
9		Evasion Fast Movement +30 ft		Avoid all damage on successful reflex save (which grants +12 to Acrobatics checks for jumping)
10	■	Ki Pool (lawful) Slow Fall 50 ft		Treat unarmed attacks as lawful weapons
11		Diamond Body		Immune to all poisons
12		2d6 d10 / 3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)
13		Diamond Soul		Spell resistance
14	■	Slow Fall 70 ft		
15		Quivering Palm Fast Movement +50 ft		Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantite weapons
17		Uncanny Initiative Tongue of the Sun and Moon		Choose your own initiative roll Speak with any living creature
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		2d10 2d8 / 4d8	Pure Power Slow Fall Any distance	+2 to Strength, Dexterity and Wisdom score

KI POOL

KI POOL CAPACITY

$$\left\lfloor \frac{\text{Monk Level}}{2} \right\rfloor = \left\lfloor \frac{\text{Monk Level}}{2} \right\rfloor + WIS$$

KI POOL

□□□ □□□
□□□ □□□
□□□ □□□

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

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