

HUNGRY GHOST MONK

Mönch-
stufe

ARMOUR CLASS BONUS

AC BONUS

+ RK

CMD BONUS

+ KMV

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

PUNISHING KICK

PUNISHING KICK PER DAY

Mönch-
stufe

Non-Monk
Levels

$$\left[\text{Box} \right] = \left[\text{Box} \right] + \left(\frac{\text{Mönch-stufe}}{4} \right) \text{ (abrunden)}$$

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PUNISHING KICK TODAY

DISTANCE PUSHED

Mönch-
stufe

$$\left[\text{Box} \right] \text{ m} = \left(\frac{\text{Mönch-stufe}}{5} \right) \times 5\text{ft}$$

FORTITUDE SAVE DC

Mönch-
stufe

$$\left[\text{Box} \right] = 10 + \left(\frac{\text{Mönch-stufe}}{2} \right) + WE$$

Fortitude save to avoid being knocked prone

Stufe 15 Push a target back 5ft and knock them prone with the same attack

STEAL KI

Stufe 5 On a confirmed critical hit, or on reducing a target to 0hp, regain 1 ki point up to your maximum.

Stufe 11 For each point regained, gain an immediate saving throw against one disease.

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

LIFE FUNNEL

On a confirmed critical hit, or on reducing a target to 0hp, regain health.

Stufe 7 **HEALING POINTS** Mönchstufe
 $\left[\text{Box} \right] = \text{Mönchstufe}$

SIPPING DEMON

Stufe 13 Gain 1hp on a successful melee attack
Gain WIS hp on a confirmed critical attack
You may gain up to your monk level in temporary hit points. They disappear after 1 hour

QUIVERING PALM

QUIVER DAYS Mönchstufe

$$\left[\text{Box} \right] \text{ Tage} = \text{Mönchstufe}$$

Stufe 15 **FORTITUDE SAVE DC** Mönchstufe
 $\left[\text{Box} \right] = 10 + \left(\frac{\text{Mönchstufe}}{2} \right) + WE$

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
Punishing Kick

Use a full attack action for more attacks
Treat hands, feet, knees and elbows as weapons
Push targets away from you

2 ■ Entrinnen Avoid all damage on successful reflex save

3 Fast Movement +10 ft (which grants +4 to Acrobatics checks for jumping)
Manoeuvre Training Use monk level in place of **BAB** for calculating **CMB**
Still Mind +2 saving throws against enchantment

4 **W8** Ki-Vorrat (Magisch)
W6 / 2W6 Slow Fall 20 ft Reduce effective falling height using wall

5 High Jump Add monk level to Acrobatics checks for jumping
Steal Ki +20 to jump checks - 1 ki point
Take ki from other creatures

6 ■ Fast Movement +20 ft (which grants +8 to Acrobatics checks for jumping)
Slow Fall 30 ft

7 Life Funnel Take hp from other creatures

8 **W10** Slow Fall 40 ft
W8 / 2W8

9 Improved Evasion Avoid half damage on failed reflex save
Fast Movement +30 ft (which grants +12 to Acrobatics checks for jumping)

10 ■ Ki-Vorrat (Rechtschaffen)
Slow Fall 50 ft Treat unarmed attacks as lawful weapons

11 Life from a Stone Take ki or hp from any creature at all

12 **2W6** Abundant step
W10 3W6 Fast Movement +40 ft
Slow Fall 60 ft Slip magically between spaces - 2 ki points
(which grants +16 to Acrobatics checks for jumping)

13 Sipping Demon Gain temporary hp on melee attacks

14 ■ Slow Fall 70 ft

15 Quivering Palm Delayed death
Fast Movement +50 ft (which grants +20 to Acrobatics checks for jumping)

16 **2W8** Ki-Vorrat (Adamant)
2W6 / 3W8 Slow Fall 80 ft Treat unarmed attacks as adamantite weapons

17 Timeless Body No age penalties or artificial ageing
Tongue of the Sun and Moon Speak with any living creature

18 ■ Fast Movement +60 ft (which grants +24 to Acrobatics checks for jumping)
Slow Fall 90 ft

19 Empty Body Assume ethereal state for 1 minute - 3 ki points

20 **2W10** Perfect Self
2W8 / 4W8 Slow Fall Any distance Treated as outsider

Ki-Vorrat

KI POOL CAPACITY

Mönchstufe

$$\left[\text{Box} \right] = \left(\frac{\text{Mönchstufe}}{2} \right) + WE$$

Ki-Vorrat

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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

	Entfernung	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
HIGH JUMP	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