

MONK

Monk
Level

ARMOUR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

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

(Round down)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Monk Level

Non-Monk Levels

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] + \left(\frac{\text{Monk Level}}{4} \right)$$

(Round down)

STUNNING FIST TODAY

FORTITUDE SAVE DC

Monk Level

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

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 and DEX skills, opposed Perception
50% miss chance when attacking
DC 10 Acrobatics to move more than half speed |
| or | | |
| | 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 | <input type="checkbox"/> Catch off-guard | <input type="checkbox"/> Combat Reflexes |
| 1 | <input type="checkbox"/> Deflect Arrows | <input type="checkbox"/> Dodge |
| | <input type="checkbox"/> Improved Grapple | <input type="checkbox"/> Scorpion Style |
| | <input type="checkbox"/> Throw Anything | |
| Level | <input type="checkbox"/> Gorgon's Fist | <input type="checkbox"/> Improved Bull Rush |
| 6 | <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 |
| 10 | <input type="checkbox"/> Snatch Arrows | <input type="checkbox"/> Spring Attack |

WHOLENESS OF BODY

HEALING POINTS

Level

Monk Level

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] + \left(\frac{\text{Monk Level}}{4} \right)$$

DIAMOND SOUL

SPELL RESISTANCE

Level

Monk Level

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Monk Level}}{4} \right)$$

QUIVERING PALM

QUIVER DAYS

Monk Level

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] \text{ days} = \left[\begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] + \left(\frac{\text{Monk Level}}{4} \right)$$

Level

FORTITUDE SAVE DC

Monk Level

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square\square \\ \square\square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

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
Flurry of Blows
Unarmed Strike
Stunning Fist

Use a full attack action for more attacks
Treat hands, feet, knees and elbows as weapons
Stun (or other effects) target for one round

1

■

d6
d4 / d8

Evasion

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

■

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

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

(which grants +8 to Acrobatics checks for jumping)

7

■

Wholeness of Body

Heal your own wounds - 2 ki points

8

■

d10
d8 / 2d8

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 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 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
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

Perfect Self
Slow Fall Any distance

Treated as outsider

KI POOL

KI POOL CAPACITY

Monk Level

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

KI POOL

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

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

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