

# MONK OF THE LOTUS

Monk Level

## ARMOUR CLASS BONUS

### AC BONUS

+ AC

### CMD BONUS

+ CMD

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

Bonus only applied when unarmoured, unencumbered and not helpless

## STUNNING FIST

### TOUCH OF SERENITY PER DAY

Monk Level

Non-Monk Levels

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

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

Monk Level

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] \text{ rds} = 1 + \left( \frac{\text{Monk Level}}{6} \right)$$

### WILL SAVE DC

Monk Level

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

## BONUS FEATS

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

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

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

## WHOLENESS OF BODY

### HEALING POINTS

Monk Level

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

## TOUCH OF SURRENDER

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

Monk Level

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

## TOUCH OF PEACE

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

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 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	■		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 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	(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	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		2d8 2d6 / 3d8	Ki Pool (adamantine) 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		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

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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

### 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